

# Program

TO insert node at first position & traverse

```
#include <stdio.h>
```

```
#include <conio.h>
```

```
#include <malloc.h>
```

```
struct node
```

```
{
```

```
int info;
```

→ self referencing structure

```
struct node *next, *link;
```

```
};
```

```
typedef struct node NODE; ←
```

```
NODE *start, *p, *new;
```

```
void createemptylist(NODE *start)
```

```
{
```

```
start = NULL;
```

```
}
```

```
void traverselist(NODE *start)
```

```
{
```

```
p = start;
```

```
while (p != NULL)
```

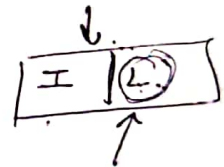
```
{
```

```
printf("%d\n", p->info);
```

```
p = p->link;
```

```
}
```

```
}
```



```
void insertatfront(int item)
```

```
{  
    NODE *new1;
```

```
    new1 = (NODE *) malloc (sizeof(NODE));
```

```
    new1 → info = item;
```

```
    if (start == NULL)
```

```
        new1 → linknext = NULL;
```

```
    else
```

```
        new1 → linknext = start;
```

```
    start = new1;
```

```
}
```

```
void main()
```

```
{
```

```
    int choice, item, af;
```

```
    char ch;
```

```
    clrscr();
```

```
    createemptylist(start);
```

```
    do
```

```
    {
```

```
        printf("1. Insert element at begin");
```

```
        printf("2. Traverse the list");
```

```
        printf("3. Exit");
```

```
        printf("Enter Ur choice");
```

```
        scanf("%d", &choice);
```

```
        switch(choice)
```

```
        {
```

```
            case 1: printf("enter the item");
```

```
                scanf("%d", &item);
```

```
                insertatfront(item);
```

```
                break;
```

```
case 2: printf("traverse the list");  
traverse the list(start);  
break;
```

```
case 3: return;
```

```
}  
fflush(stdin);  
printf("do u want to continue\n");  
scanf("%c", &ch);
```

```
}  
while((ch=='y') || (ch=='Y'));  
getch();
```

```
}
```