#include<iostream>

#include<conio.h>

#include<stdlib.h>

using namespace std;

class Node

{

public:

int data;

Node \*next;

};

class list:public Node

{

Node \*listptr,\*temp;

public:

list()

{

listptr=NULL;

temp=NULL;

}

void create();

void display();

};

int main()

{

list l;

int c;

while(1)

{

cout<<"1.Create\n2.Display\n3.exit\n";

cout<<"Enter your choice:\n";

cin>>c;

switch(c)

{

case 1:l.create();

break;

case 2:l.display();

break;

case 3:return 0;

}

}

return 0;

}

void list::display()

{

Node \*newnode=listptr;

if(newnode==NULL)

{

cout<<"List is empty";

}

while(newnode!=NULL)

{

cout<<newnode->data;

cout<<"-->";

newnode=newnode->next;

}

cout<<"NULL\n";

}

void list::create()

{

Node \*newnode;

newnode=new Node;

int n;

cout<<"Enter an element:";

cin>>n;

newnode->data=n;

newnode->next=NULL;

if(listptr==NULL)

{

listptr=newnode;

temp=newnode;

temp=listptr;

}

else

{

temp->next=newnode;

temp=temp->next;

}

}

OUTPUT

