

```

1  #include<stdio.h>
2  #include<stdlib.h>
3  #include<malloc.h>
4  struct node
5  {
6      int data;
7      struct node*next;
8  };
9  struct node *head=NULL;
10 void insertcirsinglybegin();
11 void display();
12
13
14 void insertcirsinglybegin()
15 {
16     struct node *temp;
17     struct node *newnode;
18     newnode=(struct node*)malloc(sizeof(struct node));
19     printf("enter data:");
20     scanf("%d",&newnode->data);
21     newnode -> next=NULL;
22     if(head==NULL)
23     {
24         head=newnode;
25         newnode->next=head;
26     }
27     else
28     {
29         temp=head;
30         while(temp->next!=head)
31         {
32             temp=temp->next;
33         }
34         newnode->next=head;
35         temp->next=newnode;
36         head=newnode;
37     }
38 }
39
40
41 void display()
42 {
43     struct node *temp;
44
45     if(head==NULL)
46     {
47         printf("list is empty\n");
48     }
49     else
50     {
51         temp=head;
52         while(temp->next!=head)
53         {
54             printf("%d ",temp->data);
55             temp=temp->next;
56         }
57         printf("%d",temp->data);
58     }
59 }
60
61
62 void main()
63 {
64     insertcirsinglybegin();
65     insertcirsinglybegin();
66     insertcirsinglybegin();

```

```
67     insertcirsinglybegin();
68     display();
69
70
71
72 }
73
```