#include<stdio.h>

#include<malloc.h>

struct node

{

int data;

struct node \*next;

}\*head=NULL,\*t,\*p,\*newnode;

void creat\_SLL()

{

int n, i, ele;

printf("Enter the size :");

scanf("%d",&n);

for(i=1;i<=n;i++)

{

scanf("%d",&ele);

newnode=(struct node\*)malloc(sizeof(struct node));

newnode->data=ele;

newnode->next=NULL;

if(head==NULL)

{

head=newnode;

p=newnode;

}

else

{

for(p=head;p->next!=NULL;p=p->next);

p->next=newnode;

p=newnode;

}

}

}

void display\_SLL()

{

if (head==NULL)

{

printf("The SLL is empty\n");

} else {

struct node \*p=head;

while (p!=NULL)

{

printf("%d->",p->data);

p=p->next;

}

printf("NULL\n");

}

}

int main()

{

int choice;

while(1)

{

printf("\n1.Creat\n2.Display\n3.Exit\n");

printf("Enter your choice:");

scanf("%d",&choice);

switch(choice)

{

case 1:creat\_SLL();break;

case 2:display\_SLL();break;

}

}

return 0;

}

