```c
#include <stdio.h>
#include <stdlib.h>
void create();

void search();
struct node
{
    int data;
    struct node *next;
};
struct node *head=NULL;
int main(int argc, char **argv)
{
    int choice;
    char ch;
    do
    {
    printf("\n1. Create \n2. Search\n");
    printf("\nEnter your choice : ");
    scanf("%d",&choice);
    switch(choice)
    {
        case 1: create(); break;
        case 2: search(); break;

    }
    printf("\nDo you want to continue (y||Y):");
    fflush(stdin);
    scanf("%c",&ch);
    }while(ch=='y'||ch=='Y');
}
```

```
    scanf("%c",&ch);
    }while(ch=='y'||ch=='Y');
}

void create()
{
   struct node *newnode,*temp;
    int item;
    newnode =(struct node *) malloc (sizeof(struct node));
    printf("Enter the data : ");
    scanf("%d",&item);
    newnode->data=item;
    newnode->next=NULL;
    if (head==NULL)
     {

      head=newnode;

     }
     else
    {
    temp=head;
       while(temp->next!=NULL)
       {
                  temp=temp->next;
       }
        temp->next=newnode;
        newnode->next=NULL;

    }
}


void search()
{
    struct node *ptr;
```

```c
void search()
{
    struct node *ptr;
    int item,i=0,flag;
    ptr = head;
    if(ptr == NULL)
    {
        printf("\nEmpty List\n");
    }
    else
    {
        printf("\nEnter item which you want to search?\n");
        scanf("%d",&item);
        while (ptr!=NULL)
        {
            if(ptr->data == item)
            {
                printf("item found at location %d ",i+1);
                flag=0; break;
            }
            else
            {
                flag=1;
            }
            i++;
            ptr = ptr -> next;
        }
        if(flag==1)
        {
            printf("Item not found\n");
        }
    }
}
```