```c
#include<stdio.h>
#include<stdlib.h>
 typedef struct node
{
   int data;
   int prty;
   struct node *next;
}node;

void insert();
void disp();
struct node *start=NULL;
```

```c

void main()
{
  int ch;
  while(1)
  {
  printf("\n----Options Are----");
  printf("\n1-Insertion");
  printf("\n2-Display");
  printf("\n3-Exit");
  printf("\nEnter your choice: ");
  scanf("%d",&ch);
  switch(ch)
  {
    case 1: insert();
            break;
    case 2: disp();
            break;
    case 3: exit(0);
    default: printf("\n Wrong Choice");
  }
 }
}

```

```
36
37  void insert()
38  {
39     node *ptr;
40     ptr = (node*)malloc(sizeof(node));
41     printf("\nEnter the value: ");
42     scanf("%d",&ptr->data);
43     printf("\nEnter the priority: ");
44     scanf("%d",&ptr->prty);
45     ptr->next=NULL;
46     if(start==NULL)
47       start=ptr;
48    else if(ptr->prty<start->prty)
49     {
50        ptr->next=start;
51        start=ptr;
52     }
53     else
54     {
55         node *temp;
56         temp=start;
57         while((temp->next!=NULL) && ((temp->next)->prty<ptr->prty) )
58          temp=temp->next;
59         ptr->next=temp->next;
60         temp->next=ptr;
61     }
62  }
63
```

```
63
64  void disp()
65  {
66    node *temp;
67    temp = start;
68    if(temp==NULL)
69      printf("\nList is empty");
70    else
71   {
72       printf("\nYou have entered following data\n");
73       printf("Priority  Data\n");
74      while(temp!=NULL)
75    {
76       printf(" %d          %d ",temp->prty,temp->data);
77       temp=temp->next;
78       printf("\n");
79    }
80   }
81  }
82
```