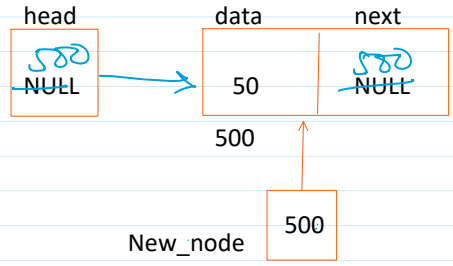
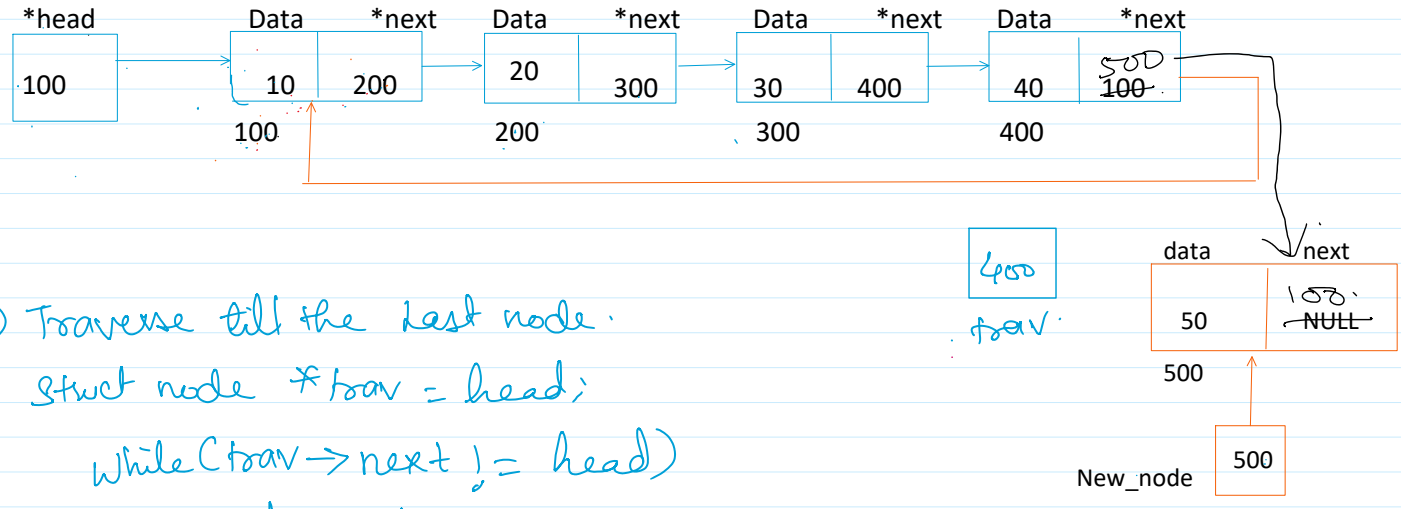
① Create a node
② update the data part
③ Attach.

a) If (head == NULL)
{
head = newnode;
head->next = newnode;
}





1) Traverse till the last node.
struct node *trav = head;
while(trav->next != head)
trav = trav->next;

2) Link the last node to the new node.
trav->next = newnode;

3) Make it circular.
newnode->next = head;