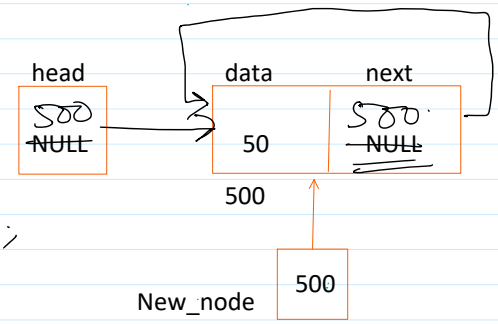
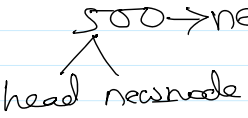
05 December 2025 14:31

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

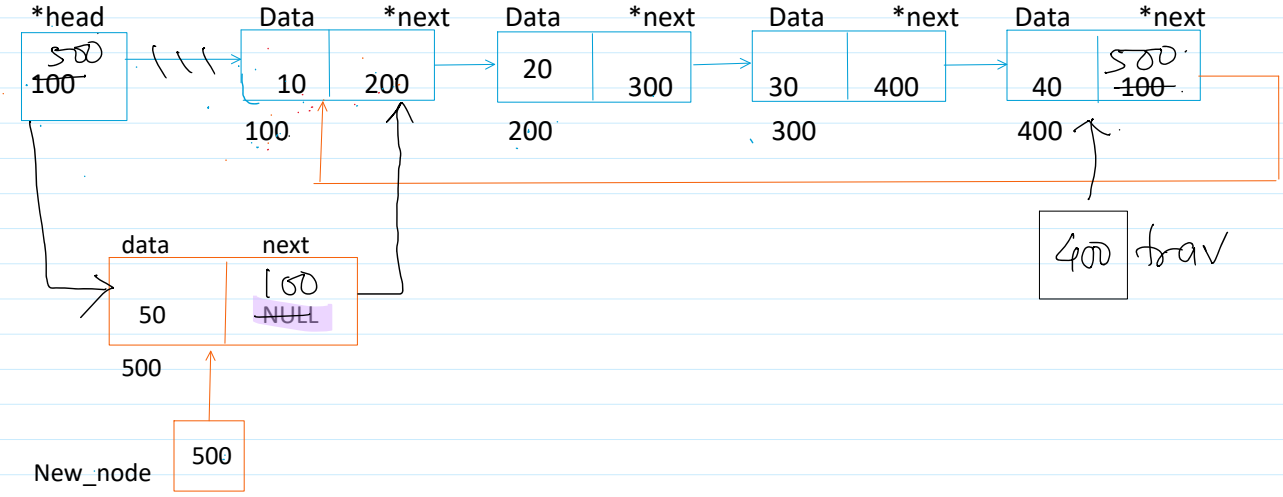


1) Create a node.
2) update the data part
3) Attach.

500->next = 500;



head->next = newnode;
newnode->next = newnode;



1) Traverse till the last node.
   Struct node *trav = head;

   While(trav->next != head)
   Trav = trav->next;

2) Link the new_node to the first node.
   New_node->next = head;

3) Update the head pointer to point to the new node.
   Head = new_node;

4) Update the next pointer of the last node to point to the new first node.
   Trav->next = new_node;

OR

Trav->next = head;