

Explorer

CircularLL... x

DelAtBeg... x

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...

```
struct node {  
    int data;  
    struct node *next;  
};  
typedef struct node *NODE;  
  
NODE createNodeInCLL() {  
    NODE temp;  
    temp = (NODE) malloc(sizeof(struct node));  
    temp->next = NULL;  
    return temp;  
}  
  
NODE insertAtBeginInCLL(NODE first, int x) {  
    {  
        NODE temp2 = createNodeInCLL();  
        temp2->data = x;  
  
        if (first == NULL) {  
            temp2->next = temp2;  
            return temp2;  
        }  
  
        NODE temp = first;  
  
        while (temp->next != first) {  
            temp = temp->next;  
        }  
  
        temp->next = temp2;  
  
        temp2->next = first;  
  
        return temp2;  
    }  
  
    NODE deleteAtBeginInCLL(NODE first) {  
        {  
            int d;  
            ...
```

Debugger

Plots

&lt; Prev

Reset

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Next &gt;

```
45     if(.first->next==.first.)
46     {
47         printf("The deleted element from CLL : : %d\n", .first->data
48     .);
49         return NULL;
50     }
51
52     NODE .temp = .first;
53
54     while(.temp->next != .first.)
55     {
56         temp = .temp->next;
57     }
58
59     d = .first->data;
60
61     first = .first->next;
62     temp->next = .first;
63
64     printf("The deleted element from CLL : : %d\n", .d.);
65
66     return first;
67 }
68
69
70 void traverseListInCLL(NODE .first)
71 {
72     NODE .temp = .first;
73     do
74     {
75         printf("%d--> ", .temp->.data);
76         temp = .temp->.next;
77     } while (temp != .first);
78
79     printf("\n");
80 }
81
82
83
```