

Explorer

CircularLL...

InsAtBegi...

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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;  
    }  
  
    int countInCLL(NODE first) {  
        {  
            if (first == NULL)
```

Debugger

Plots

< Prev

Reset

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Next >

```
45     {
46         return 0;
47     }
48
49     int c = 0;
50     NODE temp = first;
51
52     do
53     {
54         c++;
55         temp = temp->next;
56     } while (temp != first);
57
58     return c;
59
60
61 }
62
63 void traverseListInCLL(NODE first)
64 {
65     NODE temp = first;
66     do {
67         printf("%d-->", temp->data);
68         temp = temp->next;
69     } while (temp != first);
70     printf("\n");
71 }
72
73
74
75
```



Terminal



Test cases