

Algorithm for Insertion of node in the beginning of SLL

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Algorithm

Insertbegin(start, avail, item)

If (avail=null)

print "Overflow"

exit

end if

newnode<-avail

avail<-link->avail

If(start=null)

start<-newnode

Data->start<-item

link->start<-null

Exit

End if

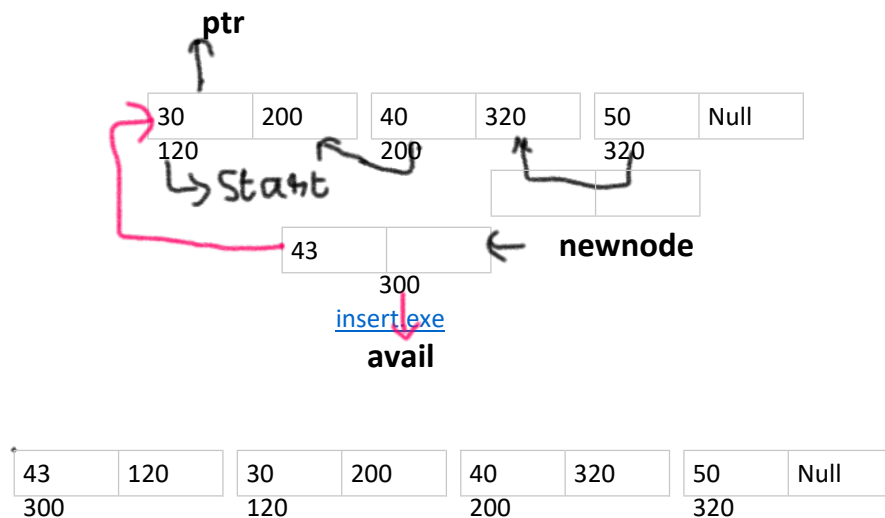
Ptr<-start

Start<-newnode

Data->newnode<-item

Link->newnode<-ptr

End



Inserting newnode at beginning