```
//delete and add first
#include<iostream>
#include<conio.h>
using namespace std;
struct node
{int x;
node *1;
};
node* add first(node *p)
{int y;
if(p==NULL)
{p=new(node);
if(p==NULL)
{cout<<"no space \n";
getch();
exit(0);
cout<<"enter the value\n";</pre>
cin>>y;
p->x=y;
p->1=NULL;
}
else
{node *T;
T=new (node);
if(T==NULL)
{cout<<"no space\n";</pre>
getch();
exit(0);
cout<<"enter the value\n";</pre>
cin>>y;
T->x=y;
T->l=p;
p=T;
return p;}
node *delete_first(node *p,int &y)
{node *t=p;
if(p==NULL)
{cout<<"no node\n";
getch();
exit (0);
}
else
{p=p->1;
y=t->x;
cout<<endl<<t->x;
delete t;
return p;
void print(node *p)
{while(p!=NULL)
{cout<<p->l<<endl;
cout<<p->x<<endl;</pre>
p=p->1;
}
```

```
void main()
{ cout<<"\t\t\t('-') Welcome to linked list program ('-
')\t\tIbn_Alyemen\n";</pre>
    int i,k,m,y,z;
       node *p=NULL;
       do{p=add_first(p);
cout<<"press 0 to stop adding\n";</pre>
cin>>i;}while(i!=0);
cout<<"to delete press 1\n";</pre>
cout<<"to print press 2\n";</pre>
cin>>k;
if(k==1)
{do
{p=delete_first(p,y);
cout<<endl<<"the deleted value is:"<<y;</pre>
cout<<"\npress 0 to stop deleting\n";</pre>
cin>>m;
}while(m!=0);
else if(k==2)
       print(p);
cout<<"to exit from the program press 0";</pre>
cin>>z;}while(z!=0);
getch();
}
```