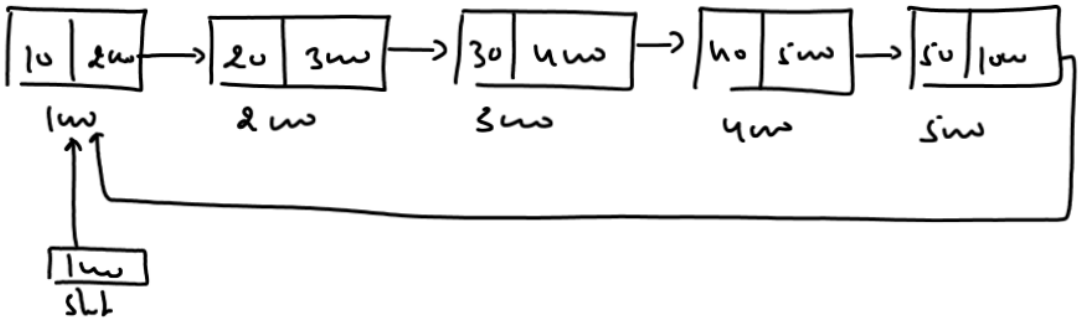
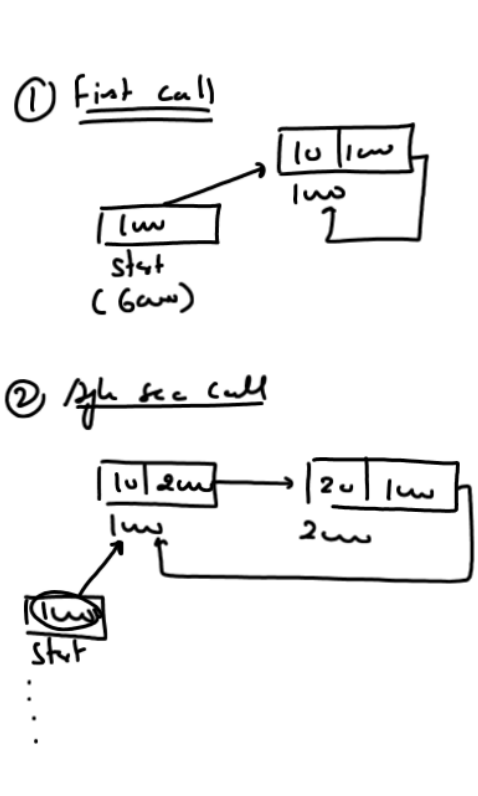
Circular Linked List

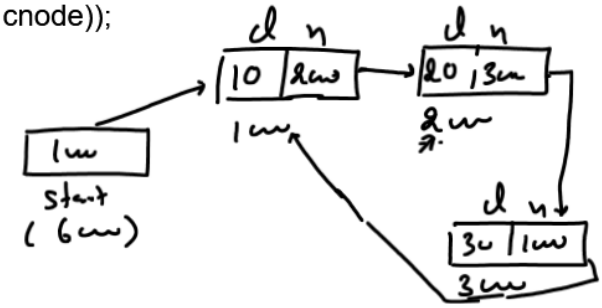


```
struct cnode
{
    int data;
    struct cnode *next;
};

void append(struct cnode **,int);
void display(struct cnode *);
int main()
{
    struct cnode *start=NULL;
    append(&start,10);✓
    append(&start,20); ✓
    .....
    display(start);
    return 0;
}
```



```
void append(struct cnode **ps,int x)
{
  struct cnode *p,*temp;
 p=(struct cnode *)malloc(sizeof(struct cnode));
  if(p==NULL)
   {
      printf("Insufficient Memory");
      return;
   }
 p->data=x;
 if(*ps==NULL)
  {
     *ps=p;
      p->next=p;
      return;
  }
temp=*ps;
while(temp->next!=*ps)
{
   temp=temp->next;
}
temp->next=p;
p->next=*ps;
}
```




```
void display(struct cnode *p)
{
  struct cnode *temp;

   if(p==NULL)
   {
      printf("List is empty");
       return;
   }
   temp=p;
   do
   {
      printf("\n%d",temp->data);
      temp=temp->next;
   }while(temp!=p);
}
```