

Linked list task:

```
#include <iostream>

using namespace std;

struct Node {
    int data;
    Node* next;
    Node(int value) : data(value), next(nullptr) {}
};

Node* insertAtBeginning(Node* head, int value) {

    Node* newNode = new Node(value);

    newNode->next = head;

    return newNode;
}

void display(Node* current) {

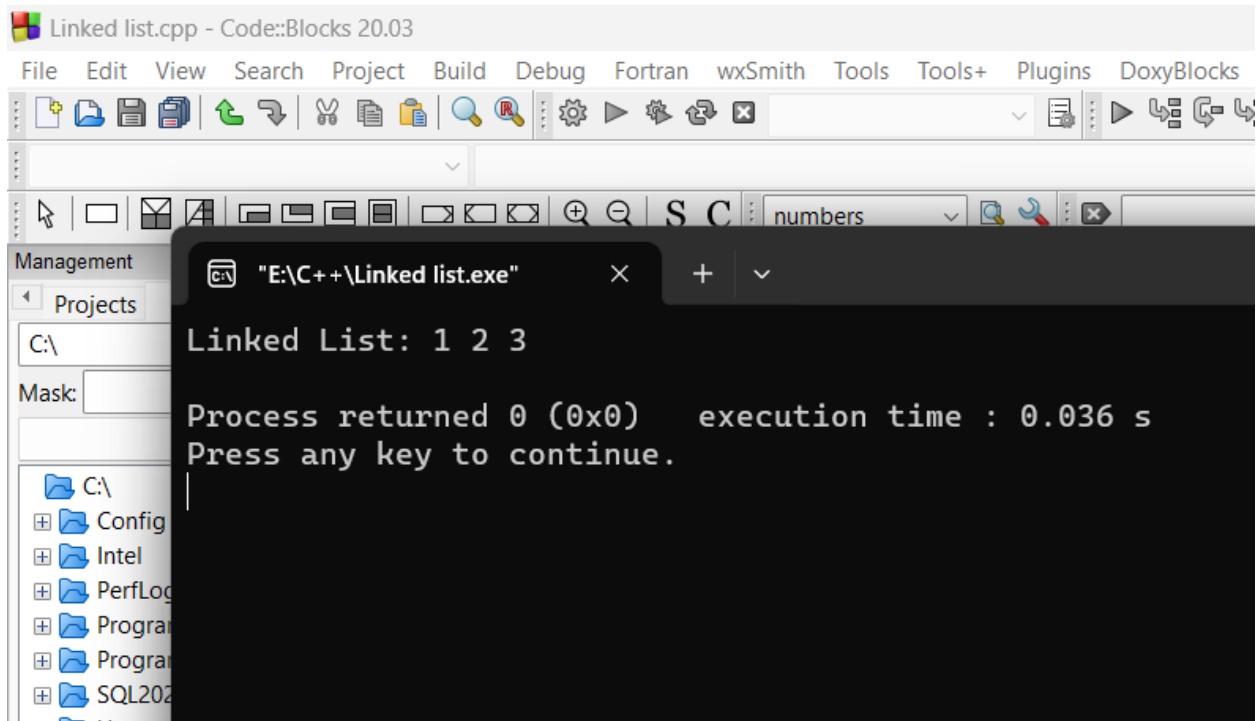
    if (current == nullptr) {
        cout << endl;
        return;
    }

    cout << current->data << " ";

    display(current->next);
}
```

```
int main() {  
  
    Node* head = nullptr;  
  
    head = insertAtBeginning(head, 3);  
    head = insertAtBeginning(head, 2);  
    head = insertAtBeginning(head, 1);  
  
    cout << "Linked List: ";  
    display(head);  
  
    return 0;  
}
```

Output:



The screenshot shows the Code::Blocks IDE interface. The title bar reads "Linked list.cpp - Code::Blocks 20.03". The menu bar includes File, Edit, View, Search, Project, Build, Debug, Fortran, wxSmith, Tools, Tools+, Plugins, and DoxyBlocks. The toolbar contains icons for file operations, search, and execution. The left sidebar shows the "Management" pane with "Projects" selected, displaying a tree view of the file system starting from "C:\". The main window shows the execution output of the program "E:\C++\Linked list.exe".

```
"E:\C++\Linked list.exe" × + v
Linked List: 1 2 3

Process returned 0 (0x0)   execution time : 0.036 s
Press any key to continue.
```