```c
struct node
{
    int data;
    struct node *next;
};


struct node *head = NULL;


void create()
{
    int ele;
    struct node *newnode, *temp;
    newnode = (struct node *) malloc(sizeof(struct node));
    printf("Enter data to be inserted: ");
    scanf("%d", &ele);
    newnode -> data = ele;
    if (head == NULL)
    {
        newnode -> next = NULL;
        head = newnode;
    }
}
```

```c
        else
        {
            temp = head;
            while ( temp -> next != NULL)
                temp = temp -> next;

            temp -> next = newnode;
            newnode -> next = NULL;
        }
    }


void delfunct ()
{
    struct node *temp, * del = NULL;
    int ele;
    if (head == NULL)
    {
        printf("list is empty!!!\n");
        return;
    }
    temp = head;
    printf("Enter value to be Removed : ");
    scanf ("%d ", &ele);
    if (head -> data == ele)
    {
        del = head;
        head = head -> next;
    }
    while (temp -> next != NULL)
    {
        if (temp -> next -> data == ele)
        {
            del = temp -> next;
            if ( del -> next == NULL)
            {   temp -> next = NULL;
            else
                temp = temp -> next;
```

```
        }
        if ( del == NULL)
            printf("Element has not been found ");
    }


void display()
{
    struct node *temp = NULL;
    temp = head;
    if ( temp == NULL)
            printf(" No elements in list! \n");
    else
        while ( temp != NULL)
        {
                printf ("%d\t", temp -> data);
                temp = temp -> next;
        }
        printf ("\n");
}


void insertbeg ()
{
    struct node *newnode;
    int ele;
    printf ("Enter element to be added!");
    scanf ( "%d", &ele);
    newnode = ( struct node *) malloc( sizeof (struct node));
    newnode -> data = ele;
    newnode -> next = head;
    head = newnode;
}
```