

10.singly linked list :-

```
#include<stdio.h>
```

```
#include<malloc.h>
```

```
#include<stdlib.h>
```

```
struct node
```

```
{
```

```
    int info;
```

```
    struct node *link;
```

```
};
```

```
typedef struct node* NODE;
```

```
NODE getnode();
```

```
NODE insert_front(NODE , int);
```

```
NODE delete_front(NODE);
```

```
void display(NODE);
```

```
int main()
```

```
{
```

```
    NODE first;
```

```
    int choice, item;
```

```
    first = NULL;
```

```
    while(1)
```

```
    {
```

```
        printf("Enter\n");
```

```
        printf("1. Insert Front\n");
```

```
        printf("2. Delete Front\n");
```

```
        printf("3. Display the list\n");
```

```
printf("4. Exit\n");

scanf("%d", &choice);

switch(choice)
{
    case 1:
        printf("Enter item to be inserted\n");
        scanf("%d", &item);
        first = insert_front(first, item);

        break;

    case 2:
        first = delete_front(first);

        break;

    case 3:
        display(first);

        break;

    default:
        exit(0);
}
}
```

NODE getnode()

```
{  
  
    NODE x;  
  
    x = (NODE) malloc(sizeof(struct node));  
  
    if(x == NULL)  
    {  
        printf("Node creation error\n");  
        return 0;  
    }  
  
    return x;  
}
```

NODE insert_front(NODE first , int item)

```
{  
  
    NODE temp;  
  
    temp = getnode();  
    temp->info = item;  
  
    temp->link = first;  
  
    return temp;  
}
```

NODE delete_front(NODE first)

```
{  
  
    NODE temp;
```

```
if(first == NULL)
{
    printf("Cannot delete. Empty List\n");
    return first;
}

temp = first;
first = first->link;

printf("Deleted node is %d\n", temp->info);
free(temp);

return first;
}
```

```
void display(NODE first)
{
    NODE temp;

    printf("Contents of linked list is:\n");

    if(first == NULL)
    {
        printf("Cannot print. Empty list\n");
        return;
    }

    temp = first;

    while(temp != NULL)
    {
```

```

        printf("%d\t", temp->info);

        temp = temp->link;

    }

    printf("\n");
}

```

Output :-

