

```

#include <iostream>
using namespace std;
struct node{
    int data;
    node*next;

};

class sll{
    private:
    node*first;
    public:
    sll(){
        first= NULL;
    }
    void createsll(void);
    void displaysll(void);

};

void sll::createsll(void){
    node*last,*newnp;
    int n;
    cout<<"how many node you have to create";
    cin>>n;
    for(int i=0;i<n;i++){
        cout<<"enter the value";
        newnp=new node;
        cin>>newnp->data;
        newnp->next=NULL;
        if(i==0){
            first=newnp;
            last=newnp;
        }
        else{
            last->next=newnp;
            last=newnp;
        }
    }
}

void sll:: displaysll(void)
{
    node*temp;
    temp=first;
    while(temp!=NULL){
        cout<<temp->data<<"-->";
        temp=temp->next;
    }
}

```

```
        cout<<"null";  
    }
```

```
int main() {  
    sll s;  
    s.createSll();  
    s.displaySll();  
    return 0;  
}
```