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

struct Node {
    int data;
    struct Node* next;
};

void insertAtBeginning(struct Node** head_ref, int new_data) {
    struct Node* new_node = (struct Node*)malloc(sizeof(struct Node));
    new_node->data = new_data;
    new_node->next = (*head_ref);
    (*head_ref) = new_node;
}

// Implement other operations like insertAtEnd, deleteNode, searchNode, etc.

int main() {
    struct Node* head = NULL;

    insertAtBeginning(&head, 5);
    insertAtBeginning(&head, 10);

    // Perform other operations here

    return 0;
}
```