**DELETION FROM BEGINNING OF THE LIST**

#include<iostream.h>

#include<stdlib.h>

#include<process.h>

struct node{ int info;

node\*next;}

\*start,\*newptr,\*save,\*ptr,\*rear;

node\*create\_new\_node(int);

void insert(node\*);

void display(node\*);

void delnode();

int main()

{ start=rear=null;

int inf;

char ch='y';

while(ch=='y'||ch=='Y')

{system("cis");

cout<<"\n enter information for the new node..";

cin>>inf;

newptr=create\_new\_node(inf);

if(newptr==null)

{cout<<"\ncannot create new node!!!\n;system("pause");

exit(1);}

insert(newptr);

cout<<"\n press Y to enter more nodes, N to exit..\n";

cin>>ch;

}system("cis");

do

{ cout<<"\n the list now is:\n";

display(start); system("pause");

cout<<"want to delete first node?(y/n)..";

cin>>ch;

if(ch=='y'||ch=='Y')

delnode();

}while(ch=='y'||ch=='Y');

return 0;}

node\*create\_new\_node(int n)

{ ptr=newnode;

ptr->info=n;

ptr->next=null;

return ptr;}

void insert(node\*np)

{ if(start==null) start=rear=np;

else

{rear->next=np;

rear=np; } }

void delnode()

{ if(start==null)cout<<"underflow!!!\n";

else

{ ptr=start;

start=start->next;

delete ptr;

} }

void display(node\*np)

{ while(np!=null)

{cout<<np->info<<"->";

np=np->next;}

cout<<"!!!\n; }

**\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*OUTPUT\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\***

