```cpp
#include<iostream>
using namespace std;

class Linked_list
{
private:
    struct jnode
    {
        int data;
        struct jnode *next;
    };
    typedef struct jnode node;
    node *head=NULL;
    node *tail=NULL;
    int cnt=0;

public:

    void insert_begi(int val)
    {
        node *new_node=new node;
        cnt++;
        new_node->data=val;
        if(head==NULL)
        {
            tail=new_node;
        }
        new_node->next=head;
        head=new_node;
    }
    void display()
    {
        node *tmp=head;
        while(tmp!=NULL)
        {
            cout<< tmp->data << " ";
            tmp=tmp->next;
        }
        cout<<endl;
    }
    void del_begi()
    {
        node *tmp=head;
        head=head->next;
        free(tmp);
        cnt--;
    }


};
int main()
{
    Linked_list list1;
    list1.insert_begi(10);
    list1.insert_begi(20);
    list1.insert_begi(30);
    list1.insert_begi(40);
    list1.display();
    list1.del_begi();
    list1.del_begi();
    list1.display();
    return 0;
}
```