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

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

struct node* head = NULL;

void insert_at_beginning(int data)
{
   struct node* newnode, *temp;
   newnode = (struct node*)malloc(sizeof(struct node));

   newnode->data = data;

   if (head == NULL)
   {
      newnode->next = newnode;
      head = newnode;
   }
   else
   {
      temp = head;
      while (temp->next != head)
      {
         temp = temp->next;
      }

      newnode->next = head;
      temp->next = newnode;
      head = newnode;
   }
}

void traversel()
{
   struct node* temp;

   if (head == NULL)
   {
      printf("List is empty\n");
   }
```

```
    else
    {
        temp = head;
        do
        {
            printf("%d ", temp->data);
            temp = temp->next;
        } while (temp != head);

        printf("\n");
    }
}

int main()
{
    insert_at_beginning(10);
    insert_at_beginning(20);
    insert_at_beginning(30);

    traversel();

    return 0;
}
```