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

struct node {
   int data;
   struct node*next;
};
struct node*head=NULL;

void insertAtEnd(int x)
{
   struct node*newnode,*temp;
   newnode=(struct node*)malloc(sizeof(struct node));
   newnode->data=x;

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

}
void display()
{
   struct node *temp;

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

   temp = head;
```

```
    printf("Circular Linked List: ");

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

    printf("(back to head)\n");
}

int main()
{
    insertAtEnd(10);
    insertAtEnd(20);
    insertAtEnd(30);
    insertAtEnd(40);

    display();

    return 0;
}
```