#include<iostream>

using namespace std;

typedef struct node

{

int info;

node \*link;

}node;

node \*ptr,\*loc,\*start=NULL;

int item;

void insertion(int);

void traverse();

int main()

{

int x;

char ch;

do

{

cout<<"1. for insertion"<<endl;

cout<<"2. for Traverse"<<endl;

cin>>x;

switch(x)

{

case 1: cout<<"Enter the element"<<endl;

cin>>item;

insertion(item);

break;

case 2: traverse();

break;

default:cout<<"wrong choice"<<endl;

break;

}

cout<<"For continue press 'y': "<<endl;

cin>>ch;

}while(ch=='y');

}

void insertion (int item)

{

ptr=new node;

ptr->info=item;

if(start==NULL)

{ start=ptr;

ptr->link=start;

}

else

{

loc=start;

while(loc->link!=start)

{

loc=loc->link;

}

ptr->link=start;

loc->link=ptr;

start=ptr;

}

return;

}

void traverse()

{

ptr=start;

if(start==NULL)

{

cout<<"link list is empty"<<endl;

}

else

{

while(ptr->link!=start)

{

cout<<ptr->info<<endl;

ptr=ptr->link;

}

cout<<ptr->info<<endl;

}

return;

}