#include <stdio.h>

#include <stdlib.h>

struct node {

int data;

struct node \*next;

};

struct node \*head = NULL;

void create\_SLL() {

int n, i, ele;

printf("Enter the size: ");

scanf("%d", &n);

for (i = 1; i <= n; i++) {

printf("Enter element %d: ", i);

scanf("%d", &ele);

struct node \*newnode = (struct node \*)malloc(sizeof(struct node));

newnode->data = ele;

newnode->next = NULL;

if (head == NULL) {

head = newnode;

} else {

struct node \*temp = head;

while (temp->next != NULL) {

temp = temp->next;

}

temp->next = newnode;

}

}

}

void display\_SLL() {

if (head == NULL) {

printf("The SLL is empty\n");

} else {

struct node \*temp = head;

while (temp != NULL) {

printf("%d->", temp->data);

temp = temp->next;

}

printf("NULL\n");

}

}

int main() {

int choice;

while (1) {

printf("\n1. Create\n2. Display\n3. Exit\n");

printf("Enter your choice: ");

scanf("%d", &choice);

switch (choice) {

case 1:

create\_SLL();

break;

case 2:

display\_SLL();

break;

case 3:

exit(0);

default:

printf("Invalid choice\n");

}

}

    return 0;

}

