#include<stdio.h>

#include<stdlib.h>

struct node

{

int data;

struct node\*next;

}\*head=NULL,\*t,\*p,\*newnode;

void create()

{

int i,n,ele;

printf("enter the size:");

scanf("%d",&n);

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

{

scanf("%d",&ele);

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

newnode->data=ele;

newnode->next=NULL;

if(head==NULL)

{

head=newnode;

p=newnode;

}

else

{

for(p=head;p->next!=NULL;p=p->next);

p->next=newnode;

p=newnode;

}

}

}

void display()

{

if(head==NULL)

printf("the SLL is empty");

else

for(p=head;p->next!=NULL;p=p->next)

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

}

int main()

{

int choice;

while(1)

{

printf("\n1.create\n2.display\n3.exit\n");

printf("Enter the choice:");

scanf("%d",&choice);

switch(choice)

{

case 1: create();break;

case 2: display();break;

case 3: exit(0);

}

}

return 0;

}