

void create()

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Dhr

```
{ struct node * newnode, * temp,  
  int item,
```

```
newnode = (struct node *) malloc (size of (struct node)),
```

```
printf ("Enter data"),
```

```
scanf ("%d", &item),
```

```
newnode -> data = item,
```

```
if (head == NULL)
```

```
{
```

```
newnode -> next = NULL,
```

```
head = newnode,
```

```
printf ("Node created\n"),
```

```
}
```

```
else
```

```
{ temp = head,
```

```
while (temp -> next != NULL)
```

```
{
```

```
temp = temp -> next,
```

```
}
```

```
temp -> next = newnode,
```

```
newnode -> next = NULL,
```

```
printf ("Node created"),
```

```
}
```

```
}
```

void display ()

```
{  
    struct node * ptr = NULL;  
    ptr = head;
```

```
    if (ptr == NULL)
```

```
{  
    printf ("Nothing to print\n");
```

```
}  
    else
```

```
{  
    while (ptr != NULL)
```

```
{  
    printf ("%d", ptr->data);  
    ptr = ptr->next;
```

```
}
```

```
}
```

```
}
```

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void insert - before()

{

struct node * newnode,

int ele,

printf ("Enter the element : "),

scanf ("%d", &ele),

newnode = (struct node *) malloc (size of (struct node))

newnode -> data = ele,

newnode -> next = head,

head = newnode,

}

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