main.c

```c
#include <stdio.h>
#include <stdlib.h>
void create();
void display();
void insert_before();
struct node
{
    int data;
    struct node *next;
};
struct node *head=NULL;
int main()
{
    int choice,ele;
    char ch;
    int n=1;
    do
    {

    printf("\n1. Create \n2. Display  \n3. insert before ");
    printf("\nEnter your choice : ");
    scanf("%d",&choice);
    switch(choice)
    {
        case 1: create(); break;
        case 2: display();break;
        case 3: insert_before();
                break;
    }
    }while(n==1);
}
void create()
```

main.c

```
34      struct node *newnode,*temp;
35       int item;
36       newnode =(struct node *) malloc (sizeof(struct node));
37       printf("Enter the data : ");
38       scanf("%d",&item);
39       newnode->data=item;
40       if (head==NULL)
41        {
42          newnode->next=NULL;
43         head=newnode;
44         printf("Node created\n");
45        }
46        else
47       {
48       temp=head;
49          while(temp->next!=NULL)
50          {
51                    temp=temp->next;
52           }
53         temp->next=newnode;
54         newnode->next=NULL;
55          printf("Node created\n");
56     }
57  }
58
59  void display()
60  {
61      struct node *ptr=NULL;
62      ptr=head;
63
64      if(ptr==NULL)
65      {
```

main.c

```
66          printf("Nothing to print\n");
67      }
68      else
69      {
70          while(ptr!=NULL)
71          {
72          printf("%d ",ptr->data);
73          ptr=ptr->next;
74          }
75      }
76
77  }
78
79  void insert_before()
80  {
81          struct node *newnode;
82      int ele;
83      printf("Enter the element : ");
84      scanf("%d",&ele);
85
86      newnode=(struct node*)malloc(sizeof(struct node));
87
88      newnode->data =ele;
89      newnode->next=head;
90      head=newnode;
91
92
93  }
```