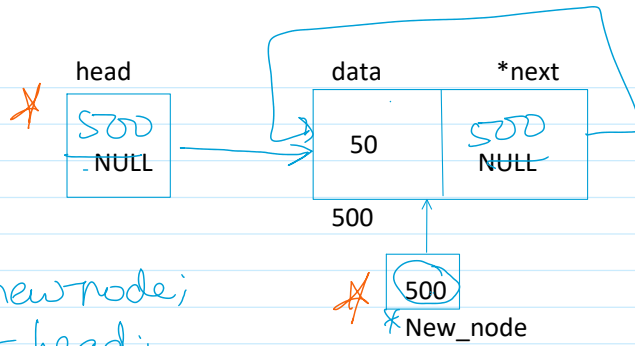
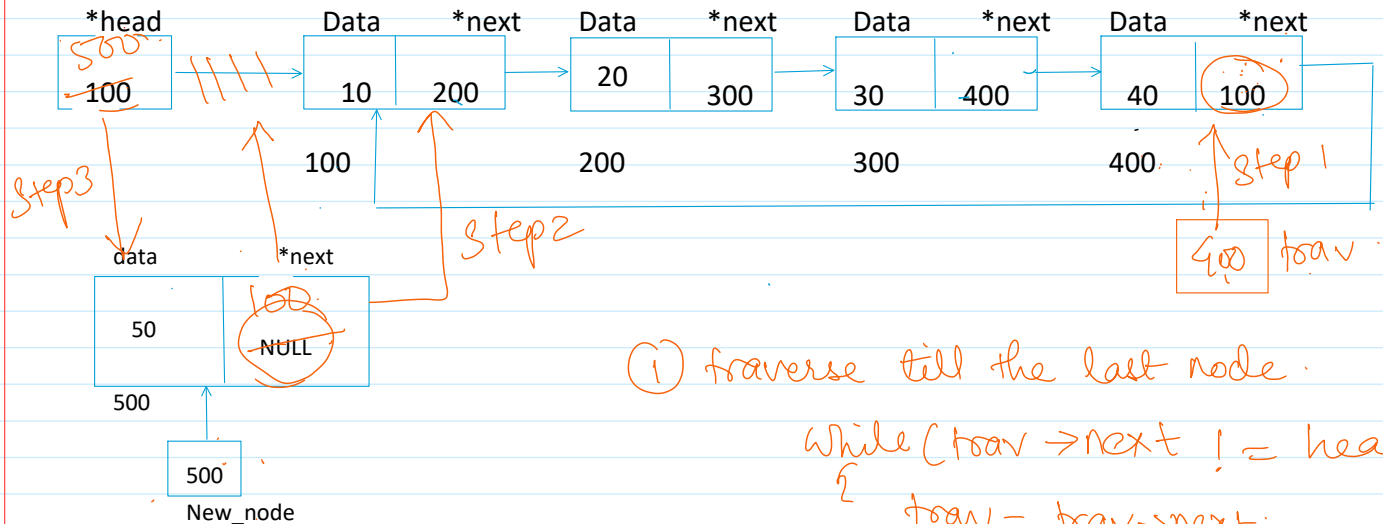


① If (head == NULL)
head = new_node;

OR. newnode → next = new_node;
OR. newnode → next = head;



- ① Create the node
- ② Attach



① traverse till the last node.

```
while (trav → next != head)
{
    trav = trav → next;
}
```

② Attach the newnode to 1st node.
newnode → next = head.

③ update the head pointer.
head = newnode.

④ update the last node pointer to point to newnode.
trav → next = head;
OR
trav → next = newnode