**Program:**

#include<iostream.h>

#include<conio.h>

class Node

{

int info;

Node \*link,\*start;

public:

Node()

{

start=NULL;

}

void insert(int data)

{

Node \*NEW = new Node;

NEW -> info=data;

NEW -> link=start;

start=NEW;

}

void display()

{

Node \*ptr;

ptr=start;

cout<<"\nLinked List\n";

while(ptr!=NULL)

{

cout<<ptr->info<<" ";

ptr=ptr->link;

}

}

void Delete()

{

Node \*ptr,\*save,\*LOC,\*LOCP;

int item;

cout<<"\nEnter item to be deleted = ";

cin>>item;

if(item==start->info)

{

start=start->link;

}

else

{

save=start;

ptr=start->link;

while(ptr!=NULL)

{

if(item==ptr->info)

{

LOC=ptr;

LOCP=save;

break;

}

else

{

save=ptr;

ptr=ptr->link;

}

}

} LOCP->link=LOC->link;

}

};

void main()

{

clrscr();

Node n1;

n1.insert(20);

n1.insert(10);

n1.insert(30);

n1.insert(40);

n1.display();

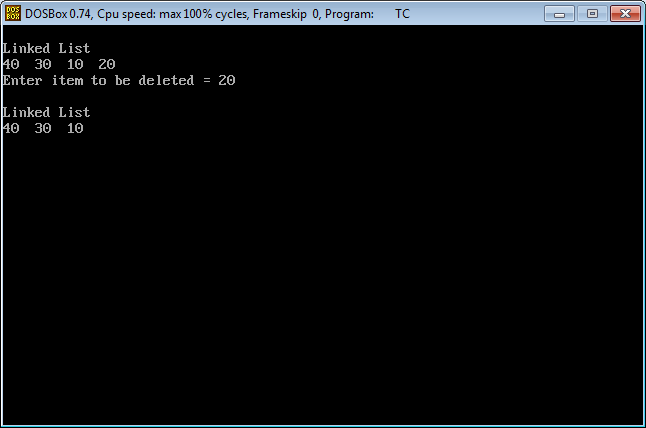
n1.Delete();

n1.display();

getch();

}

**Output:**

****