

//Implementation of singly link list

```
#include<stdio.h>
```

```
#include<stdlib.h>
```

// define structure of a node

```
struct node
```

```
{
```

```
    int data;
```

```
    struct node* link;
```

```
};
```

```
struct node *start;
```

// create a node

```
struct node * create_node()
```

```
{
```

```
    struct node *temp;
```

```
    temp=(struct node*)malloc(sizeof(struct node));
```

```
    return temp;
```

```
}
```

// function for insert element at first position

```
void insert_first()
```

```
{
```

```
    struct node *temp;
```

```
    temp=create_node();
```

```
    printf("Enter a element\n");
```

```
    scanf("%d",&temp->data);
```

```
    temp->link=start;
```

```
    start=temp;
```

```
}
```

// function for delete element from the starting

```
void delte_first()
```

```

{
    struct node * temp;
    if(start==NULL)
        printf("List is empty\n");
    else
    {
        temp=start;
        start=temp->link;
        free(temp);
    }
}

// function for display the element of List
void display()
{
    struct node * temp;
    if(start==NULL)
        printf("List is empty\n");
    else
    {
        temp=start;
        while(temp!=NULL)
        {
            printf("%d ",temp->data);
            temp=temp->link;
        }
    }
}

void main()
{

```

```
int ch;

printf("1. insert element at starting\n");
printf("2. delete element from the starting\n");
printf("3. display element of the list\n");
printf("4. exit\n");
while(1)
{
    printf("Enter your choice\n");
    scanf("%d",&ch);
    switch(ch)
    {
        case 1: insert_first();
                break;
        case 2: delte_first();
                break;
        case 3: display();
                break;
        case 4: exit(0);
        default: printf("Wrong key\n");
    }
}
}
```