#include<stdio.h>

#include<malloc.h>

struct node

{

int data;

struct node \*next;

};

struct node \*start=NULL;

struct node \*createnode(struct node \*);

struct node \*display(struct node \*);

struct node \*insert\_beg(struct node \*);

struct node \*delete\_beg(struct node \*);

int main(int argc,char \*argv[])

{

int option;

do

{

printf("\n\n \*\*\*mainmenu\*\*\*");

printf("\n 1:create a list \n 2:display the list\n 3:add a node at beginning\n 4:delete a node from the beginning");

printf("\n\n Enter your option:");

scanf("%d",&option);

switch(option)

{

case 1: start=createnode(start);

printf("\n LINKED LIST CREATED");

break;

case 2:start=display(start);

break;

case 3:start=insert\_beg(start);

break;

case 4:start=delete\_beg(start);

break;

}

}while(option!=5);

printf("\n \*\*check main menu and enter valid option\*\*");

}

struct node \*createnode(struct node \*start)

{

struct node \*new\_node,\*ptr;

int num;

printf("\n Enter -1 to end");

printf("\n Enter the data:");

scanf("%d",&num);

while(num!=-1)

{

new\_node=(struct node\*)malloc(sizeof(struct node));

new\_node->data=num;

if(start==NULL)

{

new\_node->next=NULL;

start=new\_node;

}

else

{

ptr=start;

while(ptr->next!=NULL)

ptr=ptr->next;

ptr->next=new\_node;

new\_node->next=NULL;

}

printf("\n Enter the data:");

scanf("%d",&num);

}

return start;

}

struct node \*display(struct node \*start)

{

struct node \*ptr;

ptr=start;

while(ptr!=NULL)

{

printf("\t %d",ptr->data);

ptr=ptr->next;

}

return start;

}

struct node \*insert\_beg(struct node \*start)

{

struct node \*new\_node;

int num;

printf("\n Enter the data:");

scanf("%d",&num);

new\_node=(struct node \*)malloc(sizeof(struct node));

new\_node->data=num;

new\_node->next=start;

start=new\_node;

return start;

}

struct node \*delete\_beg(struct node \*start)

struct node \*ptr;

ptr=start;

start=start->next;

free(ptr);

return start;

}