

```

1  #include<stdio.h>
2  #include<stdlib.h>
3  struct Node
4  {
5      int Info ;
6      struct Node *Link ;
7  }*ptr , *start , *save,*newN ;
8  main()
9  {
10     int val = 0 , strtOk = 1;
11
12     printf ( "Enter a value: " );
13     scanf ( "%d" , &val );
14
15     while ( val != 0 )
16     {
17         ptr = (struct Node *) malloc (sizeof (struct Node ));
18         if (ptr != NULL )
19         {
20             if ( strtOk == 1 )
21             {
22                 start = ptr ;
23                 ptr -> Info = val ;
24                 ptr -> Link = NULL ;
25                 save = ptr ;
26                 strtOk = 0 ;
27             }
28             else
29             {
30                 ptr -> Info = val ;
31                 save -> Link = ptr ;
32                 ptr -> Link = NULL ;
33                 save = ptr ;
34             }
35             printf ( "Enter a value: " );
36             scanf ( "%d" , &val );
37         }
38         else
39             printf ( "Overflow !" );
40     }
41
42     ptr = start ;
43     while ( ptr != NULL )
44     {
45         printf ( " %d" , ptr -> Info );
46         ptr = ptr -> Link ;
47     }
48     printf ( "\nEnter Item value: " );
49     scanf ( "%d" , &val );
50     newN = (struct Node *) malloc (sizeof (struct Node ));
51     if (newN != NULL )
52     {
53         newN -> Info = val ;
54         newN -> Link = start ;
55         start = newN ;
56     }
57     else
58         printf ( "Overflow !" );
59
60     printf ( "\nAfter Inserting a value at first position: \n");
61     ptr = start ;
62     while ( ptr != NULL )
63     {
64         printf ( " %d" , ptr -> Info );
65         ptr = ptr -> Link ;
66     }
67     return 0 ;
68 }
69

```