```c
#include<stdio.h>
#include<stdlib.h>
struct   Node
{
    int Info ;
    struct   Node  *Link ;
}*ptr , *start  , *save,*newN ;
main()
{
    int val  = 0 , strtOk = 1;

    printf ("Enter a value: ");
    scanf ("%d" , &val );

     while (val != 0)
     {
       ptr = (struct   Node  *)malloc (sizeof (struct   Node ));
       if (ptr != NULL )
       {
            if (strtOk == 1)
            {
                start  = ptr ;
                ptr -> Info  = val ;
                ptr -> Link  = NULL ;
                save = ptr ;
                strtOk = 0 ;
            }
            else
            {
                ptr -> Info  = val ;
                save-> Link  = ptr ;
                ptr -> Link  = NULL ;
                save = ptr ;
            }
          printf ("Enter a value: ");
          scanf ("%d" , &val );
       }
       else
            printf ("Overflow !"   );
     }

    ptr  = start ;
    while (ptr != NULL )
    {
        printf (" %d" , ptr -> Info );
        ptr  = ptr -> Link ;
    }
     printf ("\nEnter Item value: "      );
     scanf ("%d" , &val );
     newN = (struct   Node  *)malloc (sizeof (struct   Node ));
     if (newN != NULL )
     {
          newN -> Info  = val ;
          newN -> Link  = start ;
          start  = newN ;
     }
     else
       printf ("Overflow !"   );

     printf ("\nAfter Inserting a value at first position: \n");
    ptr  = start ;
    while (ptr != NULL )
    {
        printf (" %d" , ptr -> Info );
        ptr  = ptr -> Link ;
    }
    return  0 ;
}
```