```
#include<stdio.h>
#include<conio.h>
struct node
{
int info;
struct node*link;
};
typedef struct node*NODE;
NODE insert_front(int,NODE);
NODE delete_front(NODE);
int display(NODE);
NODE getnode()
{
NODE x;
x=(NODE)malloc(sizeof(struct node));
if(x==NULL)
{
printf("Out of memory");
exit(0);
}
return x;
}
NODE insert_front(int item,NODE first)
{
NODE temp;
temp=getnode();
temp->info=item;
temp->link=first;
return temp;
}
 NODE delete_front(NODE first)
{
NODE temp;
if(first==NULL)
{
printf("List is empty cannot delete\n");
return 0;
}
printf("The item deleted is %d\n",first->info);
temp=first;
first=temp->link;
free(temp);
return first;
}
int display(NODE first)
{
NODE temp;
if(first==NULL)
{
printf("List is empty\n");
return 0;
}
printf("The contents of linear linked list\n");
temp=first;
```

```
while(temp!=NULL)
{
printf("%d\t",temp->info);
temp=temp->link;
}
printf("\n");
return 0;
}
 void main()
{
NODE first=NULL;
int ch,item;
clrscr();
for(;;)
{
printf("\n1.Insert_front\n2.Delete_front\n3.Display\n4.Exit\n");
printf("Enter your choice:\n");
scanf("%d",&ch);
switch(ch)
{
case 1:
printf("Enter the item to be inserted\n");
scanf("%d",&item);
first=insert_front(item,first);
break;
case 2:
first=delete_front(first);
break;
case 3:
display(first);
break;
case 4:
exit(0);
break;
default:printf("Wrong Choice");
}
getch();
}
}
```