```
#include<stdio.h>
#include<stdlib.h>
struct node
{
   int data;
   struct node *link;
};
void traverse_SLL(struct node *head);
struct node *delete_SLL_begining(struct node *head);
void main()
{
   struct node *head=(struct node *)malloc(sizeof(struct node));
   head->data=10;
   head->link=NULL;
   struct node *current=(struct node *)malloc(sizeof(struct node));
   current->data=20;
   current->link=NULL;
   head->link=current;
   current=(struct node *)malloc(sizeof(struct node));
   current->data=30;
   current->link=NULL;
   head->link->link=current;
   head=delete_SLL_begining(head);
   traverse_SLL(head);
}
void traverse_SLL(struct node *head)
{
   struct node *temp=head;
   if(head==NULL)
   printf("no node is attached");
   while(temp!=NULL)
   {
      printf("%d->",temp->data);
      temp-temp->link;
   }
   printf("NULL");
}
struct node *delete_SLL_begining(struct node *head)
{
   struct node *temp=head;
   if(head==NULL);
   printf(" no node is attached");
   head=temp->link;
   free(temp);
   temp=NULL;
   return head;
}
```