```
#include<stdio.h>
#include<stdlib.h>
struct SLL
{
   int data;
   struct SLL *link;
};
void traverse_SLL(struct SLL *head);
void main()
{
   struct SLL *head=(struct SLL*)malloc(sizeof(struct SLL));
   head->data = 10;
   head->link = NULL;
   struct SLL *current=(struct SLL *)malloc(sizeof(struct SLL));
   current->data = 20;
   current->link = NULL;
   head->link=current;
   current=(struct SLL *)malloc(sizeof(struct SLL));
   current->data = 30;
   current->link = NULL;
   head->link->link = current;
   traverse_SLL(head);
}
void traverse_SLL(struct SLL *head)
{
   struct SLL *temp = NULL;
   temp=head;
   int count = 0;
   if(head==NULL);
   {
      printf("SLL is empty");
      exit(0);
   }
   while(temp!=NULL)
   {
      printf("d",temp->data);
      count=count+1;
      temp = temp->link;
   }
   printf("%d",count);
}
```