

```

#include<stdio.h>
#include<stdlib.h>
struct SLL
{
    int data;
    struct SLL *link;
};
void traverse_SLL(struct SLL *head);
void add_at_position(struct SLL *head,int data,int position);
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->link=current;
    add_at_position(head,40,3);
    traverse_SLL(head);
}
void traverse_SLL(struct SLL *head)
{
    struct SLL *temp=NULL;
    temp=head;
    if(head==NULL)
        printf("sLL is empty");
    while(temp!=NULL)
    {
        printf("%d->",temp->data);
        temp=temp->link;
    }
    printf("NULL");
}
void add_at_position(struct SLL *head,int data,int position)
{
    struct SLL *temp=NULL;
    temp=head;
    struct SLL *new=(struct SLL *)malloc(sizeof(struct SLL));
    new->data=data;
    new->link=NULL;
    while(position!=2);
    {
        temp=temp->link;
        temp->link=new;
    }
}

```