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#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;
    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;
    if(head == NULL)
    {
        printf(" SLL is empty");
        exit(0);
    }
    while(temp!=NULL)
    {
        printf("%d",temp->data);
        printf("%d",temp->link);
        temp = temp->link;
    }
}

```