```
#include <stdio.h>
#include <stdlib.h>

struct node {
   int data;
   struct node *next;
};

struct node *head = NULL;

void create(int value)
{
   struct node *newnode, *temp;
   newnode = (struct node*)malloc(sizeof(struct node));
   newnode->data = value;

   if (head == NULL)
   {
      head = newnode;
      newnode->next = head;
   }
   else
   {
      temp = head;
      while (temp->next != head)
      {
         temp = temp->next;
      }
      temp->next = newnode;
      newnode->next = head;
   }
}

void display()
{
   struct node *temp;
   if (head == NULL)
   {
      printf("List is empty\n");
      return;
   }

   temp = head;
   do
```

```
    {
        printf("%d -> ", temp->data);
        temp = temp->next;
    } while (temp != head);

    printf("(back to head)\n");
}

void delete_at_beginning()
{
    struct node *temp, *last;

    if (head == NULL)
    {
        printf("List is empty\n");
    }
    else if (head->next == head)
    {
        free(head);
        head = NULL;
    }
    else
    {
        last = head;
        while (last->next != head)
        {
            last = last->next;
        }

        temp = head;
        head = head->next;
        last->next = head;
        free(temp);
    }
}

int main()
{
    create(10);
    create(20);
    create(30);

    printf("Original List:\n");
    display();
```

```
    delete_at_beginning();

    printf("After Deleting at Beginning:\n");
    display();

    return 0;
}
```