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

struct node {
    int data;
    struct node*next;
};
struct node*head=NULL;

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

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

void traverse()
{
    struct node*temp;
    if(head==NULL)
    {
        printf("List is empty\n");
    }
    else
    {
        temp=head;
        do
        {
```

```c
            printf("%d ",temp->data);
            temp=temp->next;
    }
    while(temp != head);
    printf("\n");
    }
}
int main()
{
    insertAtEnd(10);
    insertAtEnd(20);
    insertAtEnd(30);

    traverse();

    return 0;
}
```