```
#include <stdio.h>
#include <stdlib.h>
struct node {
   int data;
   struct node*next;
};
struct node*head=NULL;

void insert_at_beginning(int data)
{
   struct node*newnode,*temp;
   newnode=(struct node*)malloc(sizeof(struct node));
   newnode->data=data;
   if(head==NULL)
   {
      newnode->next=newnode;
      head=newnode;
   }
   else
   {
      temp=head;
      while (temp->next!=head)
      {
         temp=temp->next;
      }
      newnode->next=head;
      temp->next=newnode;
      head=newnode;
   }
}

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

```
            temp=temp->next;
}
while(temp != head);
printf("\n");
}
}
int main()
{
    insert_at_beginning(10);
    insert_at_beginning(20);
    insert_at_beginning(30);

    traverse();

    return 0;
}
```