```
#include <iostream>
using namespace std;

class circular
{
	struct node
	{
		int value;
		node *next;
	public:
		node(int value)
		{
			this->value = value;
			next = nullptr;
		}
	};
	node *head = nullptr;
	node *p;
public:
	circular()
	{
		head = new node(0);
		head->next = nullptr;
	}

	void insert(int value)
	{
		node *newnode = new node(value);
		if (head->next==nullptr)
		{
			head->next = newnode;
			newnode->next = head;
		}
		else
		{
			newnode->next = head;
			p->next = newnode;
		}
		p = newnode;
	}

	void print_LL()
	{
		node *p = head->next;
		while (p != head)
		{
			cout << p->value << "\t";
			p = p->next;
		}
	}

	void delete_LL(int num)
	{
		node* p ;
			for (p = head; p->next != head; p = p->next)
			{

				if (p->next->value == num)
```

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                        {
                                node*temp = p->next;
                                p->next= p->next->next;
                                delete temp;
                        }


                }
        }

};

int main()
{
        circular c;
        for (int i = 0; i < 10; i++)
                c.insert(i);

        c.print_LL();
        int num;

        for (int i = 0; i < 10; i++)
        {
                cin >> num;
                c.delete_LL(num);
                c.print_LL();
        }
        cin >> num;
        return 0;
}
```