

```
1 #include <stdio.h>
2 #include <stdlib.h>
3
4 struct Node {
5     int data;
6     struct Node *next;
7 };
8
9 void deleteAtStart(struct Node **head) {
10    if (*head == NULL) {
11        printf("List is empty\n");
12        return;
13    }
14
15    struct Node *temp = *head;
16    *head = (*head)->next;
17    free(temp);
18 }
19
20 void display(struct Node *head) {
21    struct Node *temp = head;
22    while (temp != NULL) {
23        printf("%d -> ", temp->data);
24        temp = temp->next;
25    }
26    printf("NULL\n");
27 }
28
29 int main() {
30    struct Node *head, *first, *second, *third;
31
32    head = (struct Node*)malloc(sizeof(struct Node));
33    first = (struct Node*)malloc(sizeof(struct Node));
34    second = (struct Node*)malloc(sizeof(struct Node));
35    third = (struct Node*)malloc(sizeof(struct Node));
36
37    head->data = 10;
38    head->next = first;
39
40    first->data = 20;
41    first->next = second;
42
43    second->data = 30;
44    second->next = third;
45
46    third->data = 40;
47    third->next = NULL;
48
49    printf("Original List:\n");
50    display(head);
51
52    deleteAtStart(&head);
53
54    printf("After deleting first node:\n");
55    display(head);
56
57    return 0;
58 }
```

The screenshot shows a terminal window with a dark background and light-colored text. At the top, there are several small icons: a downward arrow, a left arrow, a right arrow, a square, a gear, and a dollar sign. To the right of these icons, the word "input" is displayed. Below this, the terminal prompt shows the command "Original List:" followed by the list "10 -> 20 -> 30 -> 40 -> NULL". The next line shows the result after deletion: "After deleting first node:" followed by the list "20 -> 30 -> 40 -> NULL".

```
input
Original List:
10 -> 20 -> 30 -> 40 -> NULL
After deleting first node:
20 -> 30 -> 40 -> NULL
```