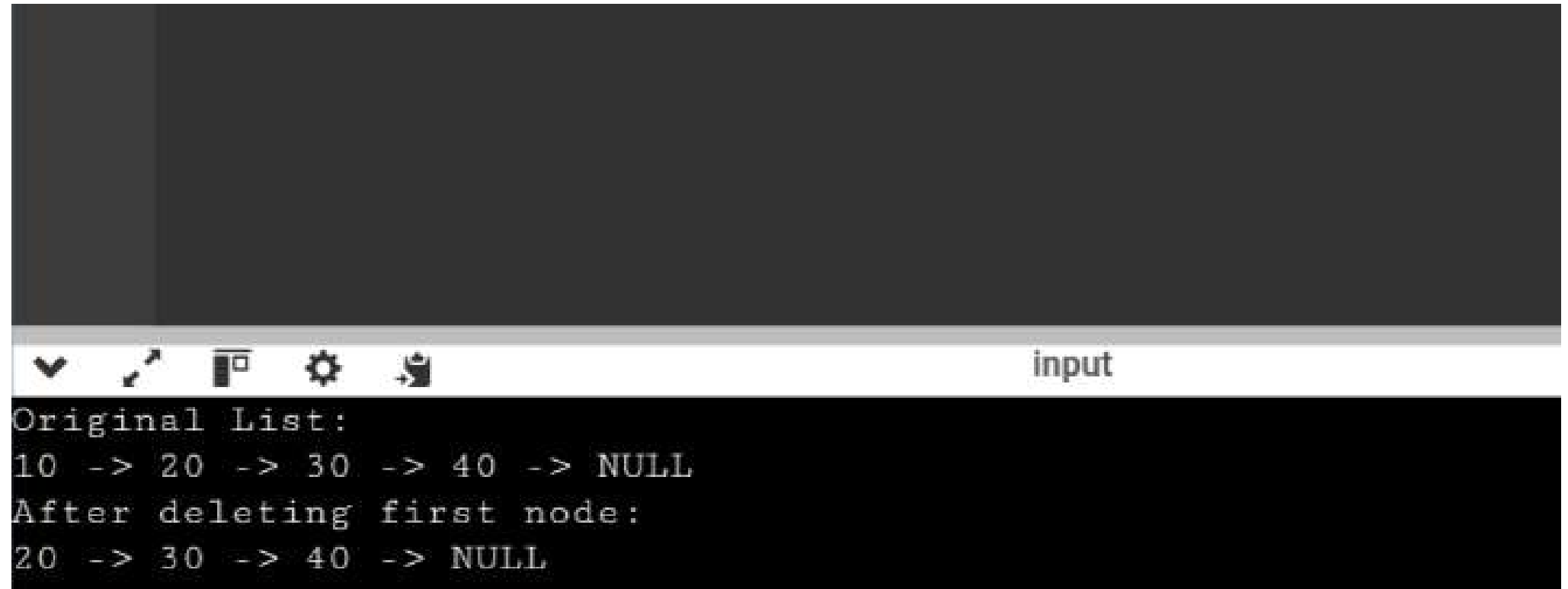


```

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 image shows a dark-themed code editor window. At the top, there is a dark gray header bar. Below it is a light gray toolbar containing five icons: a downward arrow, a pencil, a document with a square, a gear, and a document with a circular arrow. To the right of the toolbar, the word "input" is displayed. The main area of the editor is black and contains the following text in a monospaced font:

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