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

void create();
void display();
void reverse();

struct node
{
 int data;
 struct node *next;
};

struct node *newnode,*temp;
struct node *head=NULL;

main()
{
 int choice;
 while(1)
 {
 printf("\nEnter choice :\n1 Creation \n2 Display \n3 Reverse \n4 Exit\n");
 scanf("%d",&choice);
 switch(choice)
  {
   case 1:create();break;
   case 2:display();break;
   case 3:reverse();break;
   case 4:exit(0);
  }
 }
}

void create()
{
 newnode=(struct node*)malloc(sizeof(struct node));
 if(newnode==NULL)
 {

  printf("\nMemory Not allocated");
  exit(0);
 }

 printf("\nEnter data into node:");
 scanf("%d",&newnode->data);
 newnode->next=NULL;

 if(head==NULL)
 head=newnode;

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

void display()
{
```

```
 if(head==NULL)
 {
  printf("\nLinked list is empty");
 }
 else
 {
  temp=head;
  printf("\n Nodes in the linked list are :\n");
  while(temp!=NULL)
  {
   printf("%d => ",temp->data);

   temp=temp->next;
  }
  printf(" NULL");
 }
}

void reverse()
{
 struct node *prevnode=NULL;
 struct node *currnode=head;
 struct node *nextnode;
 while (currnode != NULL)
 {
     nextnode = currnode->next;
     currnode->next = prevnode;
     prevnode = currnode;
     currnode = nextnode;
 }
 head=prevnode;
}
```