//traversing in a linked list;

#include<stdio.h>

#include<stdlib.h>

struct node

{

int data;

struct node\* next;

};

void traversal(struct node \*ptr)

{ while(ptr!=0)

{

printf("%d",ptr->data);

ptr=ptr->next;

}

}

struct node\*insert(struct node \*temp)

{

int item;

printf("enter item to be inserted");

scanf("%d",&item);

struct node\*new1=(struct node\*)malloc(sizeof(struct node));

new1->next=temp;

new1->data=item;

temp=new1;

}

struct node\*delete(struct node\*ptr)

{

ptr=ptr->next;

return ptr;

}

int main()

{

int ch=1,item,c=0;

struct node \*start=0,\*new,\*temp,\*ptr,\*new1,\*ptr1;

do{ new=(struct node\*)malloc(sizeof(struct node));

printf("enter the value");

scanf("%d",&new->data);

new->next=0;

if(start==0)

{

temp=start=new;

}

else

{

temp->next=new;

}

temp=new;

printf("do you want to enter more");

scanf("%d",&ch);

c++;

}while(ch==1);

printf("value of c %d",c);

ptr=start;

printf("\nlinked list before \n");

traversal(start);

printf("\ninsertion at beginning\n");

start=insert(start);

printf("\nlinked list after \n");

traversal(start);

printf("\n deletion\n");

start=delete(start);

ptr=start;

printf("\nlinked list before \n");

traversal(start);

return 0;

}

//insertion

