**Create a Node Structure:**

```
struct Node {
    int data;
    struct Node* next;
};
struct Node* head = NULL;  // Initializing an empty list
```

```
//Add Nodes in a Singly Linked List

void insert(int value) {
   struct Node* newNode = (struct Node*)malloc(sizeof(struct Node));
newNode->data = value;
newNode->next = NULL;

   if (head == NULL) {
      head = newNode;
   } else {
      struct Node* current = head;
      while (current->next != NULL) {
         current = current->next;
      }
      current->next = newNode;
   }
}
```

```
//Traverse a Singly Linked List


void traverse() {
    struct Node* current = head;
    while (current != NULL) {
        printf("%d ", current->data);
        current = current->next;
    }
}
```

```
//Search in a Singly Linked List


struct Node* search(int value) {
    struct Node* current = head;
    while (current != NULL) {
        if (current->data == value) {
            return current;
        }
        current = current->next;
    }
    return NULL;
}
```

```
//Delete a node from  a Singly Linked List


void delete(int value) {
   if (head == NULL) {
      printf("List is empty.");
      return;
   }
   struct Node* current = head;
   struct Node* previous = NULL;
   while (current != NULL) {
      if (current->data == value) {
         if (previous == NULL) {
            head = current->next;
         } else {
            previous->next = current->next;
         }
         free(current);
         return;
      }
      previous = current;
      current = current->next;
   }
   printf("Element not found in the list.");
}
```