```
#include <iostream>
using namespace std;

struct node

 {
   int value;
   node *next;
   node(int value)

  {
    this->value=value;
    this->next=nullptr;


  }
};

class SingleLinkedList
  {
    public:

    node *head;
    node *tail;


    SingleLinkedList()
    :head(nullptr), tail(nullptr)
    {}


/*begin push  */

void push(int value)

  {
   node *newnode=new node(value);
   if (nullptr==head)


   tail=newnode;
   else
   newnode->next = head;
   head = newnode;
  }


/*begin pop */

void pop()

 {
```

```
  node *p = head;
  head=head->next;
  cout << p->value << "\t" << endl;
  delete p;


 }


/*begin printforrward function  */

void printForward()

 {
   for (node *current=head;current;current=current->next)
   {

     cout<<current->value<<"\t";
   }
   cout<< endl;


 }
};

int main()

  {
   SingleLinkedList s1;
   int num;
   while(cout << "Enter the number", cin >> num,  num)


    {
     s1.push(num);
     s1.printForward();


    }
  while(s1.head != nullptr)
      {


       s1.pop();
       s1.printForward();
```

```
        }

}
```