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#include<stdio.h>
#include<conio.h>
#include<alloc.h>
typedef struct NodeType
{
int info;
struct NodeType *next;
}Node;
void createList(Node **,int);
void display(Node *);
void removeList(Node **);
void createList(Node **h,int tot)
{
Node *toadd,*foradd;
int i,data;
for(i=1;i<=tot;i++)
{
toadd=(Node*)malloc(sizeof(Node));
if(toadd==(Node*)NULL)
{
printf("\nMemory Allocation error");
return;
}
printf("\nEnter data to insert in current node:\t");
scanf("%d",&data);
toadd->info=data;
if((*h)==(Node*)NULL)
{
toadd->next=toadd;

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(*h)=toadd;
}
else
{
foradd>(*h);
while(foradd->next!=(*h))
foradd=foradd->next;
toadd->next=foradd->next;
foradd->next=toadd;
}
}
}
void display(Node *h)
{
Node *f=h;
do
{
printf("\t%d",h->info);
h=h->next;
}while(h!=f);
}
void removeList(Node **h)
{
Node *todel=(*h)->next;
if((*h)==(Node*)NULL)
{
printf("\nNo node present to delete\n");
return;
}
}
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while(todel!=(*h))
{
printf("\n%d is deleted now",todel->info);
(*h)->next=todel->next;
free(todel);
todel=(*h)->next;
}
printf("\n%d is now deleted to remove CLL",todel->info);
free(todel);
(*h)=(Node*)NULL;
}
void main()
{
Node *c11;
int hmany;
c11=(Node*)NULL;
printf("\nEnter how many nodes you want to add:\t");
scanf("%i",&hmany);
createList(&c11,hmany);
display(c11);
removeList(&c11);
}
```