

```

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

struct node{

    int data;
    struct node* next;

};
typedef struct node node;
struct node* head = NULL;

void insertEnd(int dt){

    if (!head){

        head = (struct node*) malloc(sizeof(struct node));
        head->data = dt;
        head->next=head;
    }
    else {
        struct node* temp = head;
        while(temp->next != head)
            temp = temp->next;

        temp->next = (struct node*) malloc(sizeof(struct node));
        temp->next->next = head;
        temp->next->data = dt;
    }
}

void insertFront(int key){
    struct node* temp2 = head;
    while ( temp2->next!= head )
        temp2 = temp2->next;

    struct node* temp = (struct node*) malloc(sizeof(struct node));
    temp->data = key;
    if (head == NULL) {

        head = temp;
        temp->next = head;
    }
    else {

        temp->next = head;
        head= temp;
        temp2->next = head;
    }
}

```

```
void print(){  
  
    struct node* temp = head;  
    int count = 1;  
  
    if ( head!=NULL){  
        printf("data number %d is = %d\n",count++,temp->data);  
        temp=temp->next;  
    }  
    while (temp !=head){  
  
        printf("data number %d is = %d\n",count++,temp->data);  
        temp=temp->next;  
    }  
    printf("\n");  
}
```

```
int main(){  
  
    insertEnd(5);  
    insertEnd(15);  
    print();  
  
    insertFront(10);  
    insertFront(9);  
    print();  
  
}
```