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//Linked List
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#include<iostream>
using namespace std;
//Structure of a Node
struct Node
      {
            int info;
            struct Node *next;
      }*new_node,*start,*ptr;

struct Node *create_node(int);
int value;

//Create a New Node
struct Node *create_node(int value)
{   new_node = new Node();
      new_node->info= value;
      new_node->next=NULL;
      return new_node;
}


int main()
{
      int flag=0;
      int ch;
      while(flag==0)
      {
            cout<<"Choose an option\n";
            cout<<"1. Create a node \n2. Exit\n" ;
            cin>>ch;
            switch(ch)
            {
                  case 1:
                        cout<<("Enter info for new node\n");
                        cin>>value;
                        new_node = create_node(value);
                        if(new_node!= NULL)
                        {
                              cout<<"\nnew_node created sucessfully\n";
                              cout<<"new_node->info = "<<new_node->info<<endl;
                        }
                        else
                        {
                              cout<<"Problem in creating node\n Try Next Time\n";
                              return 0;
                        }
                        break;
                  case 2:
                        cout<<"Exiting...\n";
                        return 0;
            }
      }
      return 0;
}
```