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

typedef struct s_list
{
    struct s_list *next;
    void *data;
}   t_list;

t_list *ft_create_elem(void *data)
{
    t_list *list;
    list=NULL;
    list=malloc(sizeof(t_list));
    if(list)
    {
        list->data=data;
        list->next=NULL;
    }
    return (list);
}

void print_list(t_list **begin_list)
{
    t_list *temp=*begin_list;
    while(temp->next!=NULL)
    {
        printf("%d\n",*((int*)(temp->data)));
        temp=temp->next;
    }
    printf("%d\n",*((int*)(temp->data)));
}

void ft_list_push_front(t_list **begin_list,void *data)
{
    t_list *list;
    if(*begin_list)
    {
        list=ft_create_elem(data);
        list->next=*begin_list;
        *begin_list=list;
    }
    else
        *begin_list=ft_create_elem(data);
}

int main()
{
    t_list *list=NULL;
    int x=1,y=2,z=3;
    ft_list_push_front(&list,&x);
    ft_list_push_front(&list,&y);
    ft_list_push_front(&list,&z);
    //printf("%d\n",list);
    print_list(&list);
    printf("Hello world!\n");
    return 0;
}
```