main.c

Share | Run | Output | Clear

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

struct Node {
    int data;
    struct Node *next;
};

int main() {
    struct Node *head, *first, *second;

    head = (struct Node*) malloc(sizeof(struct Node));
    first = (struct Node*) malloc(sizeof(struct Node));
    second = (struct Node*) malloc(sizeof(struct Node));

    head->data = 100;
    head->next = first;

    first->data = 200;
    first->next = second;

    second->data = 300;
    second->next = NULL;
```

```
Linked List = 100 -> 200 -> 300 -> NULL

=== Code Execution Successful ===
```

```c
    second = (struct Node*) malloc(sizeof(struct Node));

    head->data = 100;
    head->next = first;

    first->data = 200;
    first->next = second;

    second->data = 300;
    second->next = NULL;

    struct Node *temp = head;

    printf("Linked List = ");
    while (temp != NULL) {
        printf("%d -> ", temp->data);
        temp = temp->next;
    }

    printf("NULL");

    return 0;
}
```


```
Linked List = 100 -> 200 -> 300 -> NULL

=== Code Execution Successful ===
```