```c
#include<stdio.h>
#include<stdlib.h>
struct node
{
    int data;
    struct node*next;
};
struct node*createnode(int data)
{
    struct node*newnode=(struct node*)malloc (sizeof(struct node));
    newnode->data=data;
    newnode->next=NULL;
    return newnode;
};
void insert(struct node**head,int data)
{
  struct node*newnode=createnode(data);
  if(*head==NULL)
  {
      *head=newnode;
  }
  else
  {
      struct node*temp=*head;
      while(temp->next!=NULL)
      {
          temp=temp->next;
      }
      temp->next=newnode;
  }
}
void display(struct node*head)
{
    struct node*temp=head;
    while(temp!=NULL)
    {
        printf("%d->",temp->data);
        temp=temp->next;
    }
    printf("NULL\n");
}
int main()
```

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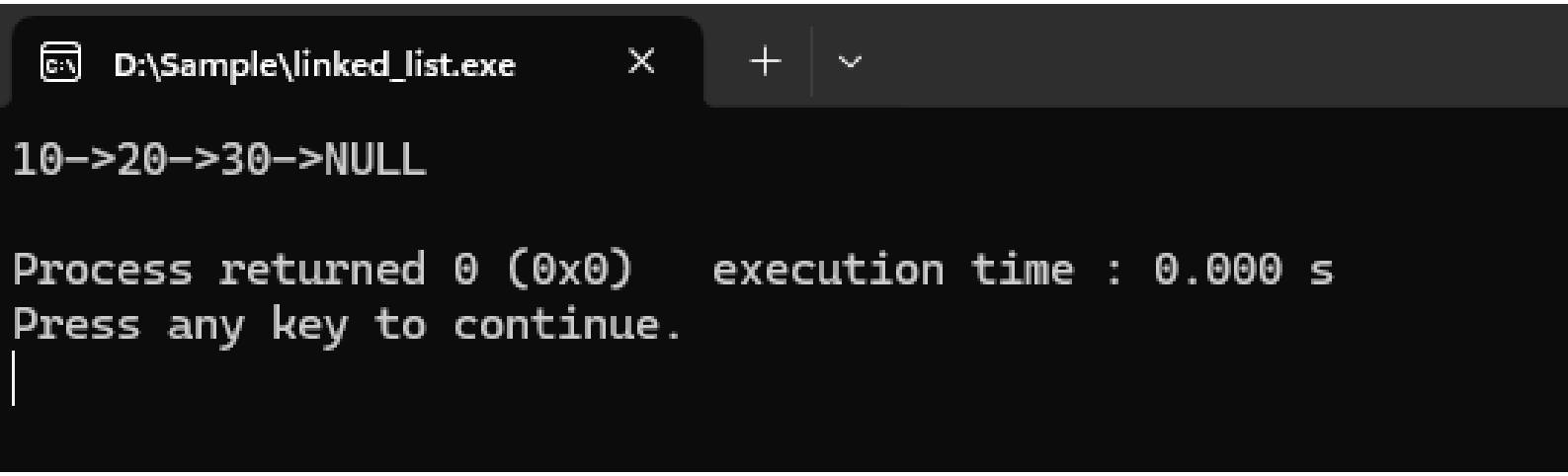
        }
        temp->next=newnode;
    }
}
void display(struct node*head)
{
    struct node*temp=head;
    while(temp!=NULL)
    {
        printf("%d->",temp->data);
        temp=temp->next;
    }
    printf("NULL\n");
}
int main()
{
    struct node*head=NULL;
    insert (&head,10);
    insert (&head,20);
    insert (&head,30);
    display(head);
    return 0;
}
```


D:\Sample\linked_list.exe
10->20->30->NULL
Process returned 0 (0x0)   execution time : 0.000 s
Press any key to continue.