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typedef struct nodestruct *nodetype;
struct nodestruct {
    int data;
    nodetype next;
};
#include<stdio.h>
#include<stdlib.h>
nodetype createlinklist(nodetype first) {
    nodetype newnode;
    int a;
    printf("Input integer number (0 for stop) \n");
    scanf("%d",&a);
    while (a != 0) {
        newnode = (nodetype)malloc(sizeof(nodestruct));
        newnode->data = a;
        newnode->next = first;
        first = newnode;
        scanf("%d",&a);
    }
    return(first);
}
```

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void printlist(nodetype first,char code){
    nodetype temp;
    temp = first;
    if (code == 'i')
        printf("integer number in linked list :");
    else if(code == 'e')
        printf("even number in linked list :");
    else printf("odd number in linked list :");
    while (temp != NULL){
        printf("    %d",temp->data);
        temp = temp->next;
    }
    printf("\n");
}

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nodetype oddnumber(nodetype first){
    nodetype newnode,temp,odd;
    int number;
    temp = first;
    odd = NULL;
    while (temp != NULL){
        number = temp->data;
        if (number % 2 != 0){
            newnode = (nodetype)malloc(sizeof(nodestruct));
            newnode->data = number;

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        newnode->next = odd;
        odd = newnode;
    }
    temp = temp->next;
}
return(odd);
}

nodetype evennumber(nodetype first){
    nodetype newnode,temp,even;
    int number;
    even = NULL;
    temp = first;
    while (temp != NULL){
        number = temp->data;
        if (number % 2 == 0){
            newnode = (nodetype)malloc(sizeof(nodestruct));
            newnode->data = number;
            newnode->next = even;
            even = newnode;
        }
        temp = temp->next;
    }
    return(even);
}

```

```
int main(void){
    nodetype first,odd,even;
    first = NULL;
    first = createlinklist(first);
    printlist(first,'i');
    odd = oddnumber(first);
    even = evennumber(first);
    printlist(odd,'o');
    printlist(even,'e');
}
```