

```
#include <stdio.h>

#include <stdlib.h>

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

int main() {
    // Creating a linked list
    struct Node* head = malloc(sizeof(struct Node));
    head->data = 1;
    head->next = malloc(sizeof(struct Node));
    head->next->data = 2;
    head->next->next = malloc(sizeof(struct Node));
    head->next->next->data = 3;
    head->next->next->next = NULL;
    struct Node* current = head;
    while (current != NULL) {
        printf("%d ", current->data);
        current = current->next;
    }
    printf("\n");
    return 0;
}
```

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main.c

Save

Run

Output

Clear

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2 #include <stdlib.h>
3 struct Node {
4     int data;
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6 };
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10    head->data = 1;
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13    head->next->next = malloc(sizeof(struct Node));
14    head->next->next->data = 3;
15    head->next->next->next = NULL;
16    struct Node* current = head;
17    while (current != NULL) {
18        printf("%d ", current->data);
19        current = current->next;
20    }
21    printf("\n");
22    return 0;
23 }
```

/tmp/2vJ2oLxHyZ.o

1 2 3