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#include <stdio.h>
#include <stdlib.h>
struct ListNode {
int val;
struct ListNode* next;
};
int main() {
struct ListNode* head = (struct ListNode*)malloc(sizeof(struct ListNode));
head->val = 6;
head->next = (struct ListNode*)malloc(sizeof(struct ListNode));
head->next->val = 7;
head->next->next = (struct ListNode*)malloc(sizeof(struct ListNode));
head->next->next->val = 8;
head->next->next->next = (struct ListNode*)malloc(sizeof(struct ListNode));
head->next->next->next->val = 9;
head->next->next->next->next = NULL;
printf("Nodes: ");
struct ListNode* current = head;
while (current != NULL) {
printf("%d", current->val);
if (current->next != NULL) {
printf("->");
}
current = current->next;
}
printf("\n");
current = head;
struct ListNode* next;
while (current != NULL) {
next = current->next;
free(current);
```

```
current = next;
}
return 0;
}
```