#include<stdio.h>

#include<stdlib.h>

struct node

{

int data;

struct node \*next;

}

\*front=NULL,\*rear=NULL;

void append(int data)

{

struct node \*newnode;

newnode=(struct node \*)malloc(sizeof(struct node));

//scanf("%d",&n);

newnode->data=data;

newnode->next=NULL;

if(front==NULL)

{

front=rear=newnode;

}

else

{

rear->next=newnode;

rear=newnode;

}

}

void display()

{

struct node \*temp=front;

while(temp!=NULL)

{

printf("%d ",temp->data);

temp=temp->next;

}}

int main()

{

int n;

do

{

scanf("%d",&n);

if(n>0)

append(n);

}

while(n>0);

display();

return 0;

}