#include<stdio.h>

#include<stdlib.h>

struct node

{

int data;

struct node \*next;

}

\*head=NULL;

void append(int data)

{

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

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

newnode->data=data;

newnode->next=NULL;

if(head==NULL)

{

head=newnode;

else

{

struct node \*temp=head;

while(temp->next!=NULL)

temp=temp->next;

temp->next=newnode

}

}

void display()

{

struct node \*temp=head;

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;

}