#include <iostream>

#include <cstddef>

using namespace std;

class Node{

public:

int data;

Node \* next;

};

void print\_list(Node \* n)

{

cout<<"Print List of Node"<<endl;

while(n != NULL){

cout<<n->data<<endl;

n= n->next;

}

}

void push(struct Node \*\*head\_ref , int new\_data){

struct Node \* new\_node=(struct Node \* ) malloc(sizeof(struct Node));

new\_node->data = new\_data;

new\_node->next = (\* head\_ref);

(\* head\_ref) = new\_node;

}

int main()

{

cout<<"Link List"<<endl;

Node \* head;

Node \* second;

head = new Node();

second= new Node();

head->data=12;

head->next=second;

second->data=13;

second->next=NULL;

cout<<"Head Data: "<<head->data<<endl;

cout<<"Second Data: "<<second->data<<endl;

print\_list(head);

cout<<"After Push"<<endl;

push(&head,1000);

print\_list(head);

return 0;

}