

SCLL - Add node at last position

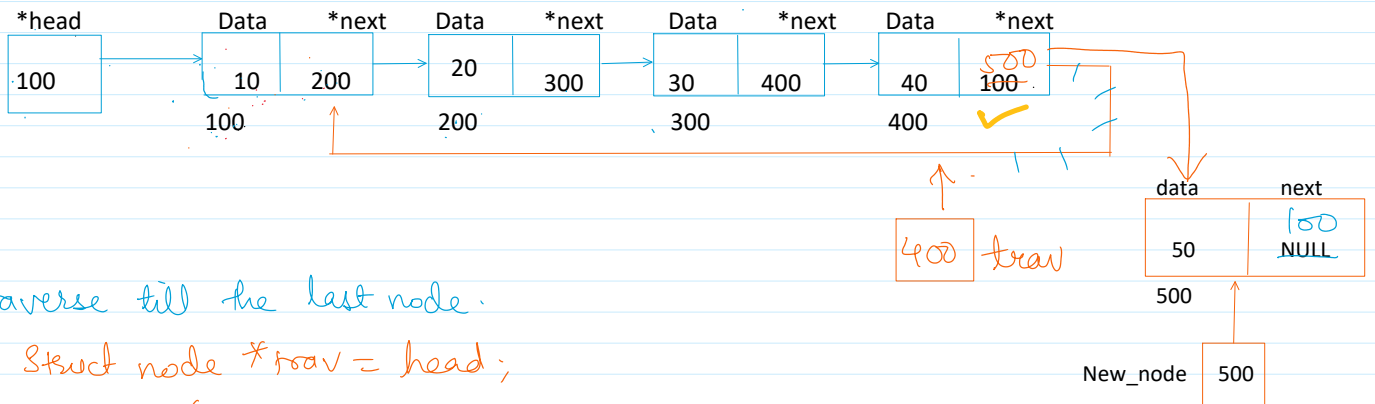
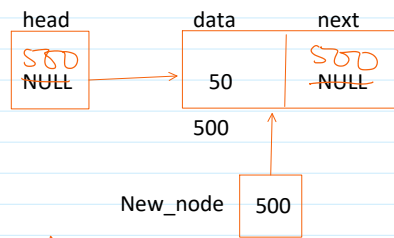
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- ① Create
- ② Attach.

a) if list is Empty.

if (head == NULL)

```
{
    head = newnode;
    newnode->next = head;
}
```



1) traverse till the last node.

```
struct node *trav = head;
```

```
while (trav->next != head)
```

```
{
```

```
    trav = trav->next;
```

```
}
```

2) Attach the last node to the newnode node.

```
trav->next = newnode;
```

3) Attach the newnode to the 1st node.

```
newnode->next = head;
```