#include<stdio.h>

struct node // create a new struct node

{

int data;

struct node \*next;

}\*start=NULL;

**I have created a linked list with three data variables stored in them. For that reason, the for loop appears.**

void create()

{

int ch;

int i=0;

for(i=0;i<3;i++)

{

struct node \*new\_node,\*current;

new\_node=(struct node \*)malloc(sizeof(struct node)); **// to get the memory address of the node**

printf("eneter teh data");

scanf("%d",&new\_node->data);

new\_node->next=NULL;

if(start==NULL) **//to check if the list is created or not. If it is not created then the value is inserted in the start variable**

{

start=new\_node;

current=new\_node;

}

else

{

current->next=new\_node;

current=new\_node;

}

}

}

void display()

{

struct node \*new\_node;

printf("the list is : \n ");

new\_node=start; **// the new node is initially equal to the start node**

while(new\_node!=NULL)

{

printf("%d \n",new\_node->data);

new\_node=new\_node->next; **// once the list element is printed the memory address of the new node is changed to the next data address**

}

printf("NULL");

}

void main()

{

create();

display();

}