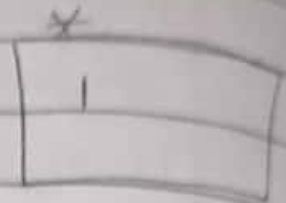


LINK LIST compiler mind

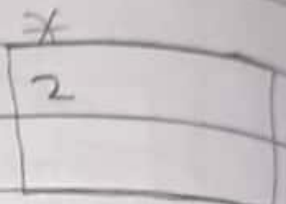
int main()

link list // object creation

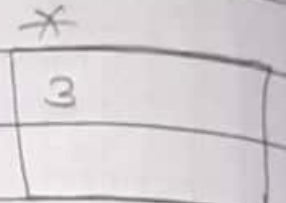
Node * head = new node



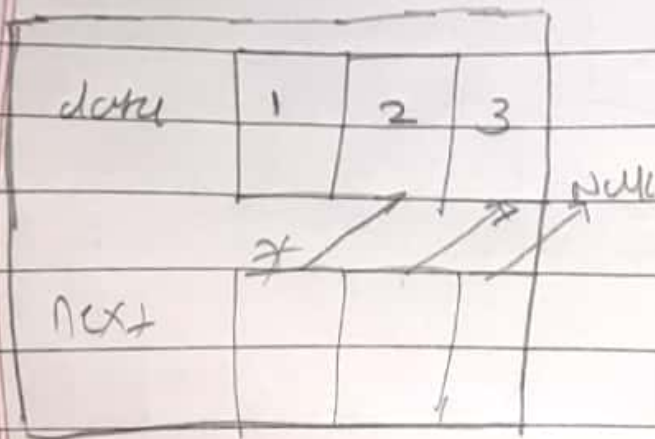
Node * second = new node



Node * third = new node



struct node



```
void print (struct Node  
{  
    while ( n != NULL )  
    {  
        cout << n->data;  
        n = n->next;  
    }  
}
```

