```c
#include <stdio.h>
#define MAX 100
struct Node {
    int data;
    int next;
};
struct Node list[MAX];
int nodeCount = 0;
int head = -1;
int createNode(int data) {
    list[nodeCount].data = data;
    list[nodeCount].next = -1;
    return nodeCount++;
}
void append(int data) {
    int newNode = createNode(data);
    if (head == -1) {
        head = newNode;
    } else {
        int temp = head;
        while (list[temp].next != -1)
            temp = list[temp].next;
        list[temp].next = newNode;
    }
}
```

```c
void display() {
    int temp = head;
    while (temp != -1) {
        printf("%d", list[temp].data);
        if (list[temp].next != -1) printf("->");
        temp = list[temp].next;
    }
    printf("\n");
}
int main() {
    int n, val;
    scanf("%d", &n);
    for (int i = 0; i < n; i++) {
        scanf("%d", &val);
        append(val);
    }
    printf("Linked List: ");
    display();
    return 0;
}
```

```
4
6 7 8 9
```

```
Linked List: 6->7->8->9
```