

```
void create ( struct node **hptr)
```

```
{
```

```
    struct node * newnode, * temp;
```

```
    int item;
```

```
    char choice;
```

```
do
```

```
{
```

```
    newnode = (struct node*) malloc (size of (struct node));
```

```
    printf ("Enter the data : ");
```

```
    scanf ("%d", &item);
```

```
    newnode->data = item;
```

```
    newnode->next = NULL;
```

```
    printf ("Do u want to add elements in ");
```

```
    fflush (stdin);
```

```
    scanf ("%c", &choice);
```

```
    if
```

```
    if (*hptr == NULL) {
```

```
        *hptr = newnode; }
```

```
    else {
```

```
        temp = *hptr;
```

```
        while (temp->next != NULL)
```

```
        {
```

```
            temp = temp->next;
```

```
        }
```

temp → next = newnode;

newnode → next = NULL;

}

3 while (choice == 'y' || choice == 'Y');

3

Void Concat (Struct node *temp1, Struct node *temp2)

2
While (temp1 → next != NULL)

temp1 = temp1 → next;

temp1 → next = temp2;

3