```c
#include <stdio.h>
#include <stdlib.h>

struct node
{
    int data;
    struct node *next;
};
void create(struct node **);
void merge(struct node *, struct node *);
void display(struct node *);
struct node *third=NULL;
int main(int argc, char **argv)
{
    struct node *head1=NULL, *head2=NULL;

    printf("Create two list\n");
    printf("Creating List one\n");
    create(&head1);
    printf("Creating List two\n");
    create(&head2);
    printf("\nList one data:\n");
    display(head1);
    printf("\nList two data:\n");
    display(head2);
    printf("\nMerged List\n");
    merge(head1,head2);
    display(third);
}


void create(struct node **hptr)
{
    struct node *newnode, *temp;
    int item;
    char choice;
```

```c
void create(struct node **hptr)
{
    struct node *newnode,*temp;
     int item;
    char   choice;

     do
     {
         newnode =(struct node *) malloc(sizeof(struct node));
         printf("Enter the data : ");
         scanf("%d",&item);
         newnode->data=item;
         newnode->next=NULL;
         printf("Do u want add element in the list:\n");
         fflush(stdin);
         scanf("%c", &choice);


         if (*hptr==NULL)
         {

           *hptr=newnode;

         }
         else
         {

             temp=*hptr;
             while(temp->next!=NULL)
             {

                     temp=temp->next;
             }
             temp->next=newnode;
             newnode->next=NULL;

         }
     }while (choice=='   '   ||  choice == '   ');
```

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            newnode->next=NULL;
        }
    }while (choice=='y' || choice =='Y');
}


void merge (struct node *temp1, struct node *temp2)
{
    struct node *newnode, *current;

    //temp1=head1;
    //temp2=head2;

    while(temp1!=NULL && temp2!=NULL)
    {
        newnode =(struct node *) malloc (sizeof(struct node));
        newnode->next =NULL;

        if(temp1->data < temp2->data)
        {
            newnode->data = temp1->data;
            temp1=temp1->next;
        }
        else
        {
            newnode->data =temp2->data;
            temp2 =temp2->next;
        }

        if(third ==NULL)
        {
            third=newnode;
            current=newnode;
        }
        else
        {
```

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                }
                else
                {
                        current->next=newnode;
                        current=newnode;
                }
        }

        if(temp1==NULL)
        {
                while(temp2!=NULL)
                {
                        newnode=(struct node *) malloc(sizeof(struct node));
                        newnode->data=temp2->data;
                        newnode->next=NULL;
                if(third==NULL)
                {
                        third=newnode;
                        current =newnode;
                }
                else
                {
                        current->next =newnode;
                        current=newnode;
                }
                temp2=temp2->next;
                }
        }

else
{
        while(temp1!=NULL)
        {
                newnode=(struct node *)malloc(sizeof(struct node));
                newnode->data=temp1->data;
                newnode->next=NULL;
```

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        while (temp1!=NULL)
        {
                newnode=(struct node *)malloc(sizeof(struct node));
                newnode->data=temp1->data;
                newnode->next=NULL;
                if (third==NULL)
                {
                        third=newnode;
                        current=newnode;
                }
                else
                {
                        current->next=newnode;
                        current=newnode;
                }
                temp1=temp1->next;
        }
}
void display(struct node *ptr)
{

        if (ptr==NULL)
        {
                printf("Nothing to print\n");
        }
        else
        {
                while (ptr!=NULL)
                {
                        printf("%d ",ptr->data);
                        ptr=ptr->next;
```

```c
        {
            third=newnode;
            current=newnode;
        }
    else
        {
            current->next=newnode;
            current=newnode;
        }
        temp1=temp1->next;
    }

}
}
void display(struct node *ptr)
{


    if(ptr==NULL)
        {
            printf("Nothing to print\n");
        }
    else
        {
        while(ptr!=NULL)
        {
        printf("%d ",ptr->data);
        ptr=ptr->next;
        }

    }

}
```