

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

```
struct node
```

```
{
    int data;
    struct node *next;
};
```

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

```
void display(struct node *);
```

```
void concat(struct node *, struct node *);
```

```
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);
    concat(head1, head2);
    display(head1);
}
```

```
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 : ");
```



```

{
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=='y' || choice == 'Y');

```

```

void concat (struct node *temp1, struct node *temp2)

```

```

{
    while (temp1->next!=NULL)

```



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

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

```
void concat (struct node *temp1, struct node *temp2)
```

```
{  
    while (temp1->next!=NULL)  
        temp1=temp1->next;
```

```
    temp1->next=temp2;
```

```
}  
  
void display(struct node *ptr)
```

```
{  
    if (ptr==NULL)
```

```
    {  
        printf("Nothing to print\n");
```

```
    }  
    else
```

```
    {  
        while (ptr!=NULL)
```

```
        {  
            printf("%d ", ptr->data);  
            ptr=ptr->next;
```

```
        }
```