

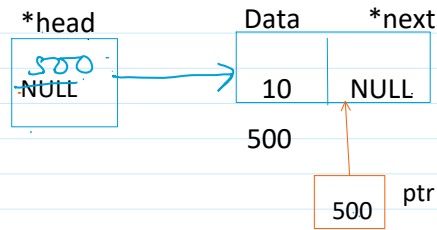
① If the list is Empty.

If (head == NULL)

{

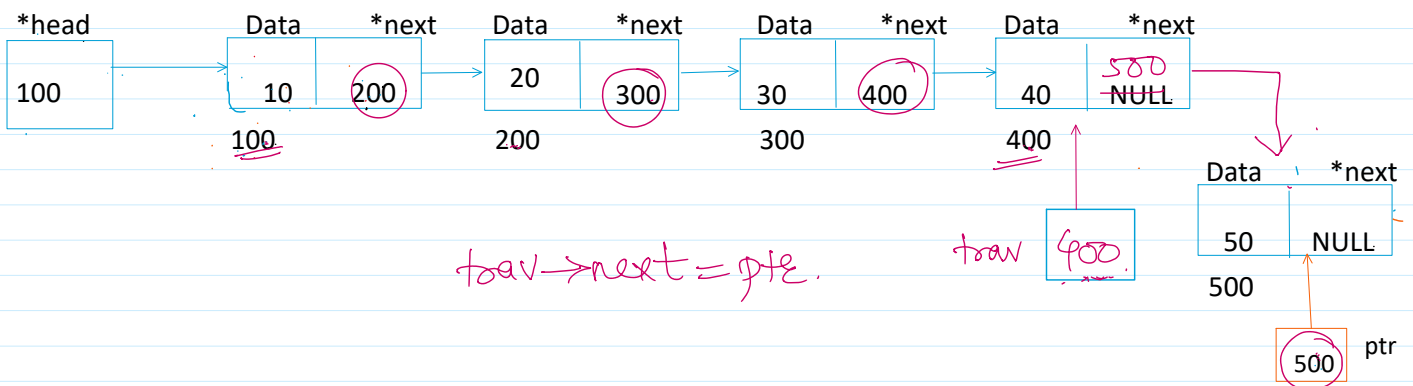
head = ptr;

}



- ① Create a node.
- ② update the data part
- ③ Attach.

b) If linked list contains nodes



trav → next = ptr.

trav 400

- 1) Take a trav pointer starting from the first node.
Struct node *trav = head;
- 2) Traverse and stop the trav pointer at the last node.

while (trav → next != NULL)
{
trav = trav → next;
}

While (trav → next != NULL)

```
{
    Trav = trav->next;
}
```

- 3) Update the next field of the last node to point to the new node.
Trav → next = ptr;

400 → next = 500;
trav → next = ptr;