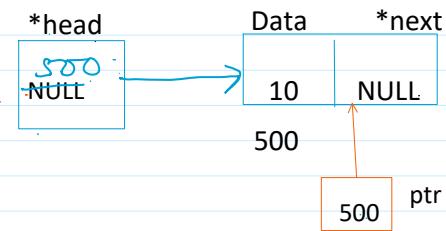


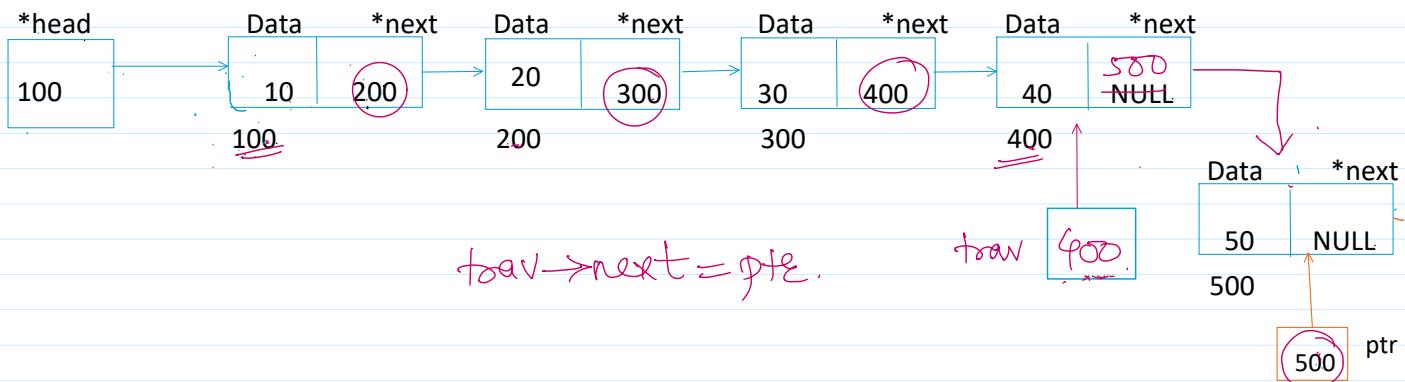
① If the list is Empty.

`if(head == NULL)`

1. `head = pte;`  
2.  
3.



b) If linked list contains nodes



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;
}
```

3) Update the next field of the last node to point to the new node.

Trav->next = ptr;

while (trav->next != NULL)
{
 trav = trav->next;
}

400->next = 500;  
trav->next = pte;