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

// by Faizullah
struct Node {
    int data;
    struct Node* next;
};


void append(struct Node** head_ref, int new_data) {
    struct Node* new_node = (struct Node*)malloc(sizeof(struct Node));
    new_node->data = new_data;
    new_node->next = NULL;

    if (*head_ref == NULL) {
        *head_ref = new_node;
    } else {
        struct Node* current = *head_ref;
        while (current->next != NULL) {
            current = current->next;
        }
        current->next = new_node;
    }
}

int main() {
    struct Node* head = NULL;


    for (int i = 54; i <= 102; i += 4) {
        append(&head, i);
    }


    printf("Output: ");
    struct Node* current = head;
    while (current != NULL) {
        printf("%d", current->data);
        current = current->next;
        if (current != NULL) {
            printf("->");
        }
    }
    printf("\n");


    while (head != NULL) {
        struct Node* temp = head;
        head = head->next;
        free(temp);
    }

    return 0;
}
```