

```
struct IntNode *insertNode(struct IntNode *node_ptr, int value) {  
    // allocate memory to store new node  
    struct IntNode *new_node = malloc(sizeof(struct IntNode));  
    assert(new_node);  
    new_node->value = value;  
    if (node_ptr != NULL) {  
        // link newly created node to current node's linked node  
        new_node->next = node_ptr->next;  
        // link current node to newly created node  
        node_ptr->next = new_node;  
    }  
    return new_node;  
}
```