

CircularLL... x CreateAn... x

Submit

Debugger

```
1  v struct node {
2      int data;
3      struct node *next;
4  };
5  typedef struct node *NODE;
6
7  v NODE createNodeInCLL() {
8      NODE temp;
9      temp = (NODE) malloc(sizeof(struct node));
10     temp->next = NULL;
11     return temp;
12 }
13
14 NODE addNodesInCLL(NODE first, int x)
15 {
16     v NODE temp2 = createNodeInCLL();
17     temp2->data = x;
18     if(first == NULL)
19     v {
20         first = temp2;
21         temp2->next = temp2;
22         return first;
23     }
24
25     NODE temp = first;
26
27     while(temp->next != first)
28     v {
29         temp = temp->next;
30     }
31
32     temp->next = temp2;
33     temp2->next = first;
34
35     return first;
36
37 }
38
39 void traverseListInCLL(NODE first)
40 v {
41     NODE temp = first;
42
43     do
44 ..
```

&lt; Prev

Reset

Submit

Next &gt;

```
45     {  
46         printf("%d--> ", temp->data);  
47         temp = temp->next;  
48     }while(temp != first);  
49  
50     printf("\n");  
51  
52 }  
53  
54  
55  
56
```



Terminal



Test cases