```
Give the output of the C program shown below when run with the command ./a.out 1 3 0 2
```

```
#include <stdio.h>
#include <stdlib.h>
typedef struct node {
        char ch;
        struct node *next;
} Node;
int main(int argc, char *argv[]) {
        Node a, b, c, d;
        a.ch = 'T'; a.next = &b;
        b.ch = 'I'; b.next = &c;
        c.ch = 'D'; c.next = &d;
        d.ch = 'E'; d.next = &a;
        Node *ptr = &a;
        for (int a=1; a<argc; a++) {</pre>
                int val = atoi(arqv[a]);
                for (int b=0; b<val; b++)</pre>
                         ptr = ptr->next;
                printf("%c\n", ptr->ch);
        return 0;
```

Give the output of the C program shown below when run with the command ./a.out 31415

```
#include <stdio.h>
#include <stdlib.h>
typedef struct node {
       int val;
       struct node *next;
} Node;
int main(int argc, char *argv[]) {
   Node *ptr = NULL;
   int number = atoi(argv[1]);
   while (number > 0) {
        int num = number % 10;
       Node *temp = malloc( sizeof(Node) );
       temp->val = num;
       temp->next = ptr;
       ptr = temp;
       number = number / 10;
   while (ptr) {
       printf("%d\n", ptr->val);
       ptr = ptr->next;
   return 0;
```