#include<stdio.h>

#include<stdlib.h>

struct node

{

    int data;

    struct node\* next;

    struct node\* prev;

}\*head = NULL;

void displayList(struct node\*);

void addOne(struct node\*);

int main()

{

    int n;

    printf("Enter number of nodes\n");

    scanf("%d",&n);

    head = (struct node\*)malloc(sizeof(struct node));

    int d;

    printf("Enter first Node:\n");

    scanf("%d",&d);

    head->data = d;

    head->next = NULL;

    struct node\* temp = head;

    int i;

    for(i = 2; i<=n; i++)

    {

        struct node\* newNode = (struct node\*)malloc(sizeof(struct node));

        int newData;

        printf("Enter the data %d th node\n",i);

        scanf("%d",&newData);

        newNode->data = newData;

        newNode->next = NULL;

        temp->next = newNode;

        temp = newNode;

    }

    displayList(head);

    addOne(head);

}

void displayList(struct node\* head)

{

    struct node\* temp = head;

    printf("LinkedList is\n");

    while(temp!=NULL)

    {

        printf(" %d ->", temp->data);

        temp = temp->next;

    }

    printf("NULL \n");

}

/\*void reverselist(struct node\* head)

{

    node \* prev = NULL;

    node \* temp = head;

    node \* next;

    while (temp != NULL)

    {

        next = temp->next;

        temp->next = prev;

        prev =temp;

        temp = next;

    }

    return prev;

}\*/

void addOne(struct node\* head)

{

    int x=0;

    struct node\* temp = head;

    while(temp->next!=NULL)

    {

        printf(" %d ", temp->data);

        temp = temp->next;

    }

    x=temp->data+1;

    printf(" %d ", temp->data+1);

}