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#include<stdio.h>

#include<stdlib.h>

Typedef struct node

{

Int data;

Struct node\*next;

}node;

Node \*Createlist(int);

Void display(node \*start);

Int main()

{

Int n;

Node \*start=NULL;

Printf(“How many nodes:”);

Scanf(“%d”,&n);

Start=Createlist(n);

Display(start);

Return 0;

}

Node \*Createlist(int n)

{

Int I;

Node \*start=NULL;

Node \*newnode=NULL;

Node \*ptr=NULL;

For(i=0;i<n;i++)

{

Newnode=(node \*)malloc(sizeof(node));

Printf(“Enter the data for node %d:”,i+1);

Scanf(“%d”,&newnode->data);

Newnode->next=NULL;

If(start==NULL)

{

Start=newnode;

}

Else

{

Ptr=start;

While(ptr->next!=NULL)

{

Ptr=ptr->next;

}

Ptr->next=newnode;

}

}

Return start;

}

Void display(node \*start)

{

Node \*ptr=start;

While(ptr!=NULL)

{

Printf(“\t %d🡪”,ptr->data);

Ptr=ptr->next;

}

}