



```
int SllNumNodes (Sllist * list) {
```

```
    if (list == NULL) {
```

```
        return 0;
```

```
    }
```

```
    Sllist * temp = (Sllist *) malloc (sizeof (Sllist));
```

```
    temp = list
```

```
    int count = 0;
```

```
    while (temp != NULL) {
```

```
        count++;
```

```
        temp = temp->fin;
```

```
    }
```

```
    free (temp)
```

```
    return count;
```

```
}
```