Struct node{

Int key

node \*next

}

Node \*next = new noe

X->key =5

x->next=wlx

node \*n1 = new node

5,NULL n1

x ->next =n1

What happens when x =x->next

Same as saying x=n1

Array a[i] i++

x->key =6

x->next=NULL

5,NULL->6,end

Loop

Assume empty list to stat

Node \*x=newnode

x->key=0

x->next= NULL

node \*head =x

0,end

Head

I=1

While(i<5)

Node \*n != new node

N1->key =i

N1->next=NULL

x->next=n1

i++

x=x->next

Starting

First time in the loop

Starting with

(0,end)

Head

Lines 1-3 setup the new node

Line 4 connects the new node to an existing list

Line 5 move x so new node can be added.

Line 6 we are just incrementing i

Insert a node after another node

Assuming we have run the while loop and have

(0,n1),(1,n2)..

Head n1 n2 n3

New node between n1 and n2

Node \*newnode = new node(This is bad)

N1->next = new n

Get the pointer from n1

New N -> next = x->next

Added connection from node