

typedef struct node {

int key;

struct node \*next;

}NODE;

NODE \*newNode(int key)//function to create new node

{

NODE \*temp = NULL;

temp = (NODE\*)malloc(sizeof(NODE));

temp->key = key;

temp->next = NULL;

return temp;

}

void addNode(NODE \*head, NODE \*node)

{

NODE \*current = head;//create new pointer equal to head

while (current->next)//runs until next is null

current = current->next;//move current to the next node in the list

current->next = node;//puts node into next

}

NODE \*delete\_min(NODE \*head)

{

NODE \*min = head;

NODE \*current = head;

while (current->next)

{

if (min->key > current->key)

{

min = current;

current = current->next;

}

else

current = current->next;

}

if (min->key > current->key)

{

min = current;

current = current->next;

}

else

current = current->next;

return min;

}

void main()

{

int num;

NODE \*head = NULL;

NODE \*temp=NULL;

NODE \*min = NULL;

printf("insert number:");

scanf("%d%\*c", &num);

head = newNode(num);

while (num >= 0)

{

temp=newNode(num);

addNode(head, temp);

printf("insert number:");

scanf("%d%\*c", &num);

}

min = delete\_min(head);

printf("minimum number is : %d\n", min->key);

}