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1: #include<stdio.h>
2: #include<stdlib.h>
3: typedef struct node
4: {
5:     int data;
6:     struct node *next;
7: }node;
8: int main()
9: {
10:     int a , i = 1 , n ,r;
11:     node *p,*q,*start;
12:     printf("Enter the number of nodes:");
13:     scanf("%d",&n);
14:     printf("Enter node %d:",i);
15:     p = (node*)malloc(sizeof(node));
16:     scanf("%d",&a);
17:     p->data = a;
18:     p->next = NULL;
19:     start = p;
20:     for(i=2;i<=n;i++)
21:     {
22:         printf("Enter node %d:",i);
23:         q = (node*)malloc(sizeof(node));
24:         scanf("%d",&a);
25:         q->data = a;
26:         q->next = NULL;
27:         p->next = q;
28:         p = p->next;
29:     }
30:     p = start;
31:     while(p!=NULL)
32:     {
33:         printf(" %d", p->data);
34:         p = p->next;
35:     }
36: }

```