**Way-1**

#include <stdio.h>

#include <bits/stdc++.h>

using namespace std;

#define ll unsigned long long int

#define goat \

ios\_base::sync\_with\_stdio(false); \

cin.tie(0); \

cout.tie(0);

struct ListNode {

int val;

ListNode \*next;

ListNode() : val(0), next(nullptr) {}

ListNode(int x) : val(x), next(nullptr) {}

ListNode(int x, ListNode \*next) : val(x), next(next) {}

};

**Way-2**

| class Node {  public:  int val;  Node\* next;  Node(int \_val){  val = \_val;  next = NULL;  }  };  void PrintLinkedList(Node\* &head){   Node\* current = head;  while (current!= NULL)  {  cout<<current->val;  if(current->next!=NULL){  cout<<"--->";  }else{  cout<<endl;  }  current = current->next;  } }  void InsertNodeAtTail(Node\* &head, int val){ //Cause we are passing Pointer's Pointer  Node\* newNode = new Node(val);   if(head==NULL){  head = newNode;  }  else{  Node\* current = head;  while(current->next!=NULL) {  current = current->next;  }  current->next = newNode;  } }  int main() {  goat;   Node\* head = NULL;   InsertNodeAtTail(head, 2);  InsertNodeAtTail(head, 3);  InsertNodeAtTail(head, 4);    PrintLinkedList(head);    return 0; } |
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