Programiz

C Online Compiler

main.c

```c
#include<stdio.h>
#include<stdlib.h>
typedef struct node
{
    int data;
    struct node * next;
}
node;
void insertnode(node** head, int data)
{
    node * newnode  = (node*)malloc(sizeof(node));
    newnode->data = data;
    newnode->next = *head;
    *head = newnode;
}
void printlist(node * head)
{
    while(head)
    {
        printf("%d",head->data);
        head = head->next;
    }
    printf("\n");
}
int main()
{
    node* head = NULL;
    insertnode(&head, 1);
    insertnode(&head, 2);
    insertnode(&head, 3);
    printlist(head);
    return 0;
}
```

34°C
Mostly sunny

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C Online Compiler

main.c

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```c
#include <stdio.h>
#include <stdlib.h>
typedef struct Node {
    int data;
    struct Node* next;
    struct Node* prev;
} Node;
void insertNode(Node** head, Node** tail, int data) {
    Node* newNode = (Node*) malloc(sizeof(Node));
    newNode->data = data;
    if (*head == NULL) {
        *head = newNode;
        *tail = newNode;
    } else
    {
        (*tail)->next = newNode;
        newNode->prev = *tail;
        *tail = newNode;
    }
}
void printListForward(Node* head)
{
    while (head)
    {
        printf("%d ", head->data);
        head = head->next;
    }
    printf("\n");
}
int main() {
    Node* head = NULL;
    Node* tail = NULL;
    insertNode(&head, &tail, 1);
    insertNode(&head, &tail, 2);
    insertNode(&head, &tail, 3);
    printListForward(head);
    return 0;
}
```

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```c
#include<stdio.h>
#include<stdlib.h>
typedef struct Node
{
    int data;
    struct Node* next;
}
Node;
void insertNode(Node** head, int data)
{
    Node* newNode = (Node*) malloc(sizeof(Node));
    newNode->data = data;
    if (*head == NULL)
    {
        *head = newNode;
        newNode->next = *head;
    }
    else
    {
        Node* temp = *head;
        while (temp->next != *head)
        {
            temp = temp->next;
        }
        temp->next = newNode;
        newNode->next = *head;
    }
}
void printList(Node* head)
{
    Node* temp = head;
    do
    {
        printf("%d ", temp->data);
        temp = temp->next;
    }
    while (temp != head);
    printf("\n");
}
int main()
{
    Node* head = NULL;
    insertNode(&head, 1);
    insertNode(&head, 2);
    insertNode(&head, 3);
    printList(head);
    return 0;
}
```

MNG - SIN
Game score

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