```
typely struct Node
        ent data;
         struct Node note;
   I node;
   node + head;
   node xor ( node # a, node # b)
       ruturn (node) ( (a) ^ (b))
   void ensert begin ( ent data)
         node * temp = (node *) malloc (size of (node));
           temp -> data = data;
           temp > npt = head;
         I (head! = NULL)
             head -> npti = xox(tenrp, head -> npti);
         head = temp;
```

```
void insut-last (int data)
{
     node « temp= (node +) maller (size) (node));
        temp > data = data;
       node * cur = head, * prev = NULL, * next;
      while (curs 1 = NULL)
            next = xor (prev, cur -> npti);
            pur = cux;
             cuer = rest;
        temp -> npti = prev;
        prev > npti = xor (prev > npti, temp);
```