4.

```
#include <stdio.h>
#include <stdlib.h>
    struct Node {
        int data;
        struct Node * next;
    };
    int main() {
        struct Node * head, * first, * second;
    head = (struct Node*) malloc (size of (struct Node));
    first = (struct Node*) malloc (size of (struct Node));
    second = (struct Node*) Malloc (size of (Stact Node));
    head -> data = 100;
    head => next = first;
    first -> next = second;
    second -> data = 300;
    second -> next = NULL;
     struct Node * temp = head;
    printf ("Linked List = ");
     while (temp != NULL) {
      printf (" %d " -> ", temp -> data);
      temp = temp -> next;
     }
    printf ("NULL");
    return 0;
    }
```

OUTPUT :- Linked list : 100 → 200 → 300 → NULL

main.c

Share | Run

```c
    struct Node *head, *first, *second;

    head = (struct Node*)malloc(sizeof(struct Node));
    first = (struct Node*)malloc(sizeof(struct Node));
    second = (struct Node*)malloc(sizeof(struct Node));

    head->data = 100;
    head->next = first;

    first->data = 200;
    first->next = second;

    second->data = 300;
    second->next = NULL;

    struct Node* temp = head;

    printf("Linked List:");
    while (temp != NULL) {
        printf("%d->", temp->data);
        temp = temp->next;
    }
    printf("NULL");

    return 0;
}
```

Output | Clear

```
Linked List:100->200->300->NULL

=== Code Execution Successful ===
```