#include<stdio.h>

#include<stdlib.h>

struct node{

int value;

struct node \*next;

};

void displayLinkedList(struct node \*p){

printf("Printing linked list\n");

while( p != NULL){

printf("%d\n", p-> value);

p = p -> next;

}

}

int main(){

struct node \*head;

struct node \*one = NULL;

struct node \*two = NULL;

struct node \*three = NULL;

one = malloc(sizeof(struct node));

two = malloc(sizeof(struct node));

three = malloc(sizeof(struct node));

one-> value = 1;

two-> value = 2;

three -> value = 3;

one -> next = two;

two -> next = three;

three -> next = NULL;

head = one;

displayLinkedList(head);

}