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BS

Lab 1 (write up)

```c
typedef Struct Node
{
    int data;
    Struct Node *nptr;
} node;


node * head;
node xor ( node *a , node *b)
{
    return (node) ((a) ^ (b))
}

void insert-begin ( int data)
{
    node * temp = (node *) malloc (Size (node));
    temp -> data = data;
    temp -> nptr = head;
    if (head ! = NULL)
    {
        head -> nptr = XOR( temp, head -> nptr);
    }
    head = temp;
}
```

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Lab 1 (workup)

Pg 2

void insert - last (int data)
{

node * temp = (node *) malloc (size of (node)),
temp → data = data;
node * Curr = head;
node * prev = NULL

while (Curr != NULL)
{
next = XOR (prev, Curr → nptr),
prev = Curr;
Curr = next;
}

temp → nptr = prev;
prev → nptr = XOR (prev → nptr, temp);

}