```
#include <iostream>
#include <stdlib.h>
using namespace std;
struct Node
{
    int data;
    struct Node* next;
}*first = NULL;
void create(int* p, int n)
{
    int i;
    struct Node* t, * last;
    first = (struct Node*)malloc(sizeof(struct Node));
    first->data = p[0];
    first->next = NULL;
    last = first;

    for (i = 1; i < n; i++)
    {
        t = (struct Node*)malloc(sizeof(struct Node));
        t->data = p[i];
        t->next = NULL;
        last->next = t;
        last = t;
    }
}

  void Display(struct Node * s) {
    while (s != NULL)
    {
        cout << s->data;
        s = s->next;
    }



}
int main()
{
    int n,i;
    cout << "enter no of nodes to be create for linked list";
    cin >> n;
    int* p = (int*) calloc(n, sizeof(int));
    for (i = 0; i <= n - 1; i++) {
        cout << "eneter node data";
        cin >> p[i];

    }

    create(p, n);
    Display(first);
    return 0;
}
```