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 ===
```


84.

```
# include <stdio.h>
# include <stdlib.h>
   struct Node {
        int data;
     struct Node * Next;
   };
     int main() {
     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 = 300;
   second -> data = 300;
 second -> next = Null;
   struct Node * temp = head;
   printf("Linked list =");
while (temp != Null) {
  printf("%d" -> ", temp -> data);
       temp = temp -> next;
    }
     print ("Null");
        return 0;
        }.
```