

main.c

```
10 struct Node *head, *first, *second;
11
12 head = (struct Node*)malloc(sizeof(struct Node));
13 first = (struct Node*)malloc(sizeof(struct Node));
14 second = (struct Node*)malloc(sizeof(struct Node));
15
16 head->data = 100;
17 head->next = first;
18
19 first->data = 200;
20 first->next = second;
21
22 second->data = 300;
23 second->next = NULL;
24
25 struct Node* temp = head;
26
27 printf("Linked List:");
28 while (temp != NULL) {
29     printf("%d->", temp->data);
30     temp = temp->next;
31 }
32 printf("NULL");
33
34 return 0;
35 }
```

Output

Linked List:100->200->300->NULL
=== Code Execution Successful ===

Clear



04.

```
#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 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;
}
```