



```
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 }
```



Run

Output

Clear

Linked List:100->200->300->NULL

== Code Execution Successful ==



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09.

```
# include <stdio.h>
# include <stdlib.h>
struct Node {
    int data;
    struct Node * Next;
};
int main() {
    struct Node * head * first * record;
    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;
}
```