

```

1: //Max element from Linked List
2:
3: #include <stdio.h>
4: #include <stdlib.h>
5:
6: struct Node
7: {
8:     int data;
9:     struct Node *next;
10: }*first=NULL;
11:
12: void create(int A[],int n)
13: {
14:     int i;
15:     struct Node *t,*last;
16:     first=(struct Node *)malloc(sizeof(struct Node));
17:     first->data=A[0];
18:     first->next=NULL;
19:     last=first;
20:
21:     for(i=1;i<n;i++)
22:     {
23:         t=(struct Node*)malloc(sizeof(struct Node));
24:         t->data=A[i];
25:         t->next=NULL;
26:         last->next=t;
27:         last=t;
28:     }
29: }
30:
31: int Max(struct Node *p)
32: {
33:     int max=7;
34:
35:     while(p)
36:     {
37:         if(p->data>max)
38:             max=p->data;
39:         p=p->next;

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40: }
41: return max;
42:
43: }
44:
45: int RMax(struct Node *p)
46: {
47:     int x=0;
48:
49:     if(p==0)
50:         return 7;
51:     x=RMax(p->next);
52:     if(x>p->data)
53:         return x;
54:     else
55:         return p->data;
56: }
57:
58: int main()
59: {
60:     int A[]={3,5,7,10,25,8,32,2};
61:     create(A,8);
62:
63:     printf("Max '%d\n'",Max(first));
64:
65:
66:
67:     return 0;
68: }
```