#include<conio.h>

#include<stdio.h>

#include<stdlib.h>

typedef struct node

{

int info;

struct node \*next;

}nodetype;

nodetype\* insert(nodetype\*);

void sort(nodetype\*);

void main()

{

nodetype\* left=NULL;

nodetype\* right=NULL;

int ch,c;

printf("Enter 1 for insert \nEnter 2 for sort \nEnter 3 for exit");

do

{

printf("\nEnter choice: ");

scanf("%d",&ch);

switch(ch)

{

case 1:

right=insert(right);

if(left==NULL)

{

left=right;

}

break;

case 2:

sort(left);

case 3:

exit(1);

default:

printf("invalid choice");

break;

}

printf("do you want to continuoe press 1: ");

scanf("%d",&c);

}while(c==1);

getch();

}

nodetype\* insert(nodetype \*r)

{

int i, n;

nodetype \*p;

p=(nodetype\*)malloc(sizeof(nodetype));

printf("\nEnter the number: ");

scanf("%d",&n);

if(p!=NULL)

{

p->info=n;

p->next=NULL;

if(r==NULL)

{

r=p;

}

else

{

r->next=p;

r=p;

}

return(r);

}

else

{

printf("not enough memory");

}

}

void sort(nodetype \*l)

{

nodetype \*t;

nodetype \*s;

int x;

t=l;

while(t!=NULL)

{

s=t->next;

while(s!=NULL)

{

if(t->info>s->info)

{

x=t->info;

t->info=s->info;

s->info=x;

}

s=s->next;

}

t=t->next;

}

t=l;

while(t!=NULL)

{

printf(" %d ",t->info);

t=t->next;

}

}

Output:

