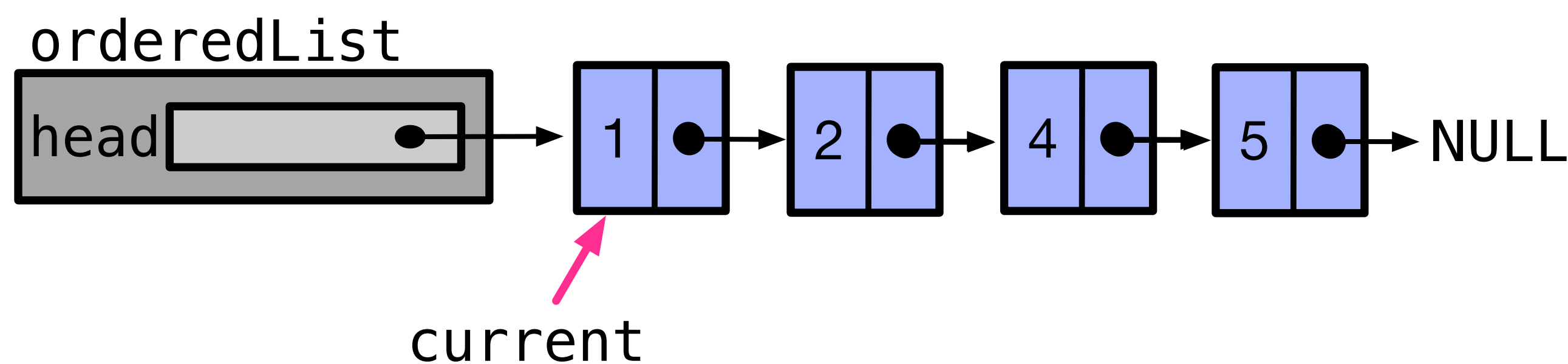
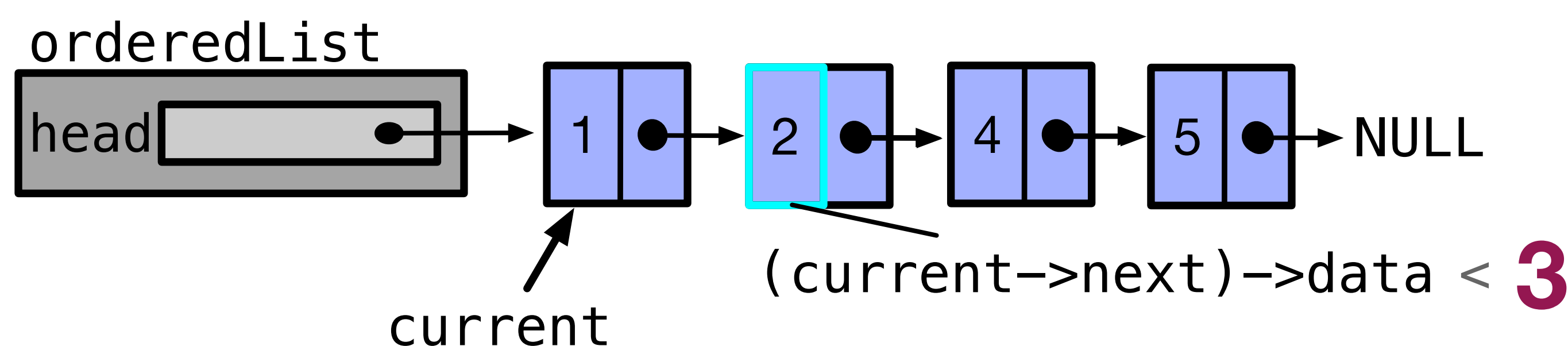


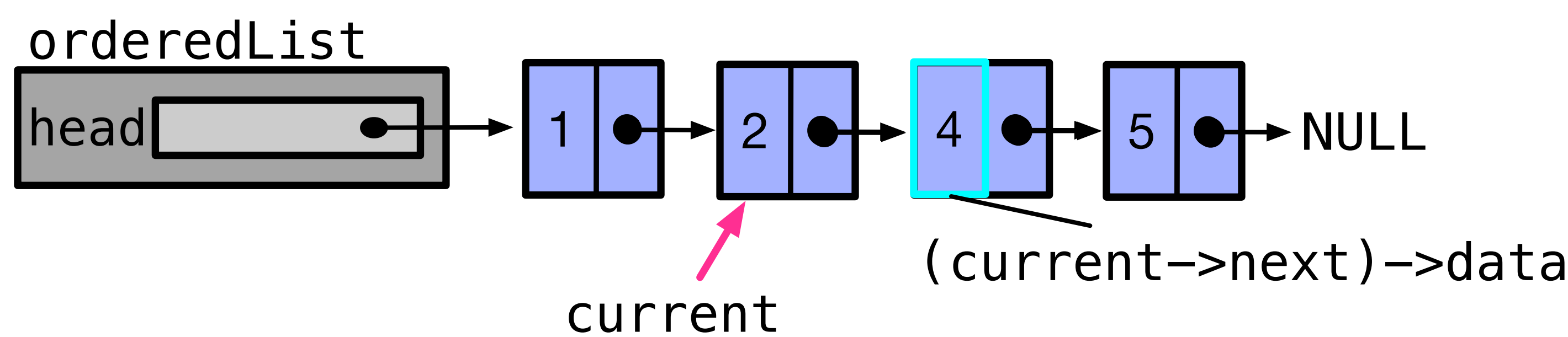
```
bool insertIntoOrderedList(LinkedList *orderedList, int value) {
    Node *current = orderedList->head;
```



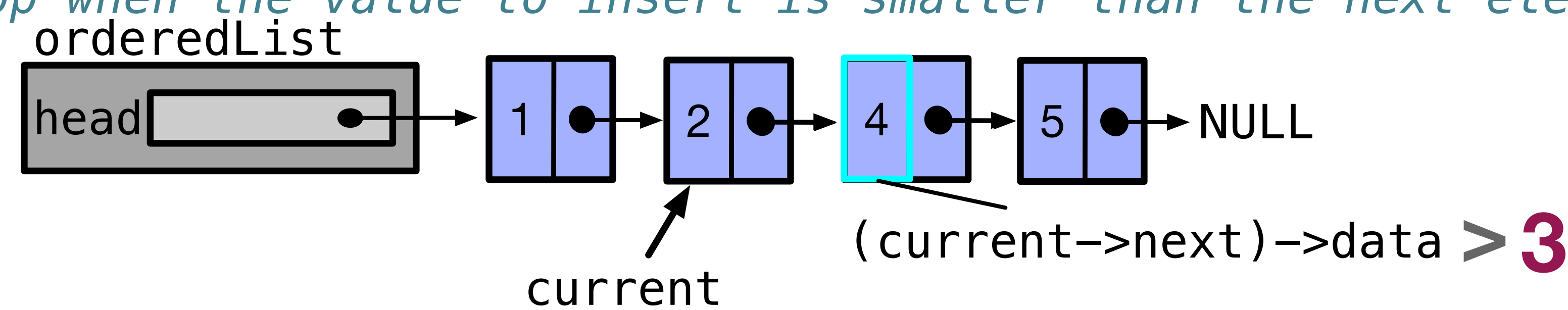
```
while (current->next->data < value ) {
    // The value to insert is larger than the next element in the list.
```



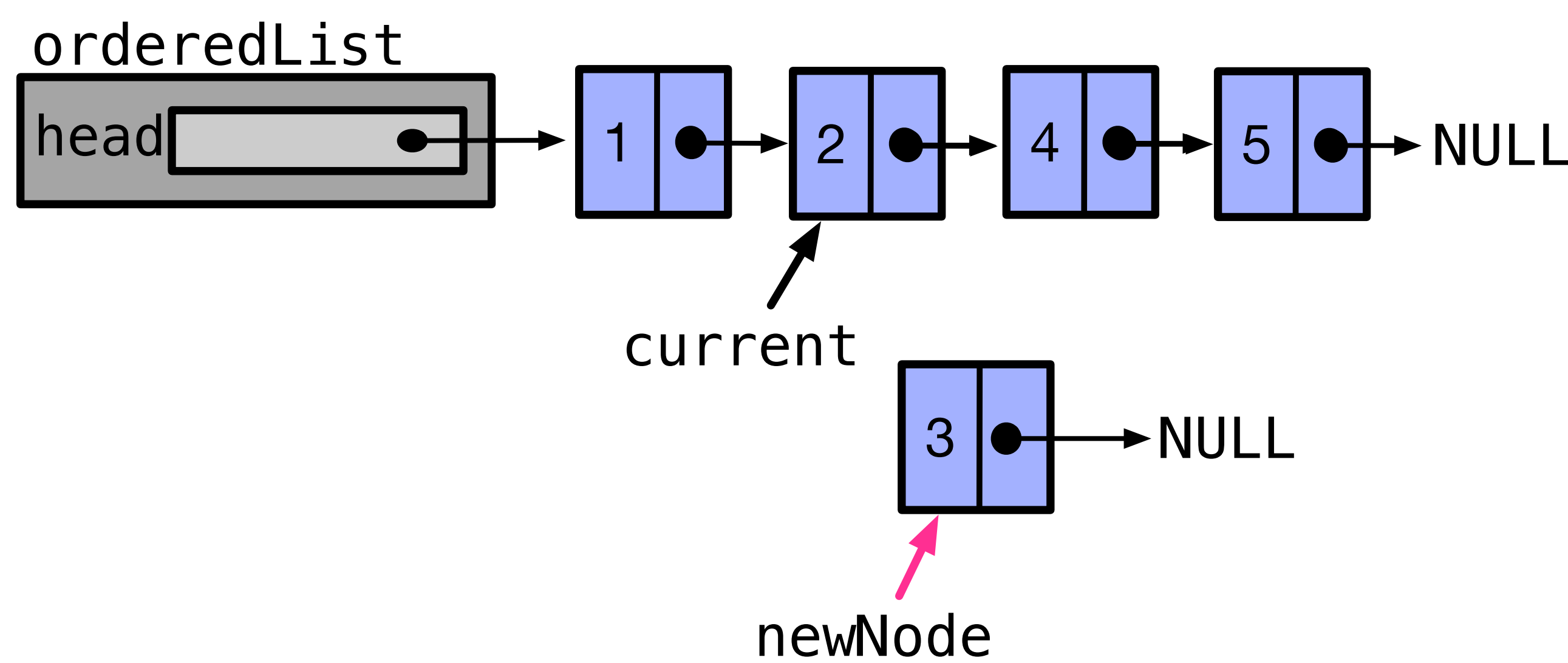
```
// Move to the next element in the list.
current = current->next;
```



```
}
// Exit the loop when the value to insert is smaller than the next element in the list.
```

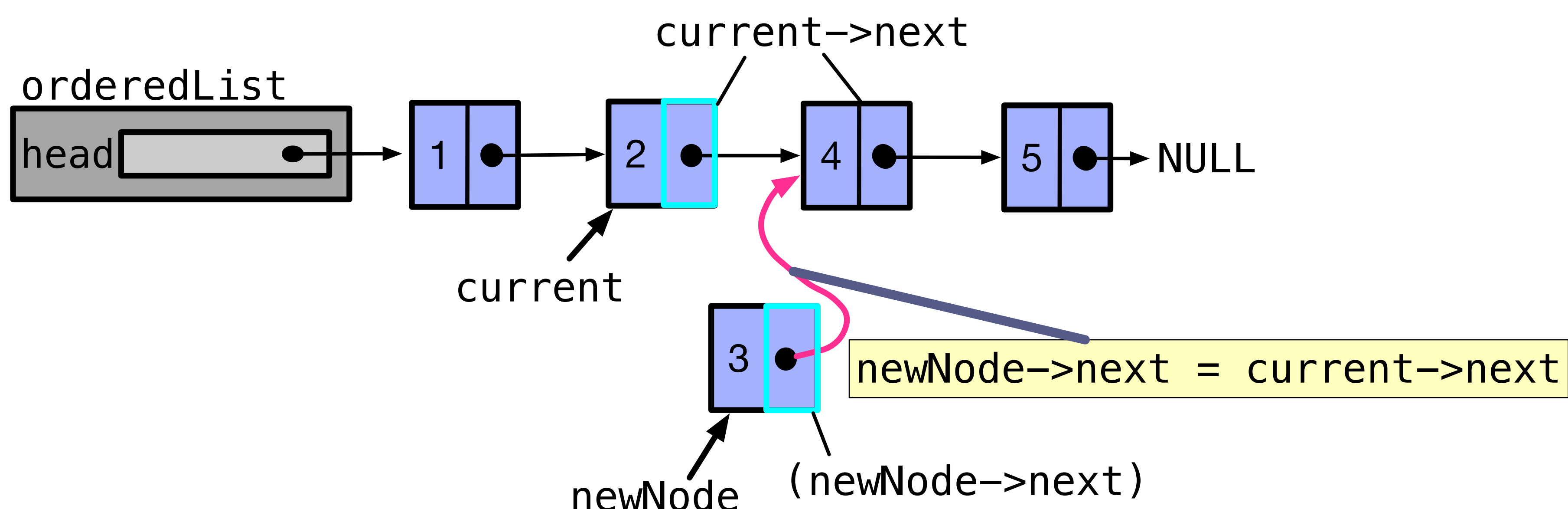


```
// Create a new node
Node *newNode = createNode(value);
```

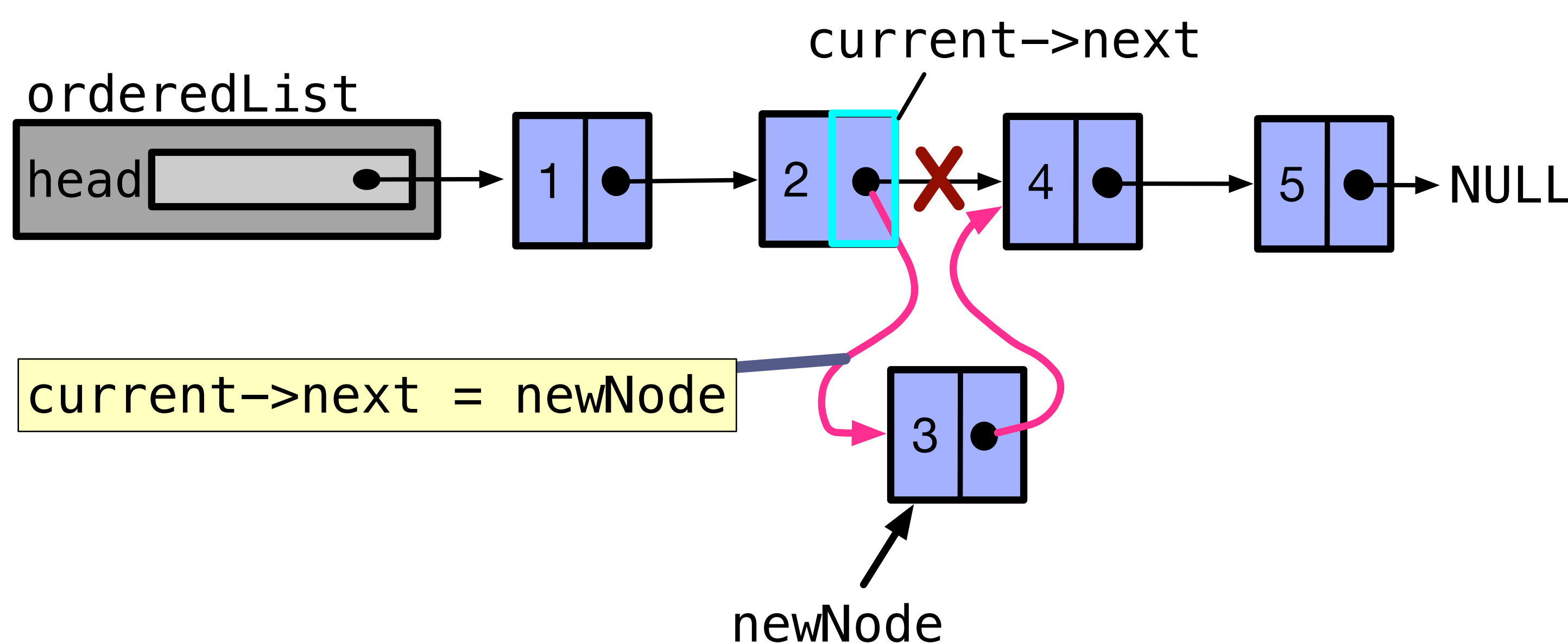


```
if (newNode == NULL) {
    // Could not allocate memory for a new node.
    return false;
}
```

```
// Link the rest of the list with this new node.
newNode->next = current->next;
```



```
current->next = newNode;
```



```
return true;
```

```
}
```