```
bool insertIntoOrderedList(LinkedList *orderedList, int value) {
Node *current = orderedList->head;
              orderedList
             head
                         current
while (current->next->data < value ) {</pre>
  // The value to insert is larger than the next element in the list.
                 orderedList
                head
                                        (current->next)->data < 3
                            current
   // Move to the next element in the list.
   current = current->next;
                 orderedList
                head
                                              (current->next)->data
                                  current
// Exit the loop when the value to insert is smaller than the next element in the list.
                 orderedList
                 head
                                              (current->next)->data > 3
                                   current
// Create a new node
Node *newNode = createNode(value);
          orderedList
              head
                                current
                                              → NULL
                                    newNode
 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
              orderedList
             head
                                current
                                           3
                                                 newNode->next = current->next
                                              (newNode->next)
                                     newNode
 current->next = newNode;
                                        current->next
             orderedList
             head
             current->next = newNode
                                     newNode
return true;
```