```
8
     Node *head;
9
     Node *newNode = (Node *)malloc(sizeof(Node));
10
     newNode->data = 1;
11
     newNode->next = NULL;
           newNode
     head = newNode;
                 head
           newNode
                         NULL
     newNode = (Node *)malloc(sizeof(Node));
13
     newNode->data = 2;
14
     newNode->next = NULL;
       head
                    newNode
              → NULL
16
     head->next = newNode;
       head
                    newNode
      head->next
     printf("%d -> ", head->data);
17
     printf("%d", head->next->data);
18
19
     free(head->next);
     free(head);
20
            head
                          newNode
   2 free(head)
                 head->next
                               1 free(head->next)
                            Must free head->next first,
                            as if we free head first, you
                            can't access head->next
     return 0;
```

#include <stdio.h>

int data;

int main(void) {

} Node;

3

5

#include <stdlib.h>

typedef struct node {

struct node \*next;