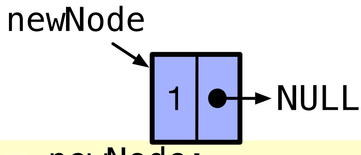
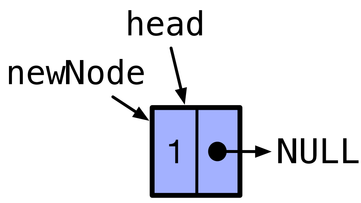
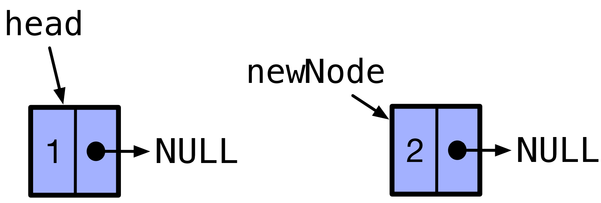
```c
#include <stdio.h>
#include <stdlib.h>

typedef struct node {
  int data;
  struct node *next;
} Node;

int main(void) {
  Node *head;
  Node *newNode = (Node *)malloc(sizeof(Node));
  newNode->data = 1;
  newNode->next = NULL;
```



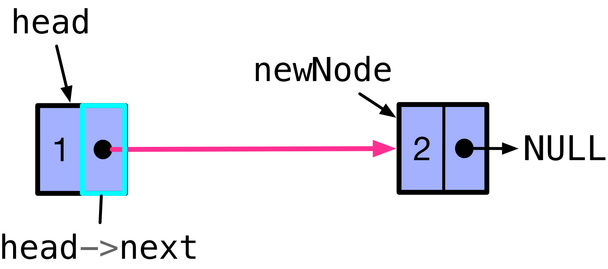

```c
  head = newNode;
```



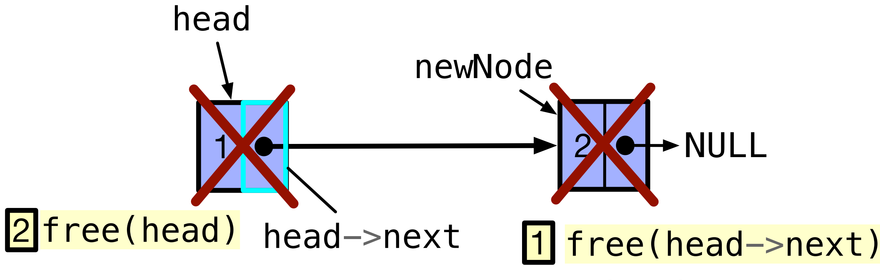

```c
  newNode = (Node *)malloc(sizeof(Node));
  newNode->data = 2;
  newNode->next = NULL;
```




```c
  head->next = newNode;
```




```c
  printf("%d -> ", head->data);
  printf("%d", head->next->data);

  free(head->next);
  free(head);
```



Must free head->next first, as if we free head first, you can't access head->next

```c
  return 0;
}
```