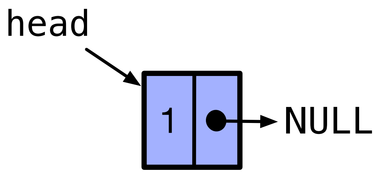
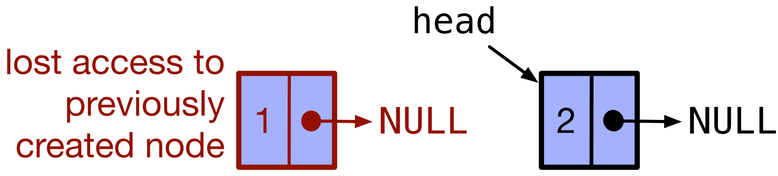
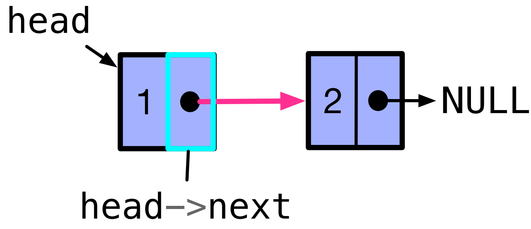
```c
#include <stdio.h>
#include <stdlib.h>

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

Node *createNode(int value);

int main(void) {
  Node *head = NULL;

  head = createNode(1); // returns pointer to Node
```



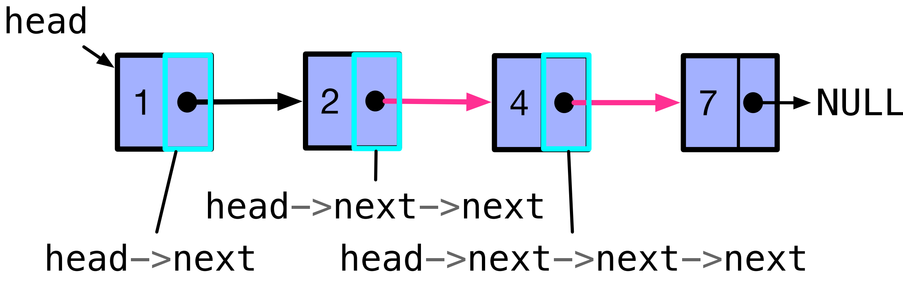

```c
  // WRONG! head = createNode(2);
```




```c
  head->next = createNode(2);
```




```c
  head->next->next = createNode(4);
  head->next->next->next = createNode(7);
```




```c
  printf("%d -> ", head->data);
  printf("%d -> ", head->next->data);
  printf("%d -> ", head->next->next->data);
  printf("%d.\n", head->next->next->next->data);
  return 0;
}

Node *createNode(int value) {
  Node *newNode = (Node *)malloc(sizeof(Node));

  if (newNode != NULL) {
    newNode->data = value;
    newNode->next = NULL;
  }

  return newNode;
}
```