```
2 #include <stdlib.h>
 3
   typedef struct node {
     int data;
 6 struct node *next;
 7 } Node;
 8
  Node *createNode(int value);
10
   int main(void) {
     Node *head = NULL;
12
13
14
     head = createNode(1); // returns pointer to Node
15
          head
                       NULL
16
     // WRONG! head = createNode(2);
                          head
      lost access to
                     NULL
      previously created node
     head->next = createNode(2);
17
18
            head
                head->next
19
     head->next->next = createNode(4);
20
     head->next->next->next = createNode(7);
21
            head
                      head->next->next
              head->next head->next->next->next
     printf("%d -> ", head->data);
     printf("%d -> ", head->next->data);
23
24
     printf("%d -> ", head->next->next->data);
25
     printf("%d.\n", head->next->next->next->data);
26
     return 0;
27 }
28
29
   Node *createNode(int value) {
     Node *newNode = (Node *)malloc(sizeof(Node));
30
31
32
     if (newNode != NULL) {
33
       newNode->data = value;
                                newNode
34
       newNode->next = NULL;
     }
35
                                      value -
36
37
     return newNode;
38 }
```

1 #include <stdio.h>