

```
1  #include <iostream>
2
3  struct _link
4  {
5      int value;
6      _link* next;
7  };
8
9  typedef _link* LinkedList;
10
11  LinkedList CreateNode(int value)
12  {
13      LinkedList newNode = (LinkedList)malloc(sizeof(_link));
14      newNode->value = value;
15      newNode->next = NULL;
16
17      return newNode;
18  };
19
20  void PrintList(LinkedList list)
21  {
22      while (list != NULL)
23      {
24          std::cout << list->value << " ";
25          list = list->next;
26      }
27
28      std::cout << "\n";
29  }
30
31  LinkedList Insert(LinkedList list, int value)
32  {
33      LinkedList newList = CreateNode(value);
34      newList->next = list;
35
36      return newList;
37  }
38
39  int main()
40  {
41      LinkedList mylist = NULL;
42
43      mylist = Insert(mylist, 3);
44      mylist = Insert(mylist, 7);
45      mylist = Insert(mylist, 5);
46      mylist = Insert(mylist, 12);
47
48      PrintList(mylist);
49
50      return 0;
51  }
52
```