

```
new_node->value = 10;
```

```
new_node->next = first;
```

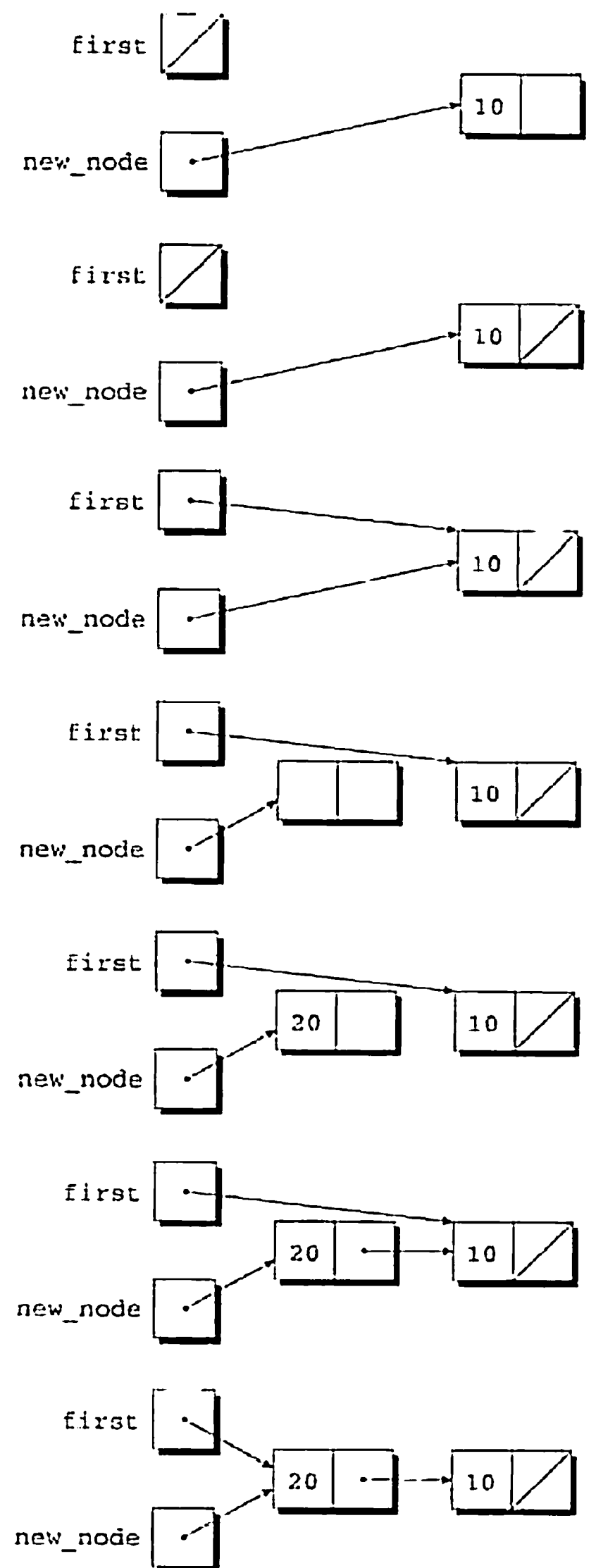
```
first = new_node;
```

```
new_node = malloc(sizeof(struct node));
```

```
new_node->value = 20;
```

```
new_node->next = first;
```

```
first = new_node;
```



Inserting a node into a linked list is such a common operation that we'll probably want to write a function for that purpose. Let's name the function `add_to_list`. It will have two parameters: `list` (a pointer to the first node in the old list) and `n` (the integer to be stored in the new node).

```
struct node *add_to_list(struct node *list, int n)
{
    struct node *new_node;

    new_node = malloc(sizeof(struct node));
    if (new_node == NULL) {
        printf("Error: malloc failed in add_to_list\n");
        exit(EXIT_FAILURE);
    }
}
```