

Source Code

```
#include<iostream>
using namespace std;

class node{
public:
    char info;
    node* next;
    node* adj;
    node(char val){
        info=val;
        next=NULL;
        adj=NULL;
    }
};

//createnode insertAtLast
void createnodelist(node* &start,char ele){
    node* n=new node(ele);
    if(start==NULL){
        start=n;
        return;
    }

    node*temp=start;

    while(temp->next!=NULL){
        temp=temp->next;
    }
    temp->next=n;
    return;
}

void printNode(node* temp){
    if(temp==NULL){
        return;
    }
    while(temp!=NULL){
        cout<<temp->info<<"-";
        temp=temp->next;
    }

    cout<<"NULL"<<endl;
}

int main(){
    node* start=NULL;
    int count=0;
    createnodelist(start,'A');
    createnodelist(start,'B');
    createnodelist(start,'C');
    createnodelist(start,'D');
    createnodelist(start,'E');
```

```
    cout<<"Node list is: ";  
    printNode(start);  
    cout<<"\n";  
  
return 0;  
}
```

Output

```
PS C:\Users\anil kumar\Documents\anil\.vscode\DataStructure_in_nsut> cd "c:\Users\anil kumar\Documents\anil\  
cture_in_nsut\" ; if ($?) { g++ -std=c++17 16_Graph_1.cpp -o 16_Graph_1 } ; if ($?) { .\16_Graph_1 }  
Node list is: A->B->C->D->E->NULL  
  
PS C:\Users\anil kumar\Documents\anil\.vscode\DataStructure_in_nsut> █
```