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

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

int main() {
   int i, n, item;
   struct node *nptr, *tptr, *head;

   head = NULL;
   tptr = NULL;  // Initialize tptr

   // Read the number of nodes
   scanf("%d", &n);

   for (i = 0; i < n; i++) {
      // Read item data
      scanf("%d", &item);

      // Allocate memory for new node
      nptr = (struct node*)malloc(sizeof(struct node));
      nptr->data = item;
      nptr->next = NULL;

      // Insert node into list
      if (head == NULL) {
```

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            head = nptr;  // First node
            tptr = nptr;  // Initialize tptr to the first node
        } else {
            tptr->next = nptr;  // Append to the end of the list
            tptr = nptr;       // Move tptr to the new end of the list
        }
    }

    // Print the list
    tptr = head;  // Start printing from the beginning of the list
    while (tptr != NULL) {
        printf("%d\n", tptr->data);
        tptr = tptr->next;  // Move to the next node
    }

    // Free the allocated memory
    tptr = head;  // Start freeing from the beginning of the list
    struct node *temp;
    while (tptr != NULL) {
        temp = tptr;
        tptr = tptr->next;
        free(temp);
    }

    return 0;
}
```