```c
1  #include <stdlib.h>
2  #include <assert.h>
3
4  typedef struct intnode {
5    int value;
6    struct intnode *next;
7  } intnode_t;
8
9  intnode_t *intnode_construct(int value, intnode_t *next)
10 {
11   intnode_t *ptr;
12
13   ptr = malloc(sizeof(intnode_t));
14   assert(ptr != NULL);
15   ptr->value = value;
16   ptr->next = next;
17
18   return ptr;
19 }
```

typedef struct intnode intnode_t;

This code is used to create new nodes

will return address of pointer to intnode_t, pass in value and address of next node

allocate the struct on the heap

assigning the values passed in to the new struct we have created