```c
#include <stdio.h>
#define MAX 100
struct Node {
    int data;
    struct Node* next;
};
int main() {
    int n, value;
    struct Node nodes[MAX];
    struct Node* head = NULL;
    struct Node* temp = NULL;
    scanf("%d", &n);
    if (n > MAX) {
        printf("Too many nodes!\n");
        return 1;
    }
    printf("Enter %d elements:\n", n);
    for (int i = 0; i < n; i++) {
        scanf("%d", &value);
        nodes[i].data = value;
        nodes[i].next = NULL;
```

```c
22        if (head == NULL) {
23            head = &nodes[i];
24            temp = head;
25        } else {
26            temp->next = &nodes[i];
27            temp = temp->next;
28        }
29    }
30    printf("Odd numbers: ");
31    temp = head;
32    while (temp != NULL) {
33        if (temp->data % 2 != 0)
34            printf("%d ", temp->data);
35        temp = temp->next;
36    }
37    return 0;
38 }
```

```
4
1 2 3 7
```

Enter 4 elements:
Odd numbers: 1 3 7