#include<stdio.h>

#include<stdlib.h>

struct node

{

int ele;

struct node \* next;

}\*head=NULL, \*t, \*p, \*newnode;

void create()

{

int i, n, ele;

printf("size:\n");

scanf("%d",&n);

printf("elements:\n");

for(i=1;i<=n;i++)

{

scanf("%d",&ele);

newnode=(struct node\*)malloc(sizeof(struct node));

newnode->ele=ele;

newnode->next=NULL;

if(head==NULL)

{

head=newnode;

p=newnode;

}

else

{

for(p=head;p->next!=NULL;p=p->next);

p->next=newnode;

p=newnode;

}

}

}

void search()

{

int key, flag=0;

printf("key:\n");

scanf("%d",&key);

for(p=head;p!=NULL;p=p->next)

{

if(key==p->ele)

{

flag=1;

break;

}

}

if(flag==1)

printf("found");

else

printf("not found");

}

void display()

{

t=head;

printf("\nElements in the list:");

while(t!=NULL)

{

printf("%d->",t->ele);

t=t->next;

}

}

int main()

{

create();

search();

display();

return 0;

}