

Node

```
1 struct node
2 {
3     int entry;
4     struct node *next;
5 };
```

Making the head

```
1 struct node * make_head(int new_entry)
2 {
3     struct node * head;
4     head=(struct node *)malloc(sizeof(struct node));
5     head->entry=new_entry;
6     return head;
7 }
```

Print

```
1 void print_list(struct node * iterator)
2 {
3     while(iterator->next!=NULL)
4     {
5         printf("%d\n", iterator->entry);
6         iterator=iterator->next;
7     }
8
9     printf("%d\n", iterator->entry);
10 }
```

Locate an entry

```
1  struct node * locate(struct node * it , int num)
2  {
3      while(it->next!=NULL)
4          {
5              if(it->entry==num)
6                  return it;
7              it=it->next;
8          }
9      if(it->entry==num)
10         return it;
11
12     return NULL;
13 }
```

Adding a node

```
1 void add_node(struct node * here, int new_entry)
2 {
3     struct node * here_next=here->next;
4     here->next = (struct node *)malloc(sizeof(struct
5     here->next->next=here_next;
6     here->next->entry=new_entry;
7 }
```

Appending a node

```
1 void append_node(struct node * head, int new_entry)
2 {
3     while(head->next!=NULL)
4         head=head->next;
5     head->next =
6         (struct node *)malloc(sizeof(struct node));
7     head->next->entry=new_entry;
8 }
```

Deleting the next node

```
1 void delete_next(struct node * here)
2 {
3     if(here->next==NULL)
4         return;
5
6     struct node * temp=here->next;
7     here->next=here->next->next;
8     free(temp);
9 }
```