

Structs

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

```
Struct Node*
```

```
struct Node* tmp = _____;
```

```
if ( _____ ) { //if malloc didn't work
```

```
return _____;
```

```
//use the next three statements to initialize the Node pointed by tmp
```

```
if (tmp->name==NULL) {
    return head;
}
```

```
//Complete the part to insert (pay attention to edge cases)
```

}

```
int
```

```
main() {
```

```
    struct Node* head = NULL;
```

```
    head = insert_front(head, 44, "Paul Cao");
```

```
    head = insert_front(head, 99, "Keith Muller");
```

```
    head = insert_front(head, 33, "Christine Alvarado");
```

```
    //Complete the code to print out the linked list
```

```
    //Complete the code to free the memory allocated from heap
```

```
}
```