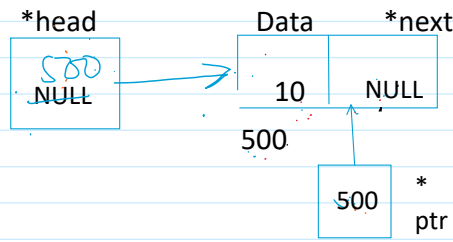


SLLL - Add node at Last Position

26 October 2023 16:50

a) if list is empty
 if (head == NULL)
 {
 head = ptr;
 }

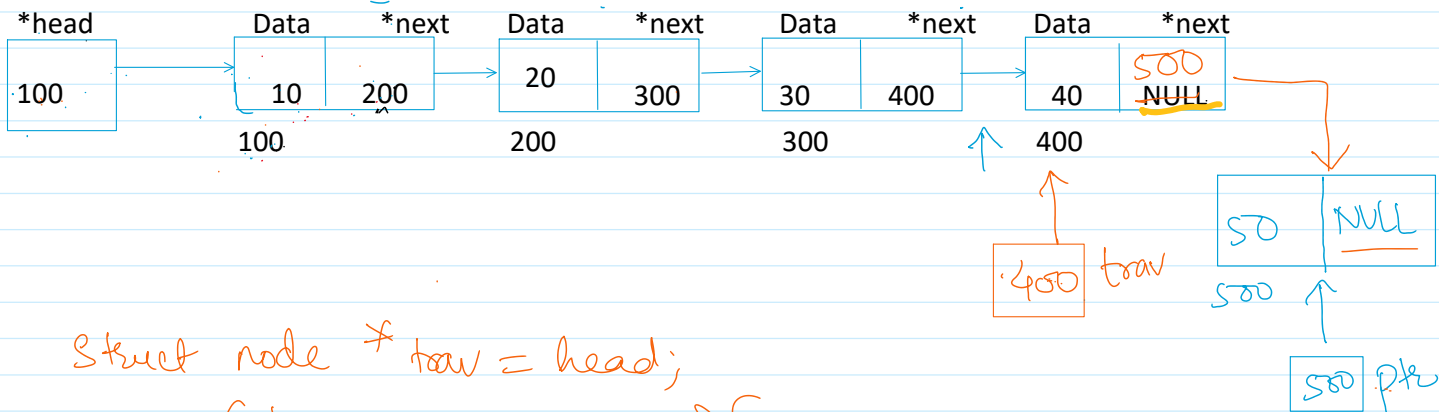


① Create the node.

② Attach.

a) if list is empty
 b) If list contains nodes.

b)



```

struct node * trav = head;
while (trav->next != NULL) {
    trav = trav->next;
}
trav->next = ptr;
    
```

{
 400 → next = 500;
 trav → next = ptr;
 }