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| #include <stdio.h> #include <stdlib.h>     struct Node{  int data;  struct Node \*next; };  */\* PRINT \*/* void printList(struct Node \*head){  struct Node \*temp = head;  while (temp != NULL){  printf("%d ", temp->data);  temp = temp->next;  } }  struct Node \*add(int data , struct Node \*head){  struct Node \*temp = head;  struct Node \*newVal;  newVal = (struct Node \*)malloc(sizeof(struct Node));   *//(\*newVal).data = data;*  newVal->data = data;  *//(\*newVal).next = NULL;*  newVal->next = NULL;   if(head == NULL)  return newVal;  else{  while(head->next != NULL)  *//head = (\*head).next;*  head = head->next;  *//(\*head).next = newVal;*  head->next = newVal;  return temp;  } }    int main(){  struct Node\* head = NULL;  struct Node\* second = NULL;  struct Node\* third = NULL;   *// allocate 3 nodes in the heap*  head = (struct Node\*)malloc(sizeof(struct Node));  second = (struct Node\*)malloc(sizeof(struct Node));  third = (struct Node\*)malloc(sizeof(struct Node));    head->data = 1; *//assign data in first node*  head->next = second; *// Link first node with second*   second->data = 2; *//assign data to second node*  second->next = third;   third->data = 3; *//assign data to third node*  third->next = NULL;  printf("First List: ");  printList(head);   *////////////////*  printf("\n");  printf("Second List(Adding 10,20,30,40): ");  head = add(10,head);  head = add(20,head);  head = add(30,head);  head = add(40,head);  printList(head);  return 0; } |