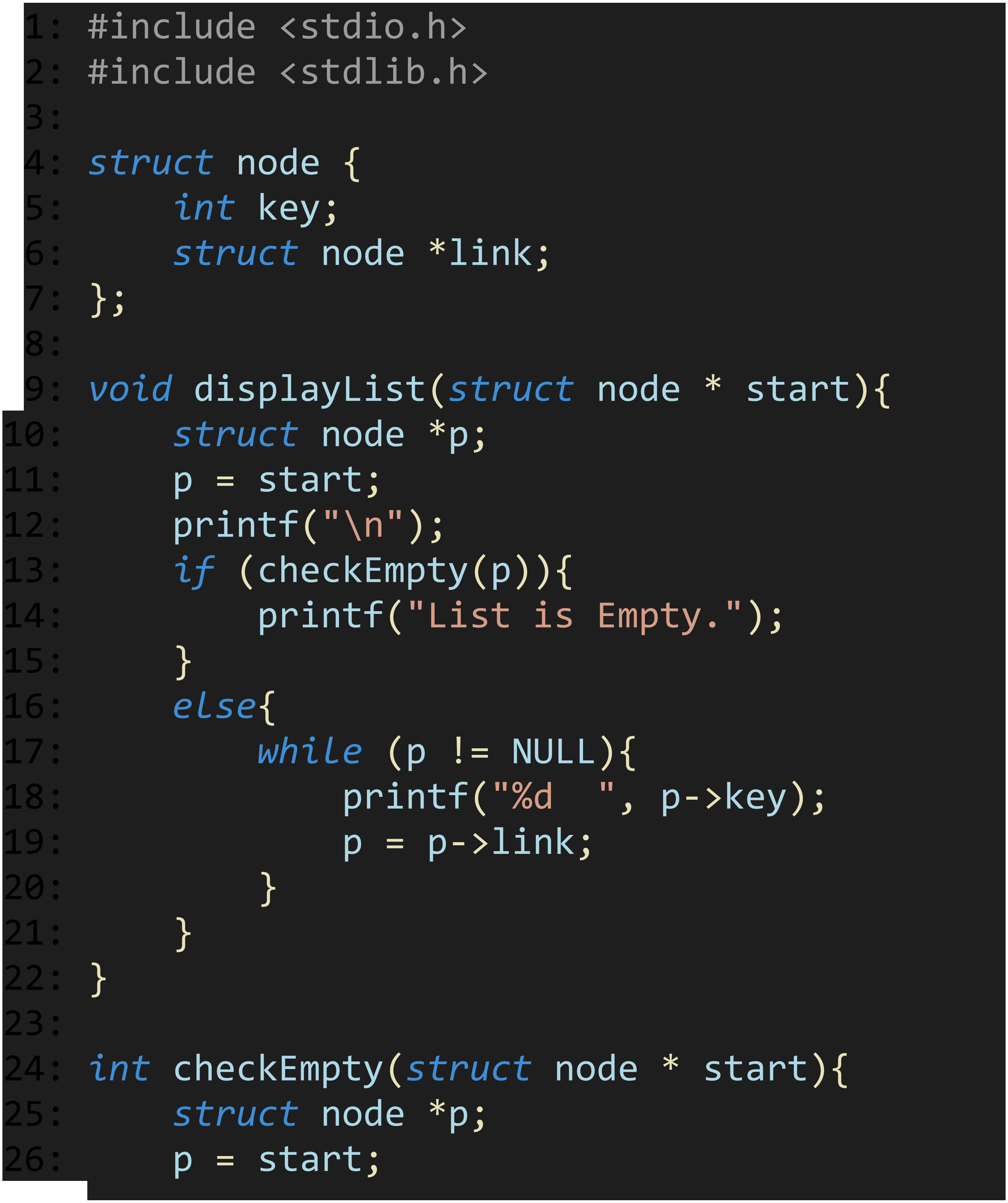
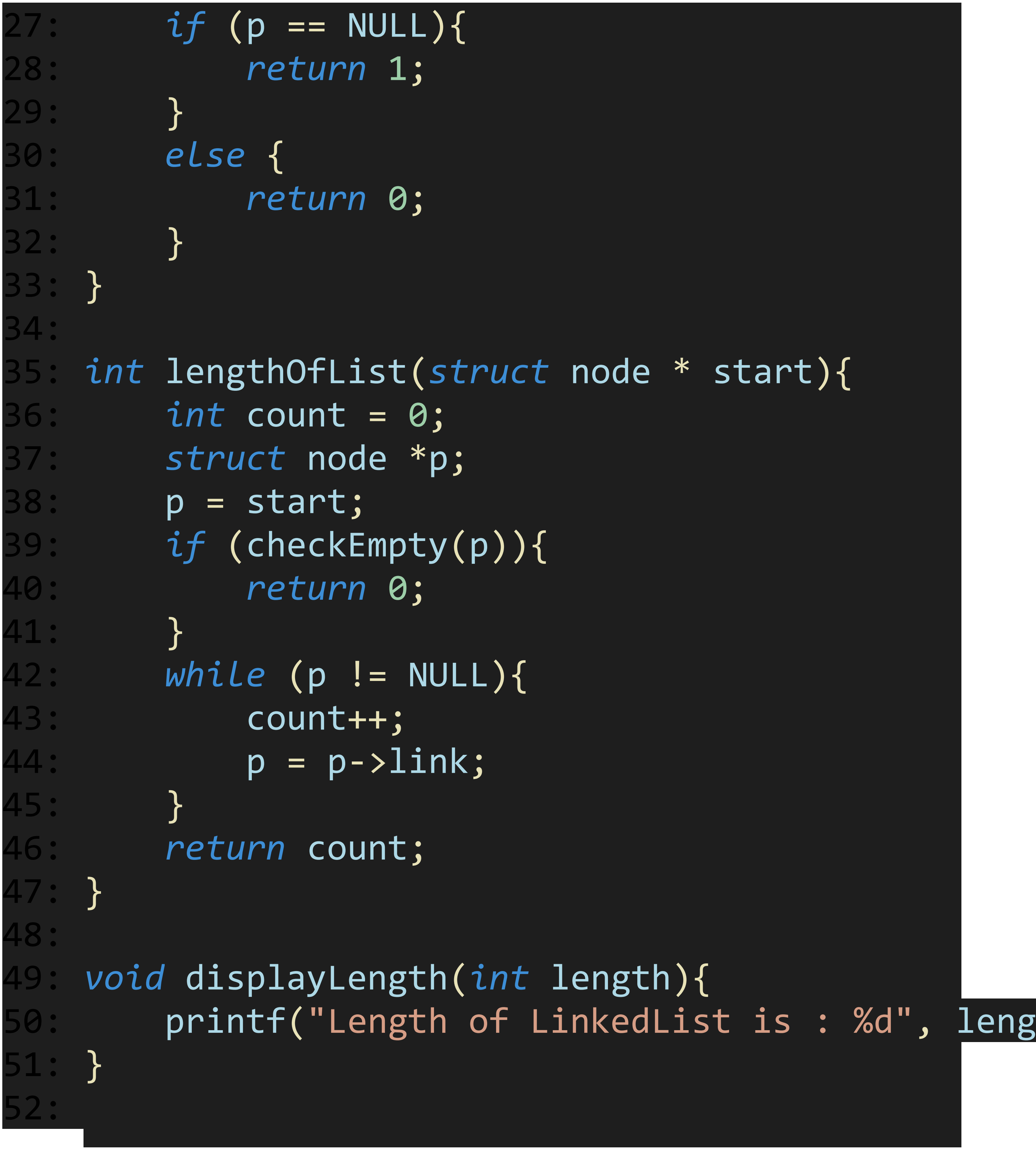


```c
#include <stdio.h>
#include <stdlib.h>

struct node {
    int key;
    struct node *link;
};

void displayList(struct node * start){
    struct node *p;
    p = start;
    printf("\n");
    if (checkEmpty(p)){
        printf("List is Empty.");
    }
    else{
        while (p != NULL){
            printf("%d  ", p->key);
            p = p->link;
        }
    }
}

int checkEmpty(struct node * start){
    struct node *p;
    p = start;
```

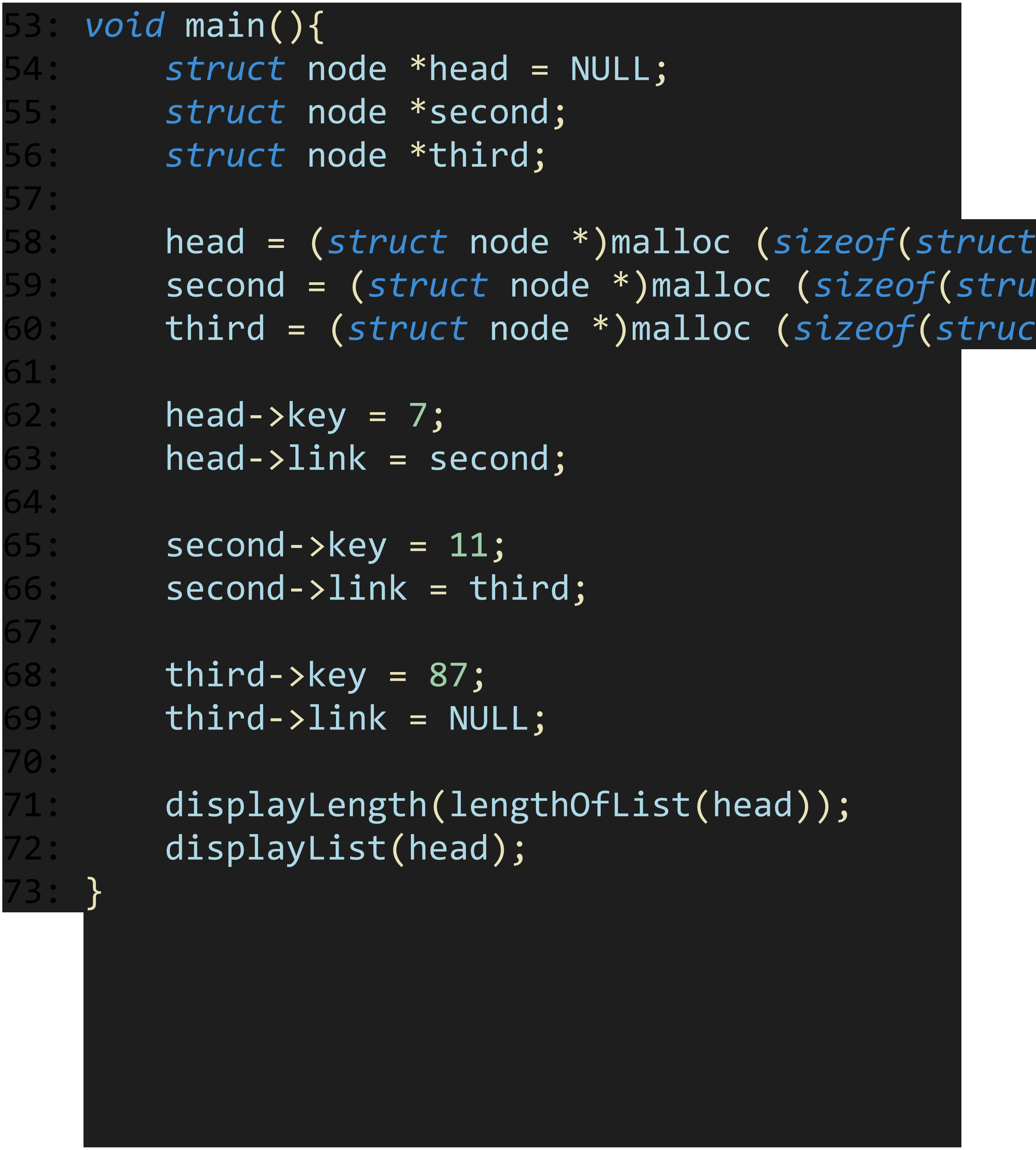


```
    if (p == NULL){
        return 1;
    }
    else {
        return 0;
    }
}

int lengthOfList(struct node * start){
    int count = 0;
    struct node *p;
    p = start;
    if (checkEmpty(p)){
        return 0;
    }
    while (p != NULL){
        count++;
        p = p->link;
    }
    return count;
}

void displayLength(int length){
    printf("Length of LinkedList is : %d", leng
}

```



```c
void main(){
    struct node *head = NULL;
    struct node *second;
    struct node *third;

    head = (struct node *)malloc (sizeof(struct
    second = (struct node *)malloc (sizeof(stru
    third = (struct node *)malloc (sizeof(struc

    head->key = 7;
    head->link = second;

    second->key = 11;
    second->link = third;

    third->key = 87;
    third->link = NULL;

    displayLength(lengthOfList(head));
    displayList(head);
}
```