Struct nock	<b>(</b> *	PAGE No
struct node  int data  struct node* next   void create(struct node ** headplir int item)  struct node * newnode  struct node * temp  newnode > data = tem  newnode > data = tem  newnode > next = NUXI  temp = * Next = NUXI  itemp == NUXI  * headplir = newnode  clsc  cutile(temp > next! = NUXI)  ?  temp = temp > next  3  void concot(struct node * temp 1 struct  node * temp 2)  cutile(lemp 1 > next! = NUXI)  lemp 1 = lemp 1 > next  temp 1 = lemp 2.	-	
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int date  struct node* next		strut node
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Void create(struct node ** headpting int item)  Struct node * new node  Struct node * temp  new node > data = tem  new node > next = NIXI  temp = * headpting  it temp == NULL)  * headpting = new node  else  cutilettemp > next! = NULL)  ?  temp = temp > next  3  3  Void contat(struct node * temp 1 struct  node * temp 2)  Cotate (lemp 1 > next! = NULL)  Temp 1 = temp 1 > next.		int data.
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  for lemps = temps = news : temps = temps = news,

for l temps = temps = news : temps ! = NULL;

lemps = temps = news)
           of Hemps soluta < temps soluta)
                a = temp1 > dota .
temp1 > dota = temp2 > dota .
temp2 > dota = a ;
void reverse (struct node ** head)
    strud node * pren= NUL * current = * head
; LIUM = train *
    (July = ! travier ) stirter
         trent trenound = tren
         chains = ment = pier.
    + head = prev
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