#include<iostream> //header files

#include<conio.h>

using namespace std;

struct link //name of structure

{

int data; //data member

link \*next; //create next node

};

//Defined a Structure

////////////////////////////////////////////////////////////////////////

class List // where we create the links and combin them in a list

{

private:

link \*first; // Head start or here its name is first...

public:

List()

{

first=NULL; // null as link list is empty

}

/////////////////////////////////////////////

void add(int d)

{

link \*ptr,\*temp;

if(first==NULL) // will execute only once as when we will add first element as first is null.

{

first=new link; // vvimp steps. Create a structure, and reference will updated have a close look at first.

first->data=d; // assign value of d come from main function to first of data.

first->next=NULL; // Assign null

}

else

{

ptr=first;

while(ptr->next!=NULL)

{

ptr=ptr->next; // same as increment statement as it moves toward null

}

temp=new link; // these three lines add new elements

temp->data=d;

temp->next=NULL;

ptr->next=temp; // link the nodes with previous ones....

}

}

///////////////////////////////////////////////////////////

void show()

{

link \*temp;

temp= first;

cout<<"The list follows:"<<endl<<endl;

while(temp!=NULL) // move towards null

{

cout<<temp->data<<" ";

temp=temp->next; // same as increment statement as it moves toward null

}

}

};

////////////////////////////////////////////////////////////////

int main()

{

List l;

// create a menu.....using switch like one for add two for display

l.show();

l.add(20);

l.add(30);

l.add(40);

l.add(50);

l.show();

cout<<endl;

l.show();

getchar();

getchar();

return 0;

}