#include <iostream>

using namespace std;

struct Node{

int data;

Node\* next;

};

Node\* createList(){

Node \*temp= new Node;

cout<<">";

int elem;

cin>>elem;

if(elem==-1)

return NULL;

else{

temp->data=elem;

temp->next=createList();

return temp;

}

}

void traverse(Node \*temp){

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

if(temp->next)

traverse(temp->next);

return;

}

int main(){

Node \*head=createList();

traverse(head);

}