Warm Up1)

#include<stdio.h>

#include<stdlib.h>

struct node

{

int data;

struct node \*next;

};

int main()

{

struct node \*head;

head= (struct node \*)malloc(sizeof(struct node));

if(head==NULL)

exit(1);

head->next = NULL;

printf("Please enter the node'svalue\n");

scanf("%d",&head->data);

printf("The node's value %d\n",head->data);

free(head);

return 0;

}

Warm Up2)

#include<stdio.h>

#include<stdlib.h>

struct node

{

int data;

struct node \*next;

};

struct node\*creatList(void);

void printList(struct node \*head);

void freeList(struct node \*head);

int main()

{

struct node \*head;

head = creatList();

printList(head);

freeList(head);

return 0;

}

struct node\*creatList(void)

{

struct node \*head;

head = (struct node\*)malloc(sizeof(struct node));

if(head==NULL)

exit(1);

printf("Please enter data for the first node\n");

scanf("%d",&head->data);

head->next=NULL;

return head;

}

void printList(struct node \*head)

{

struct node\* walker;

walker = head;

while(walker!=NULL)

{

printf("%d\n",walker->data);

walker = walker->next;

}

}

void freeList(struct node \*head)

{

struct node\* walker;

walker = head;

while(walker!=NULL)

{

head=head->next;

free(walker);

walker = head;

}

}