main.c

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Output | Clear

```c
#include <stdio.h>
#include <stdlib.h>
struct Node {
    int data;
    struct Node *next;
};
int main() {
    struct Node *head, *first, *second;
    head=(struct Node*)malloc(sizeof(struct Node));
    first=(struct Node*)malloc(sizeof(struct Node));
    second=(struct Node*)malloc(sizeof(struct Node));
    head->data=60;
    head->next=first;
    first->data=75;
    first->next=second;
    second->data=90;
    second->next=NULL;
    struct Node *newNode=(struct Node*)malloc(sizeof(struct
        Node));
    newNode->data=10;
    newNode->next=head;
    head = newNode;
    struct Node *temp=head;
```

```
10->60->75->90->NULL

=== Code Execution Successful ===
```

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```c
    head=(struct Node*)malloc(sizeof(struct Node));
    first=(struct Node*)malloc(sizeof(struct Node));
    second=(struct Node*)malloc(sizeof(struct Node));
    head->data=60;
    head->next=first;
    first->data=75;
    first->next=second;
    second->data=90;
    second->next=NULL;
    struct Node *newNode=(struct Node*)malloc(sizeof(struct
        Node));
    newNode->data=10;
    newNode->next=head;
    head = newNode;
    struct Node *temp=head;
    while (temp!=NULL) {
        printf("%d->", temp->data);
        temp=temp->next;
    }
    printf("NULL");
    return 0;
}
```

```
10->60->75->90->NULL

=== Code Execution Successful ===
```