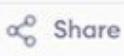


```
main.c

1 #include <stdio.h>
2 #include <stdlib.h>
3 struct Node {
4     int data;
5     struct Node *next;
6 };
7 int main() {
8     struct Node *head, *first, *second;
9     head=(struct Node*)malloc(sizeof(struct Node));
10    first=(struct Node*)malloc(sizeof(struct Node));
11    second=(struct Node*)malloc(sizeof(struct Node));
12    head->data=60;
13    head->next=first;
14    first->data=75;
15    first->next=second;
16    second->data=90;
17    second->next=NULL;
18    struct Node *newNode=(struct Node*)malloc(sizeof(struct
19        Node));
20    newNode->data=10;
21    newNode->next=head;
22    head = newNode;
23    struct Node *temp=head;
```



Run

Output

Clear

10-&gt;60-&gt;75-&gt;90-&gt;NULL

== Code Execution Successful ==

 main.c

Run

Output

Clear

```
9     head=(struct Node*)malloc(sizeof(struct Node));
10    first=(struct Node*)malloc(sizeof(struct Node));
11    second=(struct Node*)malloc(sizeof(struct Node));
12    head->data=60;
13    head->next=first;
14    first->data=75;
15    first->next=second;
16    second->data=90;
17    second->next=NULL;
18    struct Node *newNode=(struct Node*)malloc(sizeof(struct
19        Node));
20    newNode->data=10;
21    newNode->next=head;
22    head = newNode;
23    struct Node *temp=head;
24    while (temp!=NULL) {
25        printf("%d->", temp->data);
26        temp=temp->next;
27    }
28    printf("NULL");
29    return 0;
30 }
```

10-&gt;60-&gt;75-&gt;90-&gt;NULL

== Code Execution Successful ==