```c
#include<stdio.h>
#include<stdlib.h>
struct Node
{
    int Info ;
    struct Node *Link ;
}*ptr , *start , *save,*newN ,*Loc ;
main()
{
    int val  = 0, strtOk = 1,Item ;

    printf ("Enter a value: ");
    scanf("%d", &val );

     while (val  != 0)
     {
       ptr  = (struct Node *)malloc(sizeof(struct Node));
       if (ptr  != NULL )
       {
               if (strtOk == 1)
               {
                    start  = ptr ;
                    ptr -> Info  = val ;
                    ptr -> Link  = NULL ;
                    save = ptr ;
                    strtOk = 0;
               }
               else
               {
                    ptr -> Info  = val ;
                    save-> Link  = ptr ;
                    ptr -> Link  = NULL ;
                    save = ptr ;
               }
          printf ("Enter a value: ");
          scanf("%d", &val );
       }
       else
          printf ("Overflow !"   );
     }
    ptr  = start ;
    while (ptr  != NULL )
    {
        printf (" %d" , ptr -> Info );
        ptr  = ptr -> Link ;
    }
     printf ("\nEnter Item value: ");
     scanf("%d", &Item );
     printf ("\nEnter Given node value: ");
     scanf("%d", &val );
     newN  = (struct Node *)malloc(sizeof(struct Node));
     if (newN  != NULL )
     {
          newN -> Info  = Item ;
          ptr  = start ;
          Loc  = NULL ;
          while (ptr  != NULL  && Loc  == NULL )// searching given node
          {
               if (val  == ptr -> Info )
                    Loc  = ptr ;
               else
                    ptr  = ptr -> Link ;
          }
          if (Loc  != NULL ) // Insert After a given node
               {
                    newN -> Link  = Loc -> Link ;
                    Loc -> Link  = newN ;
               }
          else             // Insert at first node
               {
                    newN -> Info  = Item ;
                    newN -> Link  = start ;
                    start  = newN ;
               }
     }
    else
        printf ("Overflow !"   );
     printf ("\nAfter Inserting an Item: \n");
    ptr  = start ;
    while (ptr  != NULL )
    {
        printf (" %d" , ptr -> Info );
        ptr  = ptr -> Link ;
    }
```

```
85        return 0;
86    }
87
```