```c
#include<stdio.h>
#include<stdlib.h>

struct Node
{
    int Info;
    struct Node *Link;
}*ptr, *start, *save;

main()
{
    int val = 0, strtOk = 1;

    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;
    }
    return 0;
}
```