

```

typedef struct muzeu
{
    char den[40];
    char adress[40];
    char telefon[10];
    int exponate;
    int price;
    struct muzeu *next;
} muzeu;
muzeu *head;

int creare(int n)
{
    int i;
    muzeu *c,*p;
    for(i=0;i<n;i++){
        c=(muzeu*)malloc(sizeof(muzeu));
        if(c==NULL){
            return 0;
        }
        if(i==0){
            head=c;
            p=c;
        }
        else{
            p->next=c;
            p=c;
        }
    }
    p->next=NULL;
    return 1;
}

void read(){
    muzeu *c=head;
    int i=0;
    while(c){
        printf("muzeu nr. %d\n",i+1);
        printf("Denumirea: ");
        scanf("%s",c->den);
        printf("Adresa:");
        scanf("%s",c->adress);
        printf("Nr de telefon:");
        scanf("%s",c->telefon);
        printf("Introdu numarul de exponate:");
        scanf("%d",&c->exponate);
        printf("Introdu pretul biletului:");
        scanf("%d",&c->price);
        printf("\n");
        c=c->next;
        i++;
    }
}

```