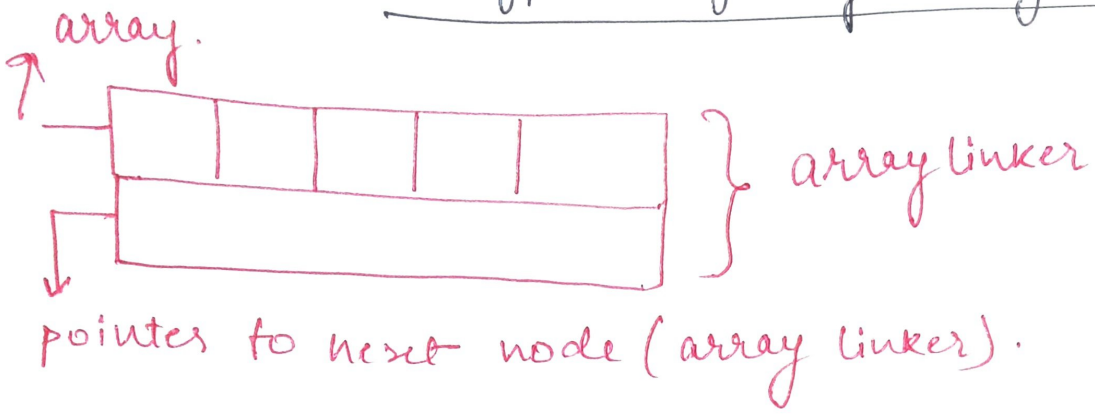
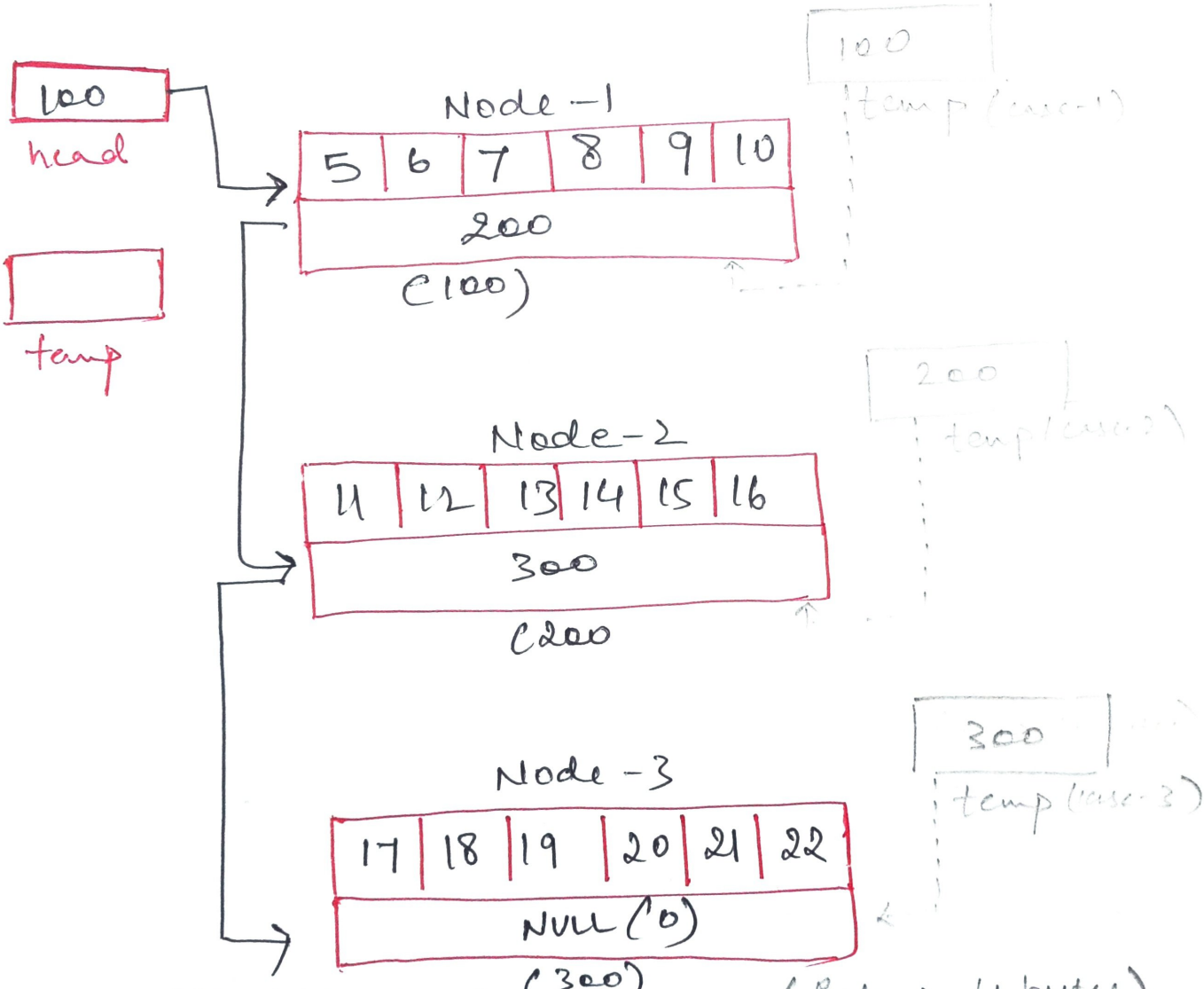
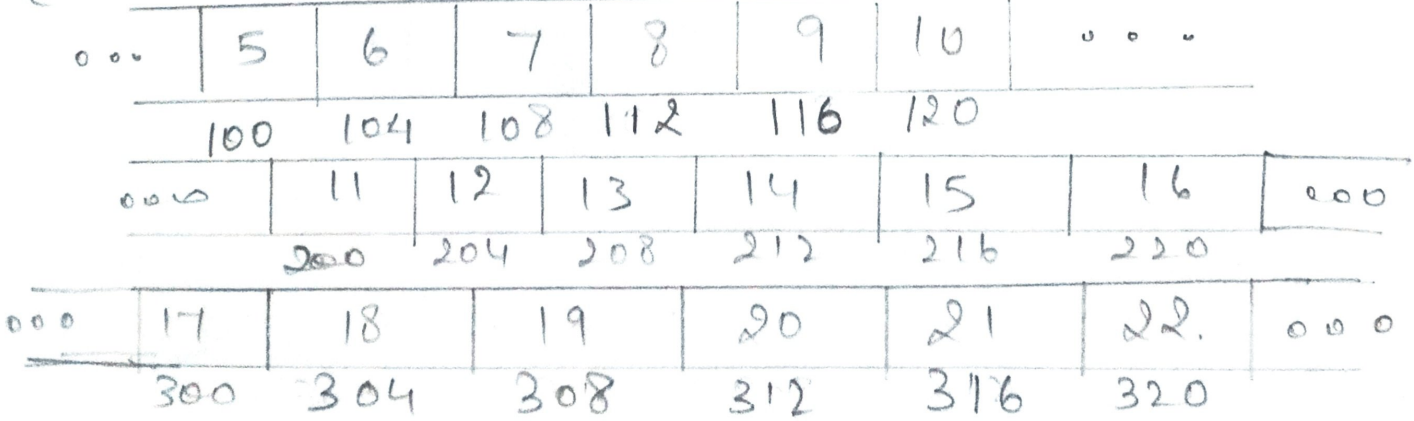
Prototype design of Array linker.





(32-bit / 64 bit Machines). (int → 4 bytes).



(arraylinker.c)

```
#include <stdio.h>
#include<stdlib.h>
#Define size = 20

struct arraylinker
{
   int array[size];
   struct arraylinker * next;
}
void main() {
   struct arraylinker * Head, * newnode, * temp;
   Head = temp = 0;
   int choice;
   while (choice) {
      newnode = (struct arraylinker *) malloc (
         sizeof ( struct arraylinker ) );
      /* Entering data into array in arraylinker */
      printf ("Enter the size of array you require\n");
      int sizeA;
      scanf ("%d", & sizeA );
      printf ("Enter the elements in the array");
      for ( int i =0; i< sizeA ; i++) {
         scanf ("%d", & newnode -> array [i] );
      }
```

```
if (Head==0)
{Head=temp= newnode;}
else{
    temp→next = newnode;
    temp = newnode;
}
printf("do you want to continue
making new nodes?? 1 for yes
for NO \n");
scanf("%d", &choice);
if (choice == 0)
{ break;}
}
while (temp != 0){
    for (int i=0; i< sizeA ; i++) {
        printf("%d", temp→array[i]);
    }
    temp = temp→next;
}
}
```