```
#include<stdio.h>
#include<stdlib.h>
struct node
{
   int data;
   struct node*p;
};
void node(struct node *head);
void main()
{
   struct node *head = (struct node*)malloc(sizeof(struct node));
   head->data = 10;
   head->p = NULL;
   struct node *current=(struct node*)malloc(sizeof(struct node));
   current->data = 20;
   current->p = NULL;
   head->p=current;
   current = (struct node *)malloc(sizeof(struct node));
   current->data = 30;
   current->p=NULL;
   head->p->p = current;
   traverse(head);
   //printf("%d %d %d %d", head->data,head->p->data,head->p->p,head->p->p->data);
}
void traverse(struct node *head)
{
   int c = 0;
   struct node *temp = (struct node *)malloc(sizeof(struct node));
   temp->p = head;
   if(temp->p == NULL)
   exit(0);
   while(temp!=NULL);
}
   temp = temp->p;
   c++;
   printf("%d",temp->data);
   printf("count=%d",c);
```