main.c

Share Run Output Clear

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

struct Node
{
    int data;       // corrected here
    struct Node *next;
};

int main()
{
    struct Node *head, *first, *second;

    head = (struct Node*)malloc(sizeof(struct Node));
    first = (struct Node*)malloc(sizeof(struct Node));
    second = (struct Node*)malloc(sizeof(struct Node));

    head->data = 10;
    head->next = first;

    first->data = 20;
    first->next = second;

    second->data = 30;
    second->next = NULL;

```

```
5 -> 10 -> 20 -> 30 -> NULL

=== Code Execution Successful ===
```

main.c

Share Run Output Clear

```
    head->next = first;

    first->data = 20;
    first->next = second;

    second->data = 30;
    second->next = NULL;

    // Insert at beginning
    struct Node *newNode = (struct Node*)malloc(sizeof(struct Node
        ));
    newNode->data = 5;
    newNode->next = head;
    head = newNode;

    // Print Linked List
    struct Node *temp = head;
    while(temp != NULL)
    {
        printf("%d -> ", temp->data);
        temp = temp->next;
    }
    printf("NULL");

    return 0;
```

```
5 -> 10 -> 20 -> 30 -> NULL

=== Code Execution Successful ===
```

4)
```
#include <stdio.h>
#include <stdlib.h>
struct node
{
int data;
Struct Node * next;
};
int main()
{
Struct node * head, * first, * second;
head = (Struct node*) malloc (sizeof
(Struct node));
first = (Struct node *) malloc (sizeof
(Struct Node));
second = (Struct node*) malloc (sizeof
(Struct node));
```



```
head -> data = 10;
head -> next = first;

first -> data = 20;
first -> next = second;

second -> data = 30;
second -> next = NULL;

Struct Node * newNode = (Struct Node*)
malloc (sizeof (Struct node));
newnode -> data = 5;
newnode -> next = head;
head = newnode;
```

```
Struct node * temp = head;
while (temp != NULL)
{
Printf ("%d -> ", temp->data);
temp = temp -> next;
}
Printf ("NULL");
return 0;
}
```

Output:

5 -> 10 -> 20 -> 30 -> NULL

4 Tuesday