

main.c



Share

Run

Output

Clear

```
1 #include<stdio.h>
2 #include<stdlib.h>
3
4 struct Node
5 {
6     int data;        // corrected here
7     struct Node *next;
8 };
9
10 int main()
11 {
12     struct Node *head, *first, *second;
13
14     head = (struct Node*)malloc(sizeof(struct Node));
15     first = (struct Node*)malloc(sizeof(struct Node));
16     second = (struct Node*)malloc(sizeof(struct Node));
17
18     head->data = 10;
19     head->next = first;
20
21     first->data = 20;
22     first->next = second;
23
24     second->data = 30;
25     second->next = NULL;
26
```

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

=== Code Execution Successful ===

```
19 head->next = first;
20
21 first->data = 20;
22 first->next = second;
23
24 second->data = 30;
25 second->next = NULL;
26
27 // Insert at beginning
28 struct Node *newNode = (struct Node*)malloc(sizeof(struct Node
    ));
29 newNode->data = 5;
30 newNode->next = head;
31 head = newNode;
32
33 // Print Linked List
34 struct Node *temp = head;
35 while(temp != NULL)
36 {
37     printf("%d -> ", temp->data);
38     temp = temp->next;
39 }
40 printf("NULL");
41
42 return 0;
```

\* 5 -> 10 -> 20 -> 30 -> NULL

=== Code Execution Successful ===

1	2	3	4	5	6
7	8	9	10	11	12
13	14	15	16	17	18
19	20	21	22	23	24
25	26	27	28	29	30
31					

```

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 (Size of
                                     (struct node));
    first = (struct node *) malloc (Size of
                                     (struct Node));
    second = (struct node *) malloc (Size of
                                     (struct node));

```

Sunday

2

```

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

```

```

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

```

```

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

```

```

struct Node * new Node = (struct Node *)
    malloc (Size of (struct node));
new node -> data = 5;
new node -> next = head;
head = new node;

```

```

    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