

```

struct node
{
    int value;
    struct node * next;
    struct edge *adj;
};

```

```

Struct edge
{
    int dest;
    struct edge *link;
};

```

```

Struct node * create(int n)

```

```

{
    int i, m, j;
    struct node *p,*q;

```

```

    struct edge *r1, *r2;

```

```

    p=NULL;

```

```

    for (i=0; i<n;i++)

```

```

    {
        r1=NULL;
        q=getnoden();
        scanf("%d", &q->data);
        printf("Enter no of adj. nodes for node %d\n", i);
        scanf("%d", m);
        for(j=0;j<m; j++)
        {
            r2=getnodee();
            scanf("%d", &r2->dest);
            r2->next=r1;
            r1=r2;
        }
        q->adj=r1;
        q->next=p;
        p=q;
    }

```

```

    return(p);
}

```