Aim:

The addNodes() function creates a new list and adds elements to the list until delimiter -1 is occurred.

Fill in the missing code in the below functions [addNodes(NODE first, int x)] and [traverseList(NODE first)] in the file [traverseList(NODE first)] in the file [traverseList(NODE first)] and [traverseList(NODE first)] in the file [traverseList(NODE first)] and [traverseList(NODE first)] in the file [traverseList(NODE first)] and [traverseList(NODE first)] and [traverseList(NODE first)] in the file [traverseList(NODE first)] and [traverseList(NODE first)]

Source Code:

SingleLL1.c

```
#include<stdio.h>
#include<stdlib.h>
#include "CreateAndAddNodes.c"
void main() {
   NODE first = NULL;
   printf("Enter elements up to -1 : ");
   scanf("%d", &x);
  while (x != -1) {
      first = addNodes(first, x);
      scanf("%d", &x);
 }
  if (first == NULL) {
      printf("Single Linked List is empty\n");
    else {
      printf("The elements in SLL are : ");
      traverseList(first);
 }
}
```

CreateAndAddNodes.c

```
struct node {
   int data;
   struct node *next;
};
typedef struct node *NODE;

NODE createNode() {
   NODE temp;
   temp = (NODE)malloc(sizeof (struct node));
   temp->next = NULL;
   return temp;
}
NODE first = NULL;
NODE addNodes(NODE first, int x) {
NODE temp;
temp = createNode();
```

```
temp->data = x;
if(first == NULL)
  first = temp;
}
else
  NODE lastNode = first;
  while(lastNode->next!=NULL)
      lastNode=lastNode->next;
  lastNode->next=temp;
return first;
void traverseList(NODE first) {
  if(first == NULL)
      printf("List is Empty");
 }
   else{
      NODE temp=first;
      while(temp!=NULL)
         printf("%d --> ",temp->data);
         temp=temp->next;
  }
      printf("NULL\n");
 }
}
```

Execution Results - All test cases have succeeded!

```
Test Case - 1
User Output
Enter elements up to -1 : 9 18 27 36 45 -1
The elements in SLL are : 9 --> 18 --> 27 --> 36 --> 45 --> NULL
```

```
Test Case - 2
User Output
Enter elements up to -1 : 12 14 19 23 -1
The elements in SLL are : 12 --> 14 --> 19 --> 23 --> NULL
```