Step 1: start

step 2: create structure name Node that has two variable one is int type called ***data*** and another one is structure self type pointer and name of that pointer variable would be ****next***

step 3: let's make a node type pointer variable called ****start*** and assign ***NULL*** value on that. This will be the head of linked-list
// We want to make a function that will manually add nodes one after another

step 4: Now making node pointer type function called ****insert_end()*** and this function will take one argument that is the header node of link-list ****insert_end(struct node *start)*** inside this first we will create two node type pointer variable ****new_node*** and ****ptr*** then go to step **5**

step 5: create int type variable num and print "***Enter the data:"*** after that take int type data from user and store it in ***num*** variable then go to step **6**

step 6: create a memory allocation by ***(struct node *)malloc(sizeof(struct node))*** and take that memory location in ***new_node*** variable and go to step **7**

step 7: Now store ***num*** variabl's data in ***new_node->data*** and make ***now_node->next = NULL*** then goto step **8**

step 8: now store ***start*** location in ***ptr*** pointer variable and ***while ptr->next !=NULL*** go to step **9** else go to step **10**

step 9: make ***ptr=ptr->next*** goto step **8**

step 10: ***end***