#include<stdio.h>

#include<stdlib.h>

struct node

{

int data;

struct node \*next;

}\*head=NULL,\*p,\*t,\*newnode;

void create()

{

int a[]={1,2,3,7};

for(int i=0;i<4;i++)

{

newnode=(struct node\*)malloc(sizeof(struct node));

newnode->data=a[i];

newnode->next=NULL;

if(head==NULL)

{

head=newnode;

p=newnode;

}

else

{

for(p=head;p->next!=NULL;p=p->next);

p->next=newnode;

p=newnode;

}

}

}

void odd()

{

for(p=head;p!=NULL;p=p->next)

if(p->data%2!=0)

printf("%d,",p->data);

}

int main()

{

create();

odd();

}