#include<stdio.h>

#include<malloc.h>

#include<stdlib.h>

struct node

{

int data;

struct node \*next;

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

void create\_sll()

{

int a[]={1,2,3,5,8};

for(int i=0;i<5;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 display\_sll()

{

if(head==NULL)

printf("the sll is empty");

else

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

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

}

void count\_sll()

{

int c=0;

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

c++;

printf("\n%d",c);

}

int main()

{

create\_sll();

count\_sll();

}