

## Single Linked list program:-

```
#include <stdio.h>
#include <stdlib.h>
struct Node {
    int data;
    struct Node* next;
};
void printList(struct Node* node) {
    while (node != NULL) {
        printf("%d -> ", node->data);
        node = node->next;
    }
    printf("NULL\n");
}
void push(struct Node** head_ref, int new_data) {
    struct Node* new_node = (struct Node*) malloc(sizeof(struct Node));
    new_node->data = new_data;
    new_node->next = (*head_ref);
    (*head_ref) = new_node;
}
int main() {
    struct Node* head = NULL;
    push(&head, 3);
    push(&head, 2);
    push(&head, 1);
    printf("Linked list: ");
    printList(head);

    return 0;
}
```

```
1 #include <stdio.h>
2 #include <stdlib.h>
3 struct Node {
4     int data;
5     struct Node* next;
6 };
7 void printList(struct Node* node) {
8     while (node != NULL) {
9         printf("%d -> ", node->data);
10        node = node->next;
11    }
12    printf("NULL\n");
13 }
14 void push(struct Node** head_ref, int new_data) {
15     struct Node* new_node = (struct Node*) malloc(sizeof(struct Node));
16     new_node->data = new_data;
17     new_node->next = (*head_ref);
18     (*head_ref) = new_node;
19 }
20 int main() {
21     struct Node* head = NULL;
22     push(&head, 4);
23     push(&head, 3);
24     push(&head, 2);
25     printf("Linked list: ");
26     printList(head);
27     return 0;
28 }
```

/tmp/kpStqYNDMV.o  
Linked list: 2 -> 3 -> 4 -> NULL  
=== Code Execution Successful ===