A.D.S. lab 1

/* At begining.

```
void insertt (struct node ** first, int data)
{   struck Node * new = (struct node *); malloc
                        (size of (struct node));
     new → data = data;
     new → ptrdiff = * first;
     if (* first != Null)
     {
         (* first) → ptrdiff = XOR (new, first → ptrdiff);
     }
     * first = new;
}
```

/* at End

```
void Insert e (struct node ** first, int data)
{   struct node * new = (struct node *) malloc (size of
                        (struct node));
     new → data = data;
     new → ptrdiff = Null;
     if (* first == Null)
     {   * first = new;
         return;
     }
     Struct Node * Last = first;
     while (Last → ptrdiff != Null)
         last = last → ptrdiff;
     last → ptrdiff = new;
         return; }.
```