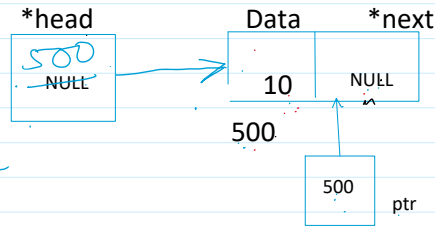


# SLLL - Add node at Last Position

26 October 2023 16:50

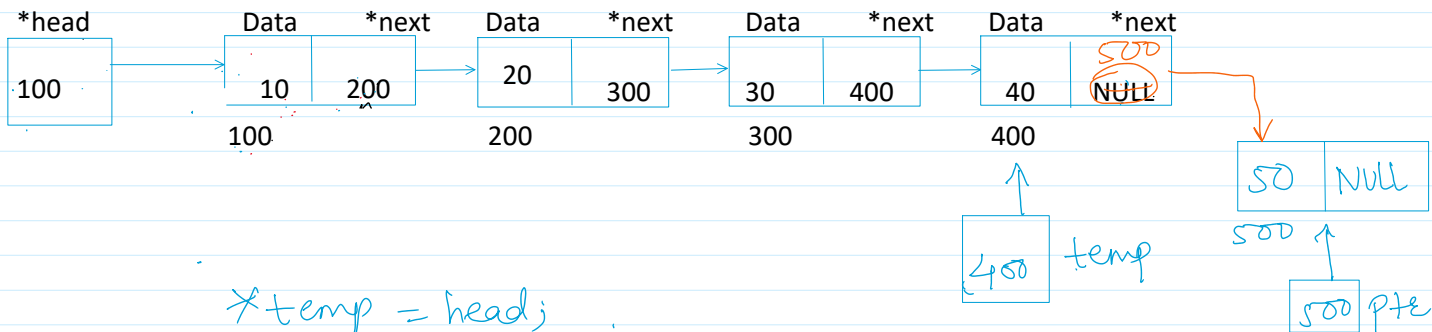
①

if head is NULL.  
attach the node  
to head;  
head = ptr;



① Create the node

② attach the node at  
last position.



```
*temp = head;
while (temp->next != NULL)
{
    temp = temp->next;
}
temp->next = ptr;
```

400 → next = 500;  
temp → next = 500;  
✗ temp → next = ptr;