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## Assignment No 1 – write a program to create a linklist

```
// program for linklist
#include <bits/stdc++.h>
using namespace std;
struct Node {
  int data;
  Node* next;
};
struct Node* newNode(int data) {
  Node* node = new Node;
  node->data = data;
  node->next = NULL;
  return node;
}
void insertNewNode(Node** root, int data) {
```

```
Node* node = newNode(data);
 Node* ptr;
 if (*root == NULL) {
   *root = node;
 }
 else {
   ptr = *root;
   while (ptr->next != NULL) {
     ptr = ptr->next;
   }
   ptr->next = node;
 }
}
void printLinkedList(Node* root) {
 while (root != NULL) {
   cout << root->data << " -> ";
   root = root->next;
 }
 cout << "NULL" << endl;
}
Node* createLinkedList(int arr[], int n) {
 Node *root = NULL;
 for (int i = 0; i < n; i++) {
```

```
insertNewNode(&root, arr[i]);
}
return root;
}
int main() {
  int arr[] = { 1, 2, 3, 4, 5 }, n = 5;
  Node* root = createLinkedList(arr, n);
  printLinkedList(root);
  return 0;
}
```

```
// program for linklist
#include <bits/stdc++.h>
using namespace std;
→ struct Node {
    int data;
    Node* next;
struct Node* newNode(int data) {
Node* node = new Node;
node->data = data;
     node->next = NULL;
return node;
void insertNewNode(Node** root, int data) {
     Node* node = newNode(data);
     Node* ptr;
if (*root == NULL) {
     *root = node;
) → else {
     ptr = *root;
while (ptr->next != NULL) {
     ptr = ptr->next;
      ptr->next = node;
void printLinkedList(Node* root) {
while (root != NULL) {
      cout << root->data << " -> ";
root = root->next;
cout << "NULL" << endl;
}</pre>
i - Node* createLinkedList(int arr[], int n) {
```