//Soliman, Sean

//Class 416 - Comp Arch

//Final

/\*

Outputs in reverse order

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// comp arch final.cpp : main project file.

#include "stdafx.h"

#include <iostream>

using namespace System;

using namespace std;

struct node{

int data;

struct node \*next;

};

int main()

{

struct node \*first, \*p, \*first2, \*p2;

int value;

first = 0;

first2 = 0;

p2 = 0;

scanf("%d",&value);

while(value != -9999){

p = first;

first = (struct node \*) malloc(sizeof(struct node));

first->data = value;

first->next =p;

scanf("%d", &value);

}

for (p = first; p != 0; p = p->next){

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

}

//#39 final section ///////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////

for (p = first; p != 0; p = p->next){

p2 = first2;

first2 = (struct node \*) malloc(sizeof(struct node));

first2 -> data = p -> data;

first2 -> next = p2;

}

for (p = first; p != 0; p = p->next){

printf("%d", p2->data);

}

printf("\n");

return 0;

}