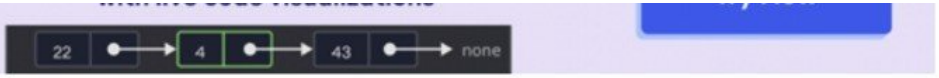
main.c

Share | Run | Output | Clear

```c
#include <stdio.h>
#include <stdlib.h>
struct Node {
    int data ;
    struct Node *next;
};


int main (){
    struct Node *head ,*first ,*second;

    head=(struct Node*)malloc(sizeof(struct Node));
    first=(struct Node*)malloc(sizeof(struct Node));
    second=(struct Node*)malloc(sizeof(struct Node));


    head->data=106;
    head->next=first;

    first->data=223;
    first->next=second;

    second->data=300;
```

```
98
106
223
300


=== Code Execution Successful ===
```

C Online Compiler



main.c

Share

Run

Output

Clear

```
19
20      first->data=223;
21      first->next=second;
22
23      second->data=300;
24      second->next=NULL;
25
26  struct Node *newNode=(struct Node*)malloc(sizeof(struct Node));
27  newNode->data=98;
28  newNode->next=head;
29  head=newNode;
30
31
32      struct Node*temp=head;
33      while(temp!=NULL){
34          printf("%d\n", temp-> data);
35          temp = temp->next;
36      }
37      free (second);
38      free (first);
39      free (head);
40      return 0;
41      }
```

```
98
106
223
300


=== Code Execution Successful ===
```

```
#include <stdio.h>
#include <stdio.h>
    int data;
  Struct Node *next;
};
 int main(){
    Struct Node *head, *first, *second;
   head = (struct Node *) malloc (size of (struct));
  first = (struct Node*) malloc(size of (struct Node));
   second = (struct Node *) malloc (size of (struNode));
head -> data = 100;
head -> next = first;
first -> data = 200;
 first -> next = second;
second = data = new 300;
second -> next = Null;
Struct Node *temp = head;
printf ("Linked list = ");
while (temp != NULL) {
printf ("%d" -> ", temp = data);
   temp = temp -> next;
}
   printf ("Null");
   return 0;
}
```