Program

#include <stdio.h>

#include<stdlib.h>

typedef struct node

{

int data;

struct node \* next;

}node;

node \* create(int);

void display(node \*start);

int main() {

int n;

node \*start=NULL;

printf("How many nodes:");

scanf("%d",&n);

start=create(n);

display(start);

return 0;

}

node \* create(int n)

{

int i;

node \*start=NULL;

node\*newnode=NULL;

node \*ptr=NULL;

for(i=0;i<n;i++)

{

newnode=(node \*)malloc(sizeof(node));

printf("Enter the data for node number %d:",i+1);

scanf("%d",&newnode->data);

newnode->next=NULL;

if(start==NULL)

{

start=newnode;

}

else

{

ptr=start;

while(ptr->next!=NULL)

{

ptr=ptr->next;

}

ptr->next=newnode;

}

}

return start;

}

void display(node \*start)

{

node \* ptr=start;

while(ptr!=NULL)

{

printf("\t%d-->",ptr->data);

ptr=ptr->next;

}

}

Output

