



```
main.c
1 #include<stdio.h>
2 #include<stdlib.h>
3
4 struct Node
5 {
6     int data;      // corrected here
7     struct Node *next;
8 };
9
10 int main()
11 {
12     struct Node *head, *first, *second;
13
14     head = (struct Node*)malloc(sizeof(struct Node));
15     first = (struct Node*)malloc(sizeof(struct Node));
16     second = (struct Node*)malloc(sizeof(struct Node));
17
18     head->data = 10;
19     head->next = first;
20
21     first->data = 20;
22     first->next = second;
23
24     second->data = 30;
25     second->next = NULL;
26 }
```



Run

Output

Clear

```
5 -> 10 -> 20 -> 30 -> NULL
```

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



```
main.c
19     head->next = first;
20
21     first->data = 20;
22     first->next = second;
23
24     second->data = 30;
25     second->next = NULL;
26
27     // Insert at beginning
28     struct Node *newNode = (struct Node*)malloc(sizeof(struct Node
29         ));
30     newNode->data = 5;
31     newNode->next = head;
32     head = newNode;
33
34     // Print Linked List
35     struct Node *temp = head;
36     while(temp != NULL)
37     {
38         printf("%d -> ", temp->data);
39         temp = temp->next;
40     }
41     printf("NULL");
42
43 }
```

5 -> 10 -> 20 -> 30 -> NULL  
--- Code Execution Successful ---