# Simple Linked List Program in Turbo C++

#include <iostream.h>  
#include <conio.h>  
  
struct Node {  
 int data;  
 Node\* next; // pointer to the next node  
};  
  
Node\* head = NULL; // start with empty list  
  
// Insert at end  
void insert(int value) {  
 Node\* newNode = new Node; // allocate memory  
 newNode->data = value;  
 newNode->next = NULL;  
  
 if (head == NULL) {  
 head = newNode; // if list is empty  
 } else {  
 Node\* temp = head;  
 while (temp->next != NULL) { // move to last node  
 temp = temp->next;  
 }  
 temp->next = newNode; // link last node with new node  
 }  
}  
  
// Display list  
void display() {  
 Node\* temp = head;  
 while (temp != NULL) {  
 cout << temp->data << " -> ";  
 temp = temp->next;  
 }  
 cout << "NULL\n";  
}  
  
int main() {  
 clrscr(); // clear screen (Turbo C++ specific)  
  
 insert(100);  
 insert(200);  
 insert(300);  
 insert(400);  
  
 cout << "Linked List: ";  
 display();  
  
 getch(); // wait for key press (Turbo C++ specific)  
 return 0;  
}