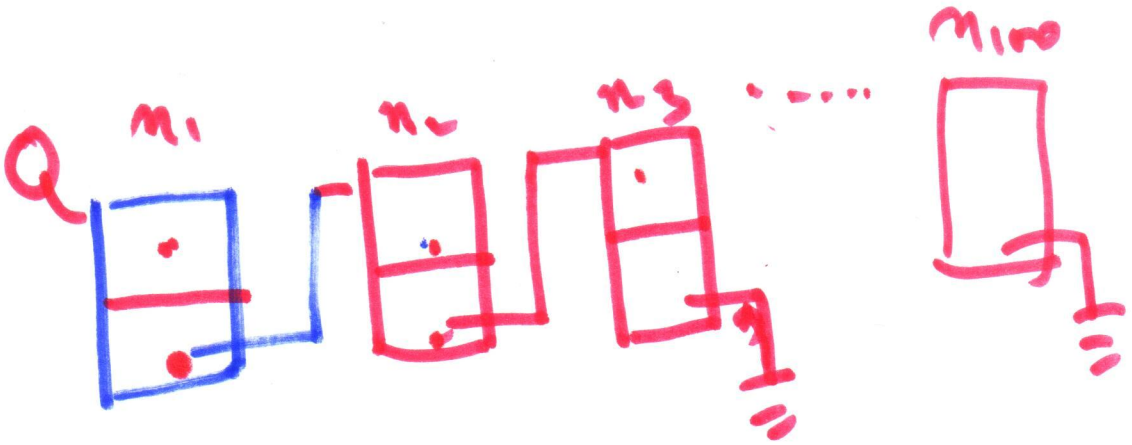


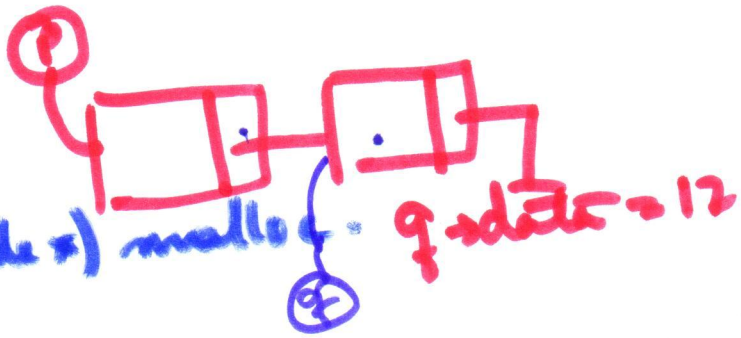

```
struct stud {
    int roll;
    struct stud *next;
    }

struct stud *h;
  h = &n1;
while (h != NULL)
  { printf("%d", h->roll);
                    h->next->roll.
    h = h->next;
printf(h->data).
} while (h->next != NULL).
  {  h = h->next
     printf("%d", h->roll);
  }
```

15 18 17
~~19~~ ~~15~~ 12 7
1

p = (st node *) malloc. p→data = ~~19~~ 15

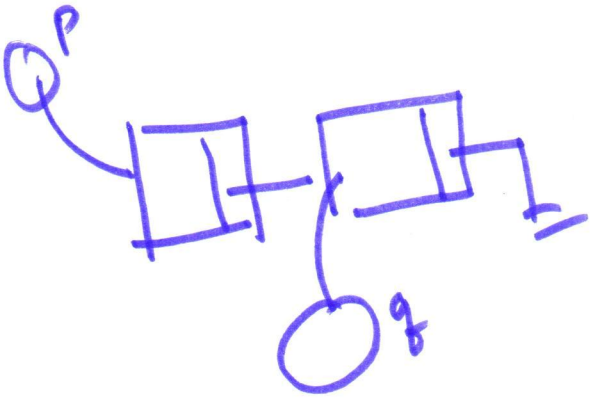
q = (st node *) malloc. q→data = 19

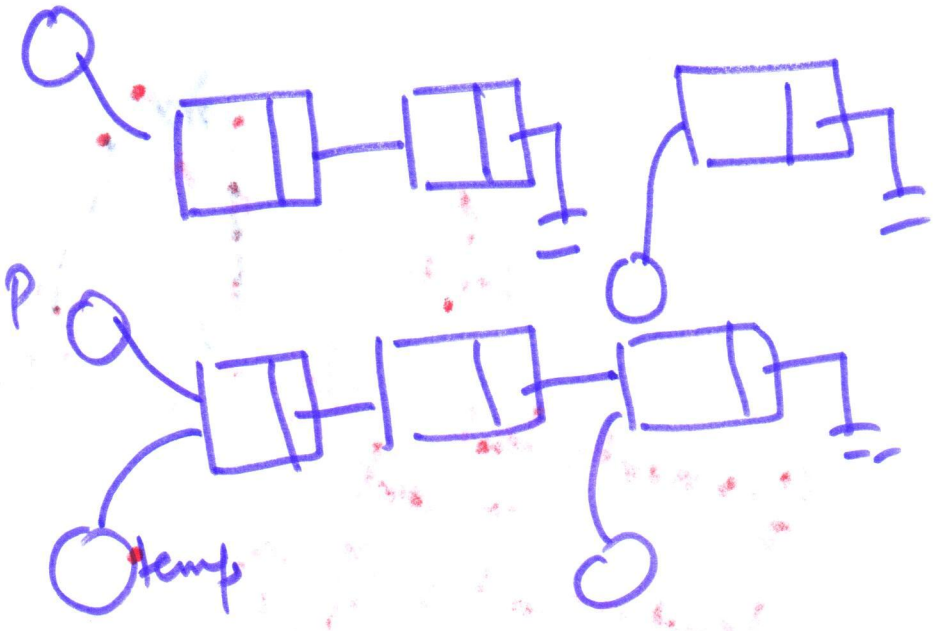
p→next = q;



q = (st node *) malloc. q→data = 12

p→next→next = q;

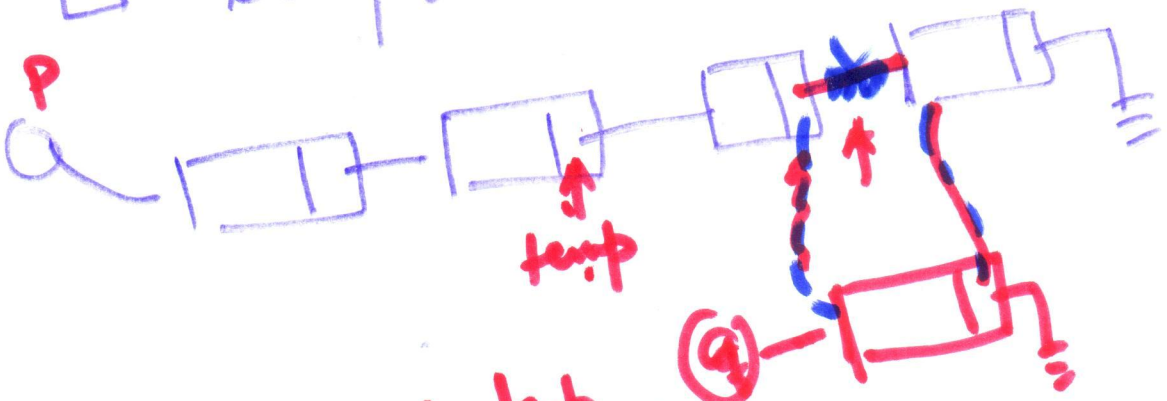


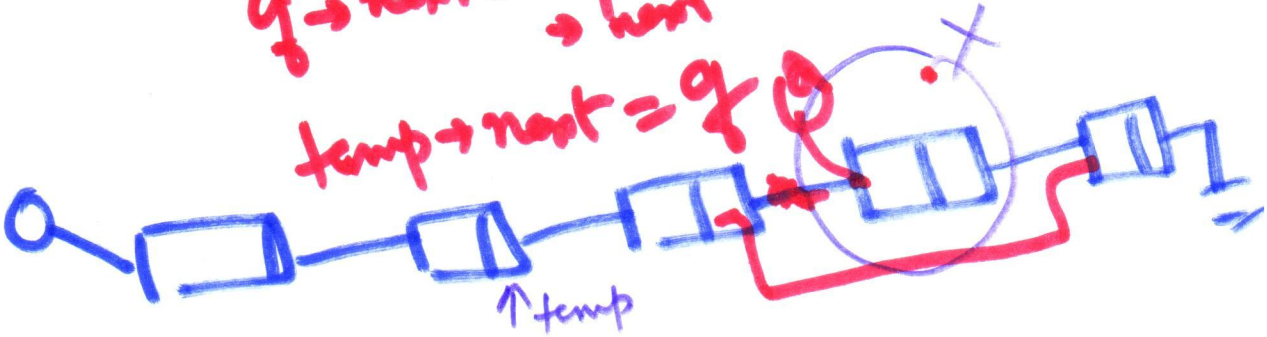


```
struct node *p,*q,*temp;
```

```
p = (malloc) (struct node *) malloc.
temp = p
. .
```

```
while ( element < n. ).
{
    q = (struct node *) malloc.
    temp -> next = q;
    q -> data = x;
    q -> next = NULL
    temp = temp -> next;
}
scanf ("%d", &q -> data ).
```





```
q = temp -> next
temp -> next = temp -> next -> next;
   q ~~temp~~ -> q -> next = NULL
—  free(q).
```