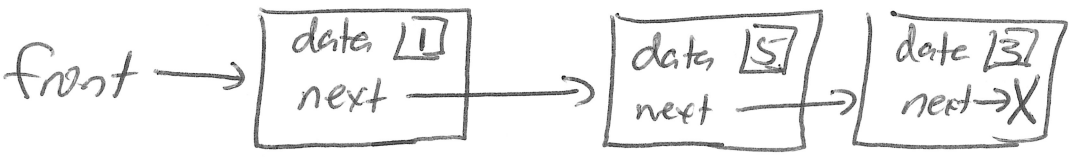
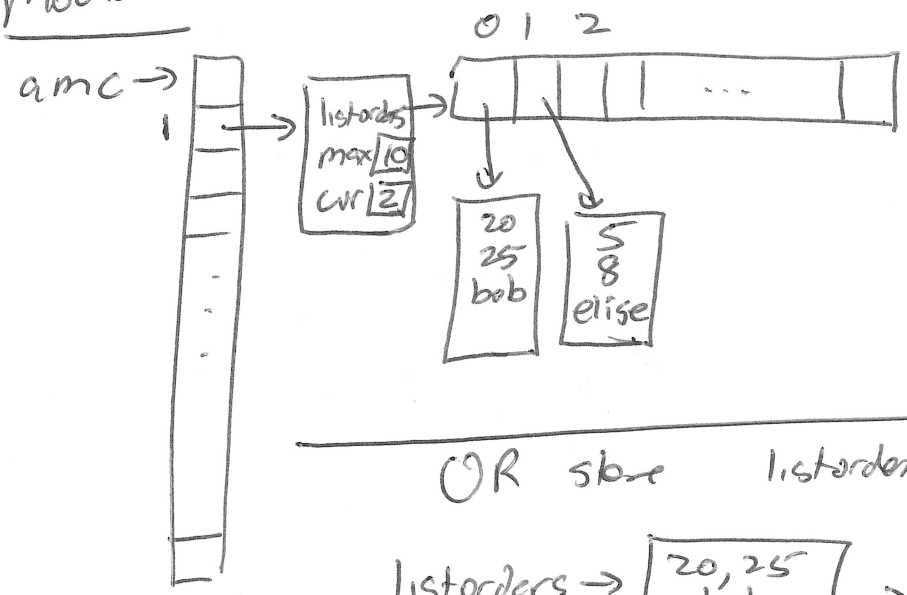
COP 3502 9/5/2023

Linked List Start

```
struct node {
    int data;
    struct node* next;
};
```

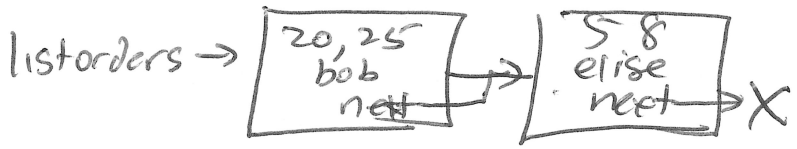


Movie



P1

OR store listorders as a linkedlist



function creates a NODE

```
node* makenode(int value) {
    node* tmp = malloc(sizeof(node));
    tmp->data = value;
    tmp->next = NULL;
    return tmp;
}
```

main

mylist → X

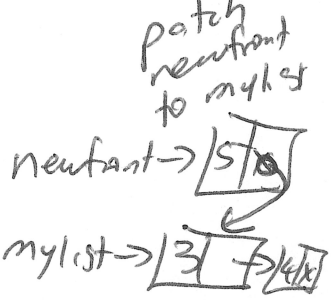
before

mylist → [5|X]

after

My insert function MUST return a pointer to the new front of the list

```
node* insertfront(node* mylist,
                  int value) {
    node* newfront = makenode(value);
    newfront->next = mylist;
    return newfront;
}
```



main

```
node* list = NULL;
list = insertfront(list, 4);
list = insertfront(list, 3);
list = insertfront(list, 5);
```