

```
#include<stdlib.h>
```

```
#include<stdio.h>
```

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

```
typedef struct node item;
```

```
item* head;
```

```
void insertHead(int data){  
    item* curr = (item*)malloc(sizeof(item));  
    curr->data = data;  
    curr->next = head;  
    head = curr;  
}
```

```
void insertN(int data,int p){  
    item* curr1 = (item*)malloc(sizeof(item));  
    curr1->data = data;  
    curr1->next = NULL;  
    if(p==1){  
        curr1->next=head;  
        head=curr1;  
        return;  
    }  
}
```

```
item* curr2 = head;
```

```
int j;
for(j=0;j<p-2;j++){
    curr2 = curr2->next;
}
curr1->next=curr2->next;
curr2->next=curr1;
}
```

```
void print(){
    item* curr=head;
    printf("List : ");

    while(curr!=NULL) {
        printf(" %d <-", curr->data);
        curr = curr->next ;
    }
    printf("\n");
}
```

```
void main() {

    head = NULL;
    int i,d,n;

    insertN(2,1);
    print();
    insertN(3,2);
    print();
    insertN(4,1);
```

```
print();
```

```
insertN(5,2);
```

```
print();
```

```
printf("Masukkan jumlah node: ");
```

```
scanf("%d",&n);
```

```
for(i=1;i<=n;i++){
```

```
    printf("Masukkan data: ");
```

```
    scanf("%d",&d);
```

```
    insertHead(d);
```

```
    print();
```

```
}
```

```
}
```