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#include <stdio.h>
#include <stdlib.h>

typedef struct node_ {
    int key;
    struct node_ * next;
} node;

void insert_at_end(node** head, node**
tail, int x){
    node*
new=(node*)malloc(sizeof(node));
    new->key=x;
    new->next=NULL;
    if ((*tail)==NULL){
        (*tail)=(*head)=new;
        return;
    }
    (*tail)->next=new;
    (*tail)=new;
}

void print_list(node* head){
    if(head==NULL)
        return;
    print_list(head->next);
    printf("%d\n", head->key);
}

int main(){
    int n,i;
    node* head=NULL;

```

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node* tail=NULL;
scanf("%d",&n);
for(i=0;i<n;i++){
    int x;
    scanf("%d",&x);
    insert_at_end(&head,&tail,x);
}
print_list(head);
```

```
}
```