Hey guys,

If you are interested in trying to insert random integers in random locations in your Linked List, then I have the code for you.

```c
/*
showSLL(items);
    long int random(void);       // you might have to use rand(void) instead
    void srand(unsigned int c);   // you might have to use srand(int) instead
 */
srandom(time(0));
int i;
for(i = 0; i < 1000; i++){
    int index = random()%(sizeSLL(items)+1);
    int value = random()%100;
    insertSLL(items, index, newInteger(value));
}
showSLL(items);
for(i = 0; i < 1000; i++){
    int index = random()%sizeSLL(items);
    removeSLL(items, index);
}
```