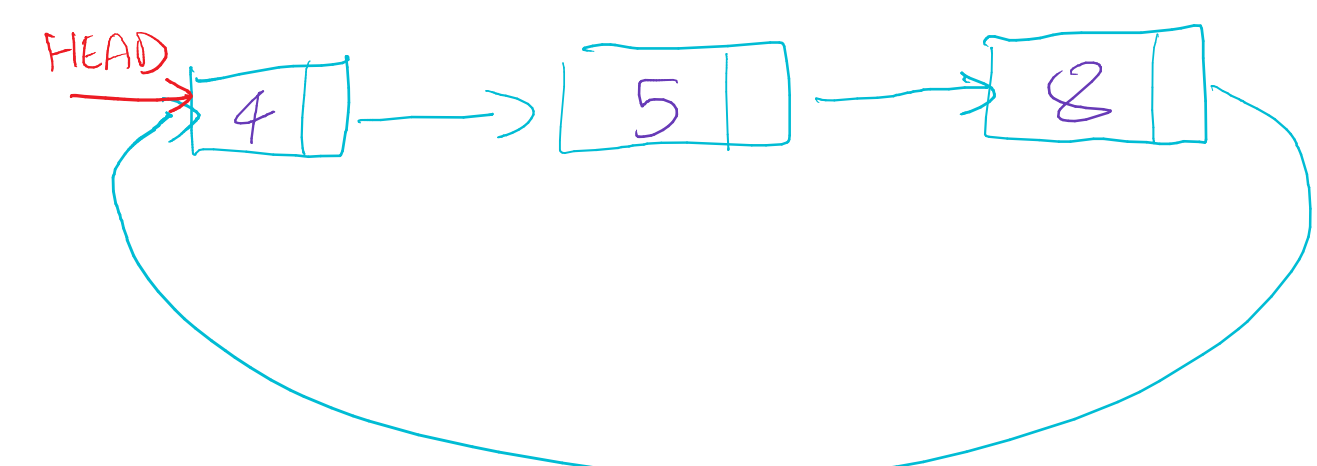


Liste circulare



OPERATII DE BAZA

1) Accesarea unui element

{contain element cu valoarea "a" in lista} Returnam pointer la "a" sau NULL

```

iter = HEAD;
while iter->link != HEAD;
{
  if iter->info == a {
    return iter;
  } else {
    iter = iter->link;
  }
}
if iter->info == a {
  return a;
} else {
  return NULL;
}

```

2) Inserarea unui element

- dupa un element \equiv lista simpla inlantuita

- la sfarsit: Alocă zona de memorie. Fie p pointer la zona respectiva (p=new Node),

```

if p=NULL {
  write "OVERFLOW"
  stop;
}
p->info = a;
p->link = HEAD;
iter = HEAD;
while iter->link != HEAD {
  iter = iter->link;
}
iter->link = p;

```

- la început

```

p = new Node;
if p=NULL {
  write "OVERFLOW"
  stop;
}
p->info = a;
p->link = HEAD;
iter = HEAD;
while iter->link != HEAD {
  iter = iter->link;
}
iter->link = p;
HEAD = p;

```

3) Stergere

- Pointer la element de sters

```

iter = HEAD;
while iter != NULL && iter->link != q {
  iter = iter->link;
}
iter->link = q->link;
delete q;

```

Cazul general | si functioneaza si pentru q=HEAD si pentru ultimul element