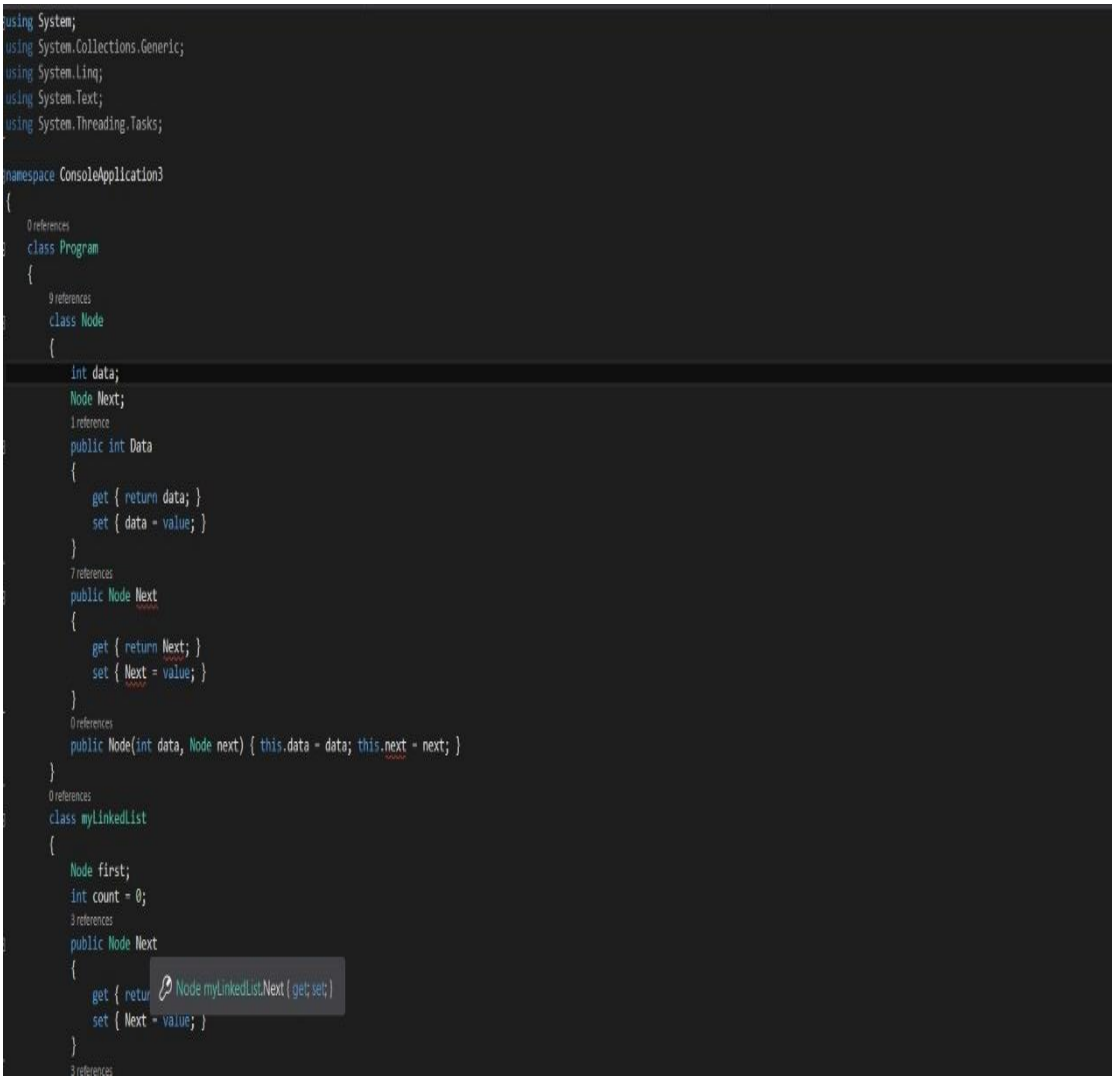
Linkedlist

حل الوظيفة :



```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.Threading.Tasks;

namespace ConsoleApplication3
{
    0 references
    class Program
    {
        9 references
        class Node
        {
            int data;
            Node Next;
            1 reference
            public int Data
            {
                get { return data; }
                set { data = value; }
            }
            7 references
            public Node Next
            {
                get { return Next; }
                set { Next = value; }
            }
            0 references
            public Node(int data, Node next) { this.data = data; this.next = next; }
        }
        0 references
        class myLinkedList
        {
            Node first;
            int count = 0;
            3 references
            public Node Next
            {
                get { retur  Node myLinkedList.Next { get; set; }
                set { Next = value; }
            }
            3 references
```

```
        }
        3 references
        public int count
        {
            get { return count; }
            set { count = value; }
        }
        2 references
        public bool IsEmpty()
        {
            return (first == null);
        }
        0 references
        public void AddLast (Node temp)
        {
            if (IsEmpty())
            {
                Addfirst(temp);
                return;
            }
            Node move = first;
            while (move.Next != null)
                move = move.Next;
            move.Next = temp;
            count++;
        }
        0 references
        public bool search(int tartget_value)
        {
            if (IsEmpty())
            {
                Console.WriteLine("Empty List !. no nodes to search for");
                return false;
            }
            return recursive_linear_search(tartget_value, this.Next);
        }
```

```
        1 reference
        public void Reverse(Node t)
        {
            if (t = null)
            {
                Console.WriteLine("empty linkedlist");
                return;
            }
            if (t.Next != null)
                Reverse(t.Next);
            Console.Write(t.Data + "\t");
        }
    }
    0 references
```