USTE => LIFU

PUSH' IN CODA -> 5 ] -> [10 | NULL -> [15 NULL] HEAD-> TAIL MM/M = = 0TAIL >>> HEAD

Wood & nuovoNodo - mallor (sizeof(Nodo)); nuovo Noch -> Val = dato; nvoro Noob-next=NULLi tmp->next = nvovoNodo; head tmp huovolodo

SE Nodo\* pust InCoda (Nodo\* nead, int dato)} return head; (SE) [void push In Goda (Nodo\*head, int dato)} MORETURN | NEL main | 3 | pushln Gda (hadd, 15).

5/7

POP IN GODA TOGLIERE 6/7

Free

5

10 Mul HEAD -> 11, POP in CODA

While tmp-snext-snext 1=NUCL) Lmp->next; Free(tmp->next);-Emp->next=NULL;