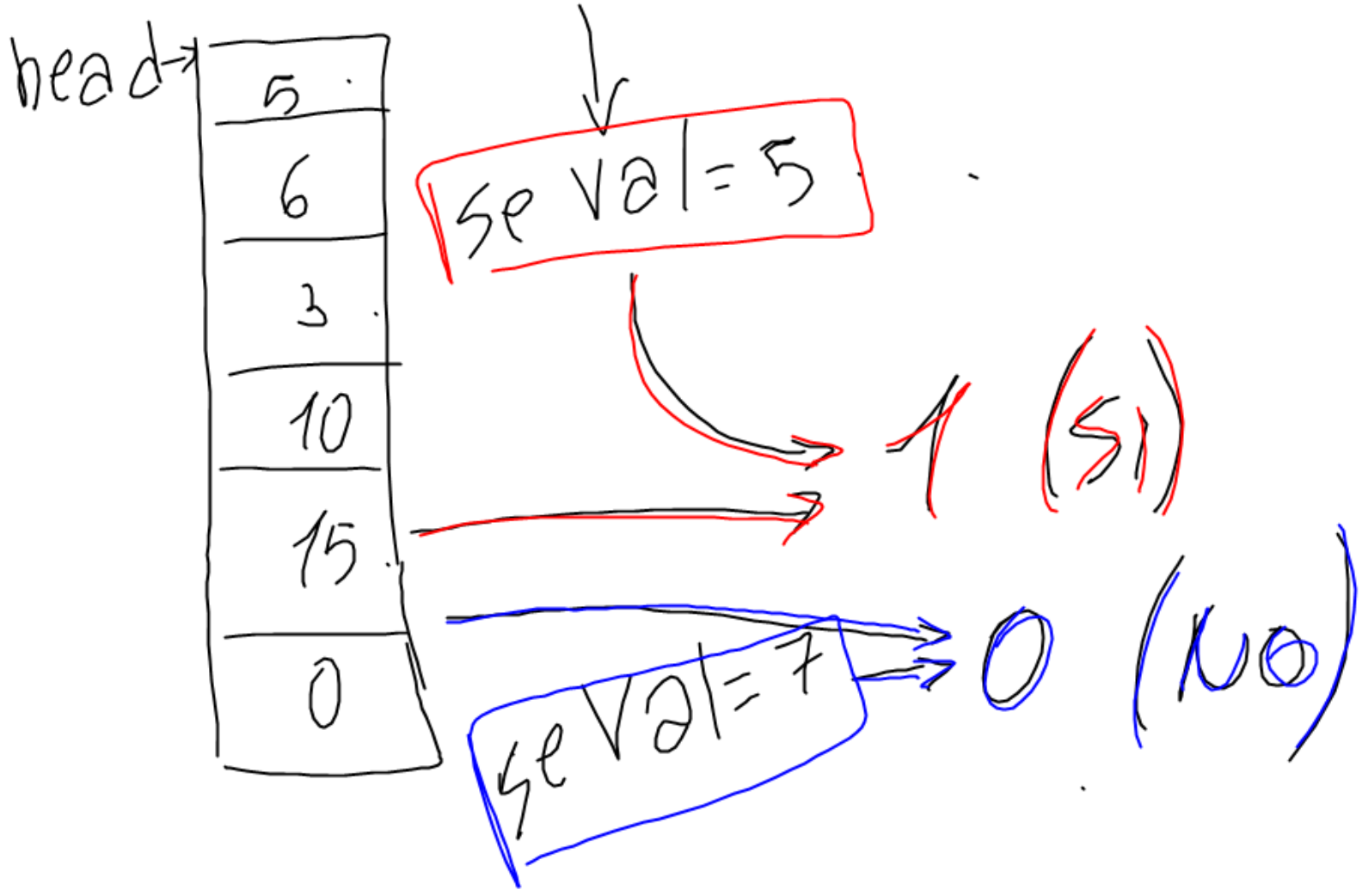
RICERCA ELEMENTO NELLA LISTA



```
int findElement(Nodo *head, int val){
  Nodo *tmp = head;
  if(head == 0){ //SE LISTA VUOTA
    return 0;
  }
  while(tmp != NULL){
    if(tmp->data == val){
      return 1;
    }
    tmp = tmp->next;
  }
  return 0;}
```

UGUALI PER LE LISTE

```
struct Nodo
{
  data
  next
}
```

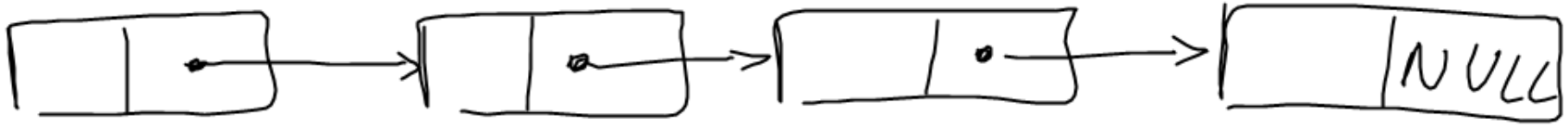
posiz. 1 2 3 4 5

se val = 5 ⇒ OUPUT: 2 (>0)

se val = 3 ⇒ OUTPUT: 0 (==0)

```
int findElemPos(Nodo* head, int val){
Nodo* tmp=HEAD;
INT POS;
IF(tmp==NULL){
  RETURN 0;
}
POS=0
WHILE(tmp!=0){
      POS=POS+1;
    IF(tmp->DATO==VAL){
        RETURN POS;
    }
  tmp=tmp->NEXT;
}                    RETUIRN 0;}
```

```
INT FINDELEMENTPOS(NODO*HEAD,INTVAL){
    NODO*TMP=HEAD;
    INT POS=0;
    WHILE(TMP!=0){
        POS=POS+1;
        IF(TMP->DATO==VAL){
            RETURN POS;
        }
        tmp=tMP->NEXT;
    }
RETURN 0;}
```

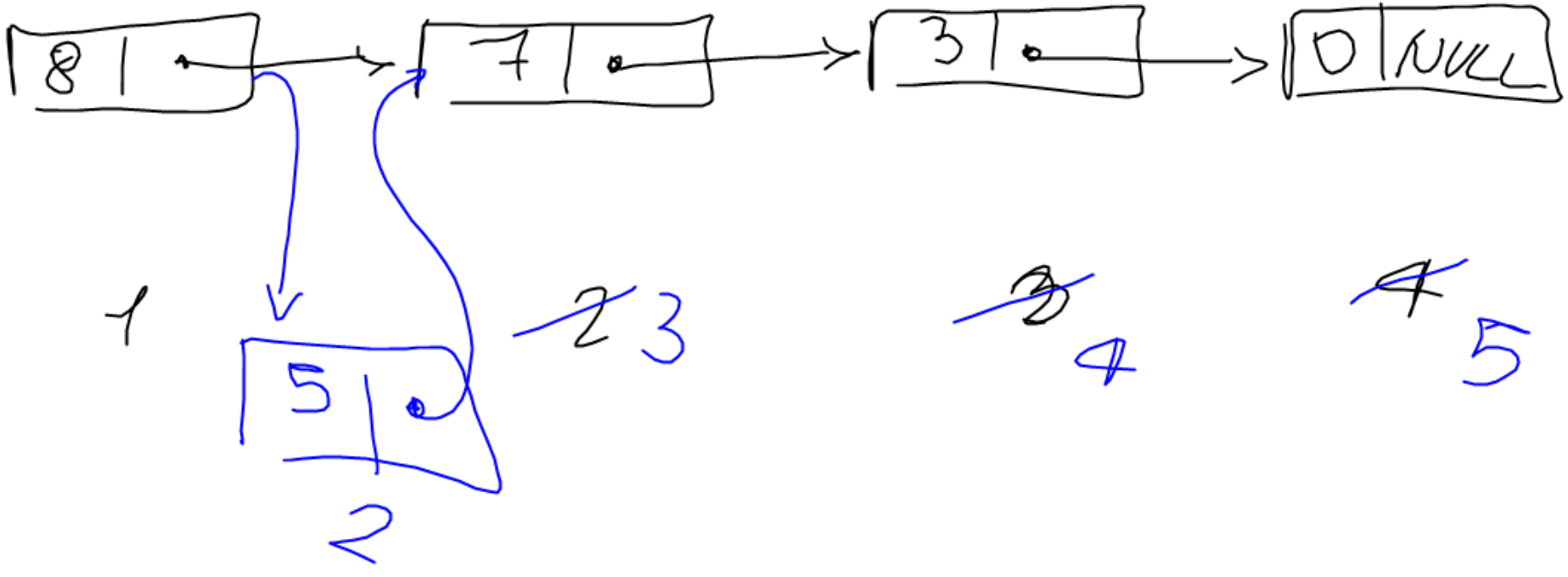


- PUSH DI ELEMENTO AD UN DATO INDICE

- POP DI ELEMENTO IN UN INDICE

PUSH INDICE

PUSH(head, 5, 2);



POP INDICE index

pop(head, 2);