

## List exemple

```
#include <stdio.h>

typedef struct list {

    int num_list;

    char value;

    struct list* next;

} list;

list* remplir(int num_list, char value, list* next) {

    list* a = malloc(sizeof(list));

    a->num_list = num_list;

    a->value = value;

    a->next = next;

    return a;

}

int main() {

    list* b = remplir(1, 'A', remplir(2, 'B', remplir(3, 'C', NULL)));

    while ( b != NULL) {

        printf("num_list: %d, value: %c\n", b->num_list, b->value);

        b = b->next;

    }

    while (b != NULL) {

        list* temp = b;

        b = b->next;

        free(temp);

    }

    return 0;

}
```

## List personne

```

#include <stdlib.h>

#include <stdio.h>

typedef struct personne {

    int num;

    char* nom;

    char* prenom;

    int age;

    struct personne* next;

} personne;

personne* remplir(int num, char* nom, char* prenom, int age, personne* next) {

    personne* a = malloc(sizeof(personne));

    a->num = num;

    a->nom = nom;

    a->prenom = prenom;

    a->age = age;

    a->next = next;

    return a;

}

int main() {

    personne* b = remplir(1, "abcd",
"efgh",18,remplir(2,"ALi","ALi",19,remplir(3,"Youness","Assimi",45,NULL)));

    int i = 1;

    while (b != NULL) {

        printf("personne %d \n",i);

        printf("num: %d \n", b->num);

        printf("nom : %s \n",b->nom);

```

```
    printf("prenom : %s \n",b->prenom);  
    printf("age : %d \n",b->age);  
    b = b->next;  
    i++;  
}  
while (b != NULL) {  
    personne* temp = b;  
    b = b->next;  
    free(temp);  
}  
return 0;  
}
```