

TI DSP, MCU 및 Xilinx Zynq FPGA 프로그래밍 전문가 과정

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8일차 복습

```
#include <stdio.h>
#include <stdlib.h>
```

```
typedef struct __queue
{
    int data;
    struct __queue *link;
} QUEUE;
```

```
QUEUE *GET_NODE()
{
    QUEUE *node;
    node = (QUEUE*)malloc(sizeof(QUEUE));
    node -> link = NULL;
    return node;
}
```

```
void ENQUEUE(QUEUE **head, int data)
{
    if(*head == NULL)
    {
        *head = GET_NODE();
        (*head) -> data = data;
        return;
    }
    else
    {
        ENQUEUE(&(*head) -> link, data);
    }
}
```

```

void QPRINTF(QPRINTF **head)
{
    if(*head == NULL)
    {
        return;
    }
    printf("%d\n", (*head) -> data);
    QPRINTF(&(*head) -> link);
}

void DEQUEUE(Queue **head, int comp)
{
    Queue *tmp = *head;
    if(tmp -> data == comp)
    {
        *head = tmp -> link;
        free(tmp);
    }
    else

```

```

{
    DEQUEUE(&(tmp -> link), comp);
}

int main(void)
{
    Queue *head = NULL;

    ENQUEUE(&head,10);
    ENQUEUE(&head,20);
    ENQUEUE(&head,30);
    QPRINTF(&head);

    DEQUEUE(&head,10);
    QPRINTF(&head);

    return 0;
}

```