

# Xilinx Zynq FPGA, TI DSP, MCU 기반의 프로그래밍 및 회로 설계 전문가 과정

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9일차 내용 복습  
(enqueue, dequeue)

```
Terminal
alswnqodrl@alswnqodrl-900X3K: ~/Downloads
File Edit View Search Terminal Help
alswnqodrl@alswnqodrl-900X3K:~/Downloads$ vi Queue_2.c
alswnqodrl@alswnqodrl-900X3K:~/Downloads$ gcc Queue_2.c
alswnqodrl@alswnqodrl-900X3K:~/Downloads$ ./a.out
10
20
30
now you delete 20
10
30
alswnqodrl@alswnqodrl-900X3K:~/Downloads$ cat Queue_2.c
#include <stdio.h>
#include <malloc.h>
#include <stdlib.h>
#include <time.h>
#define EMPTY 0

typedef struct __queue
{
    int data;
    struct __queue *link;
}queue;

queue *get_node()
{
    queue *tmp;
    tmp=(queue*)malloc(sizeof(queue));
    tmp->link=EMPTY;
    return tmp;
}

void enqueue(queue **head, int data)
{
    if(*head == NULL)
    {
        *head=get_node();
        (*head)->data=data;
        return;
    }
    enqueue(&(*head)->link, data);
}

void print_queue(queue *head)
{
    queue *tmp = head;
    while(tmp)
    {
        printf("%d\n", tmp->data);
        tmp=tmp->link;
    }
}
```

# 01



## 9일차 내용 복습 (enqueue, dequeue)

```
queue *dequeue(queue *head, int data)
{
    queue *tmp=head;

    if(tmp == NULL)
        printf("There are no data that you delete\n");
    if(head->data!=data)
        head->link=dequeue(head->link, data);
    else
    {
        //queue *res = head -> link;
        printf("now you delete %d\n", data);
        free(tmp);
        return head -> link;
    }
    return head;
}

//enqueue main 함수
//int main(void)
//{
//queue *head=EMPTY;
//int data;
//enqueue(&head, 10);
//enqueue(&head, 20);
//enqueue(&head, 30);
//print_queue(head);
//return 0;
//}

//dequeue main 함수
int main(void)
{
    int i;
    queue *head = NULL;
    srand(time(NULL));
    for(i=0; i<3; i++)
        enqueue(&head, (i+1) * 10);
    print_queue(head);
    head = dequeue(head, 20);
    print_queue(head);
    return 0;
}
alswnqodrl@alswnqodrl-900X3K:~/Downloads$
```



# 02



## 9일차 내용 복습(tree)

```
Terminal
alswnqodri@alswnqodri-900X3K: ~/Downloads
File Edit View Search Terminal Help
#include <stdio.h>
#include <malloc.h>
#define EMPTY 0

struct tree
{
    int data;
    struct tree *left;
    struct tree *right;
};
typedef struct tree tree;

tree *get_node()
{
    tree *tmp;
    tmp=(tree*)malloc(sizeof(tree));
    tmp->left=EMPTY;
    tmp->right=EMPTY;
    return tmp;
}

void treeroot(tree **root, int data)
{
    if(*root == NULL)
    {
        *root=get_node();
        (*root)->data=data;
        return;
    }
    else if((*root)->data > data)
    {
        treeroot(&(*root)->left, data);
    }
    else if((*root)->data < data)
    {
        treeroot(&(*root)->right, data);
    }
}

void print_tree(tree *root)
{
    if(root)
    {
        printf("data=%d", root->data);
        printf(root->left);
        printf(root->right);
    }
}

int main(void)
{
    tree *root=EMPTY;
    int i;
    int data[14]={50, 45, 73, 32, 48, 46, 16, 37, 120, 47, 130, 127, 124};
    for(i=0; i<13;i++)
    {
        treeroot(&root, data[i]);
    }
    print_tree(root);
    return 0;
}
```

# 03



8일차 내용 복습 – 그림그리기  
(enqueue)

Main 0  
Head 1000->2000

enqueue head(1000)	data(10)
Enqueue head(2004)	data(20)
enqueue head(3004)	data(30)

Heap

10 data(2000)	0->3000 link
20 data(3000)	4000 link
30 data(4000)	0 link



8일차 내용 복습 – 그림그리기 (dequeu)

2000 head	20 data	2000 tmp
2000 head	20 data	tmp

10 data	3000->4000 link
<del>20 data</del>	<del>4000 link</del>
	=>return 됨
30 data	0 link

# 05



8일차 내용 복습 – 그림그리기 (tree)

50 data	3000 left	4000 right
------------	--------------	---------------

45 data	5000 left	6000 right
------------	--------------	---------------

73 data	0 Left	9000 Right
------------	-----------	---------------

32 data	8000 left	0 right
------------	--------------	------------

48 data	7000 left	0 right
------------	--------------	------------

120 data	0 left	0 right
-------------	-----------	------------

16 data	0 left	0 right
------------	-----------	------------

46 data	0 left	0 right
------------	-----------	------------