Verkettete Listen (einfach)

Verkettete Listen

(einfach)

```
struct listElem{
   char lastName[50];
   char fistName[50];
   int age;
   struct listElem *nextElem;
};

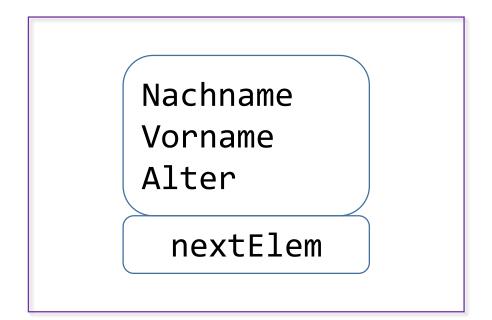
typedef struct listElem listElement;
```

Verkettete Listen

(einfach)

```
struct listElem{
   char lastName[50];
   char fistName[50];
   int age;
   struct listElem *nextElem; } Pointer
};

typedef struct listElem listElement;
```

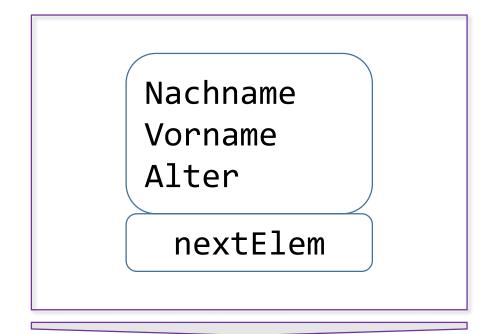


Verkettete Listen

(einfach)

```
struct listElem{
   char lastName[50];
   char fistName[50];
   int age;
   struct listElem *nextElem;
};

typedef struct listElem listElement;
```



d*-/ß+
ßßßöü
00s6ax9
nextElem

Einstein Albert 100 nextElem Curie Marie 99 nextElem Hawking Stephen 98

nextElem

d*-/ß+ ßß0ü 00s6ax9

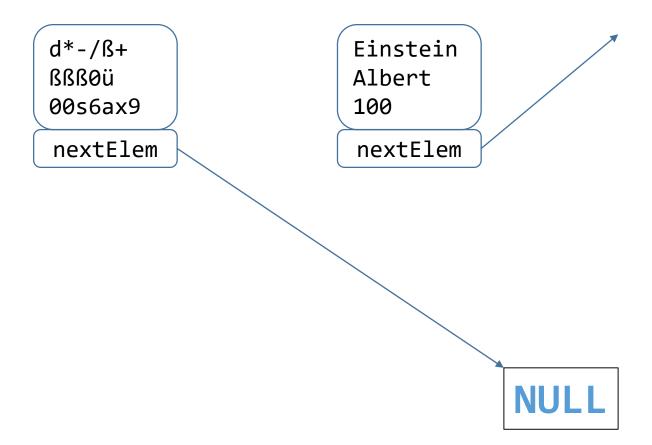
nextElem

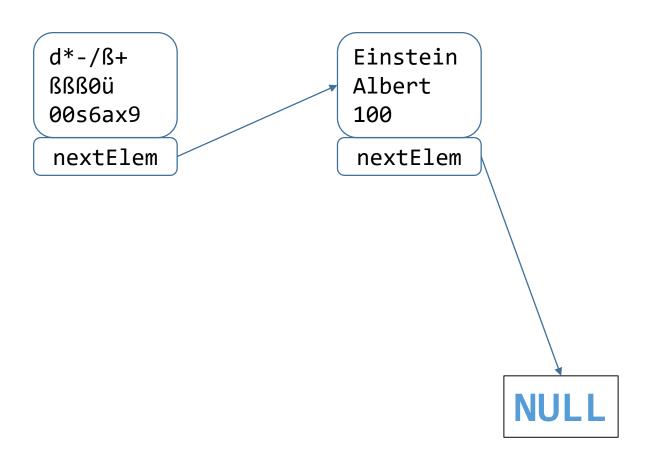


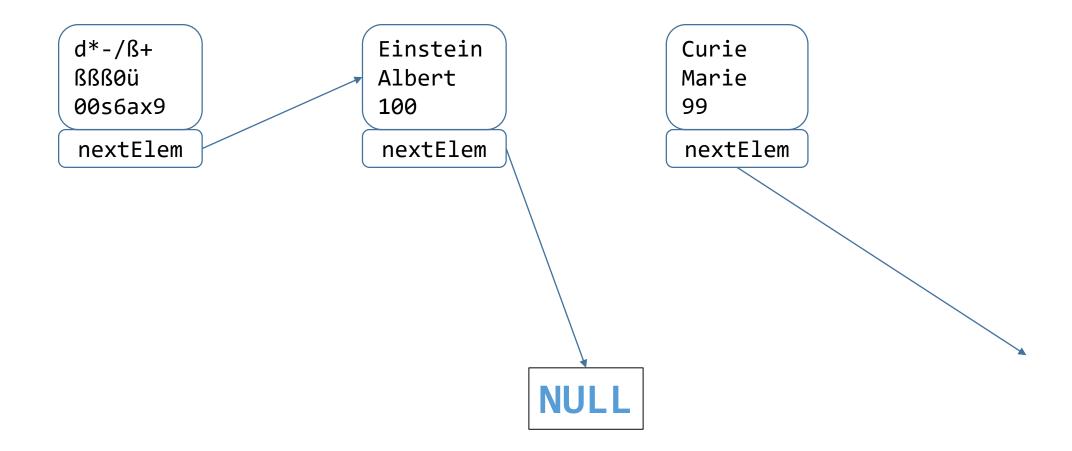
d*-/ß+ ßß0ü 00s6ax9

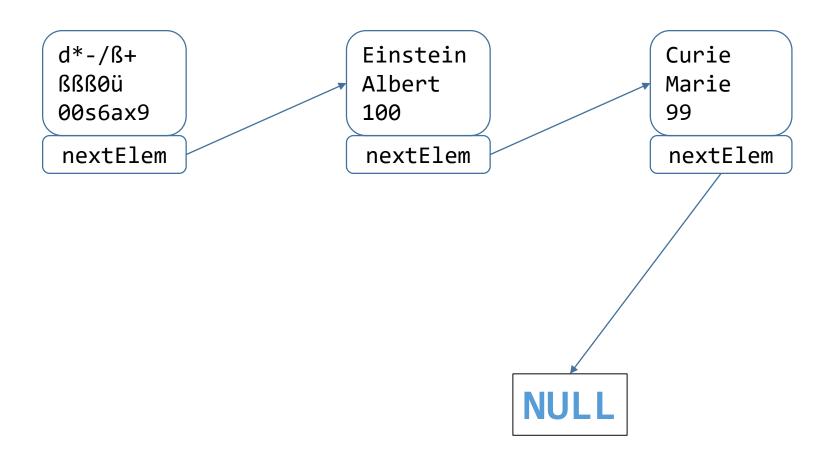
nextElem

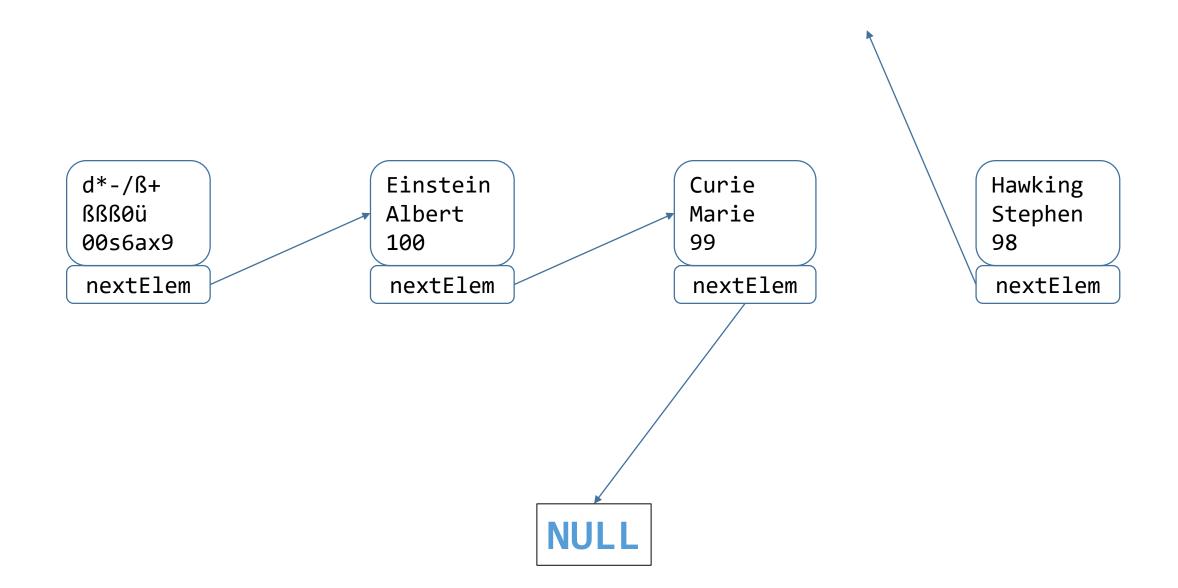


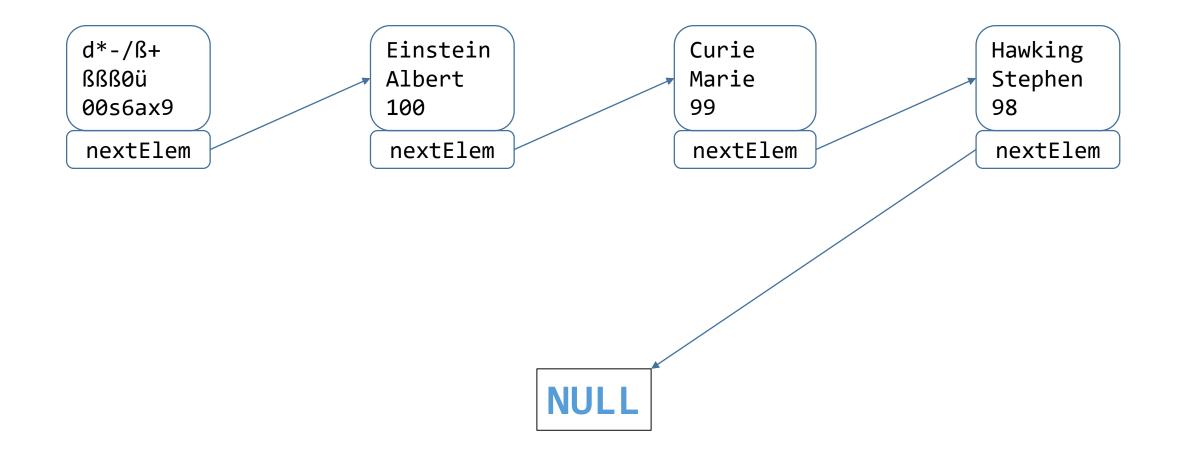


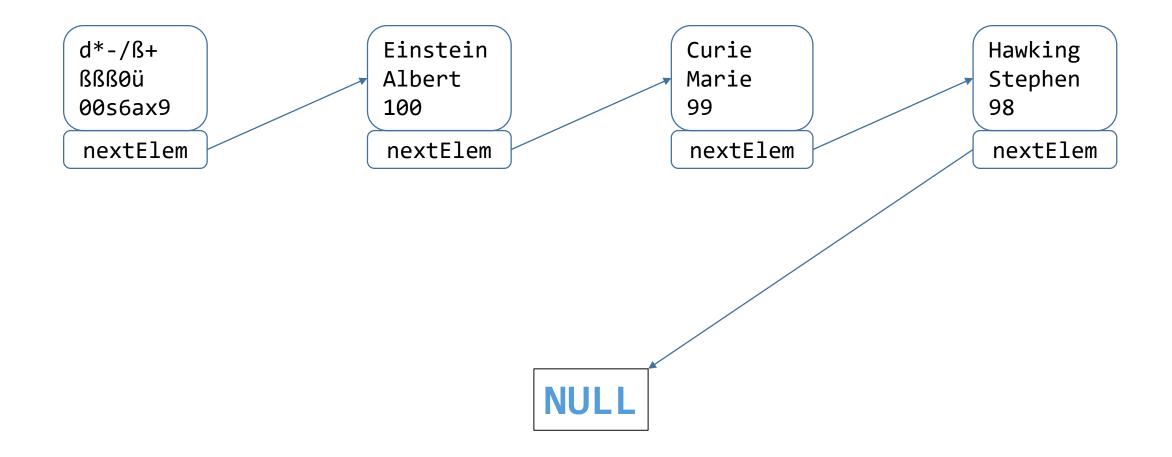


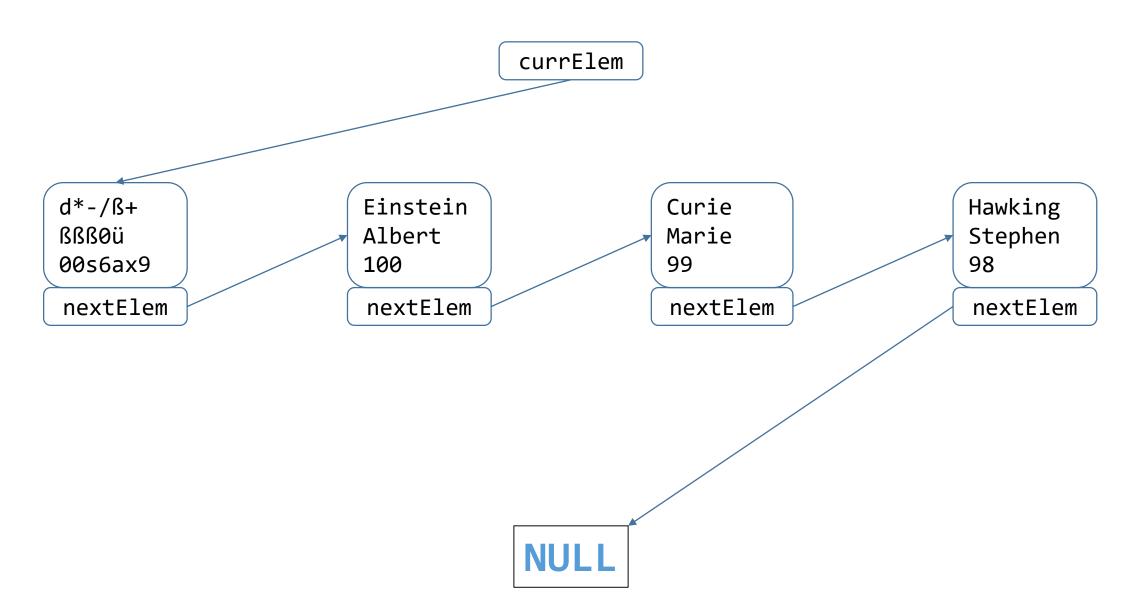


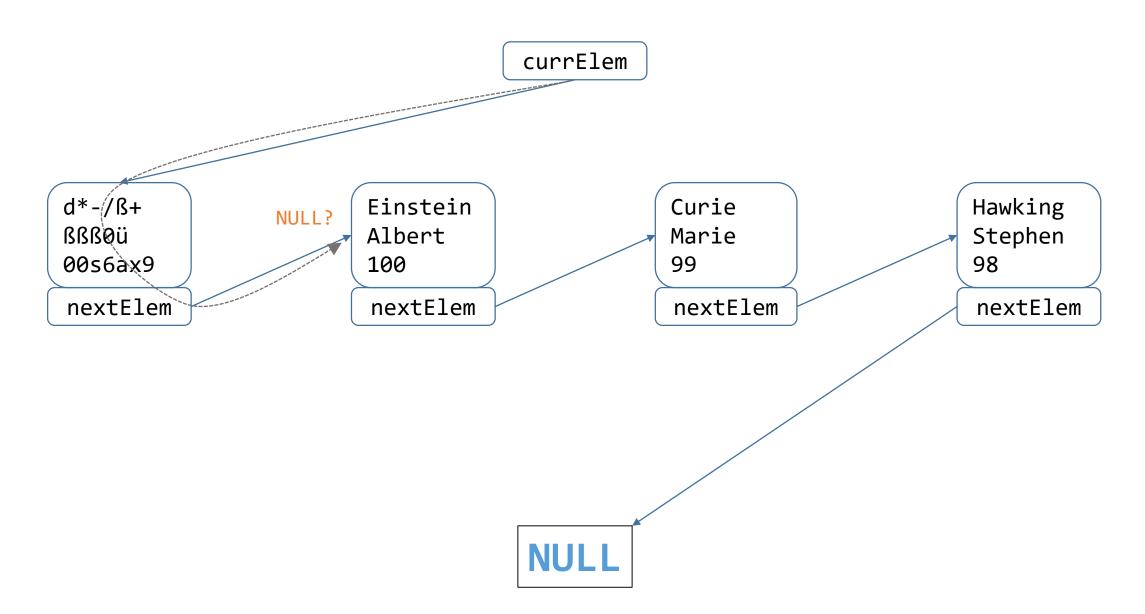


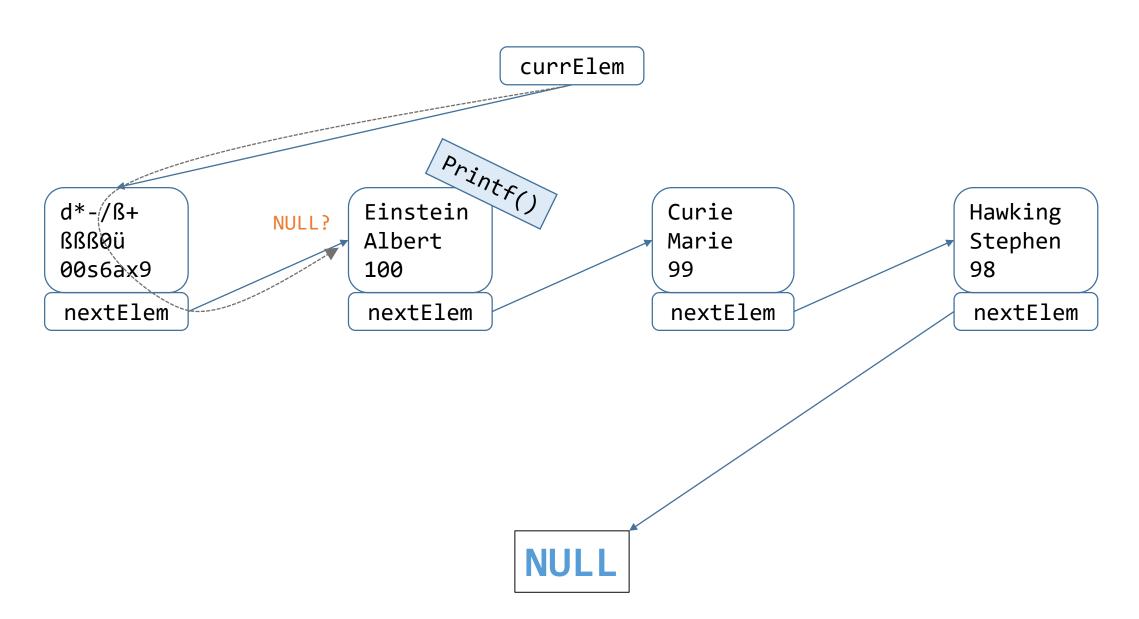


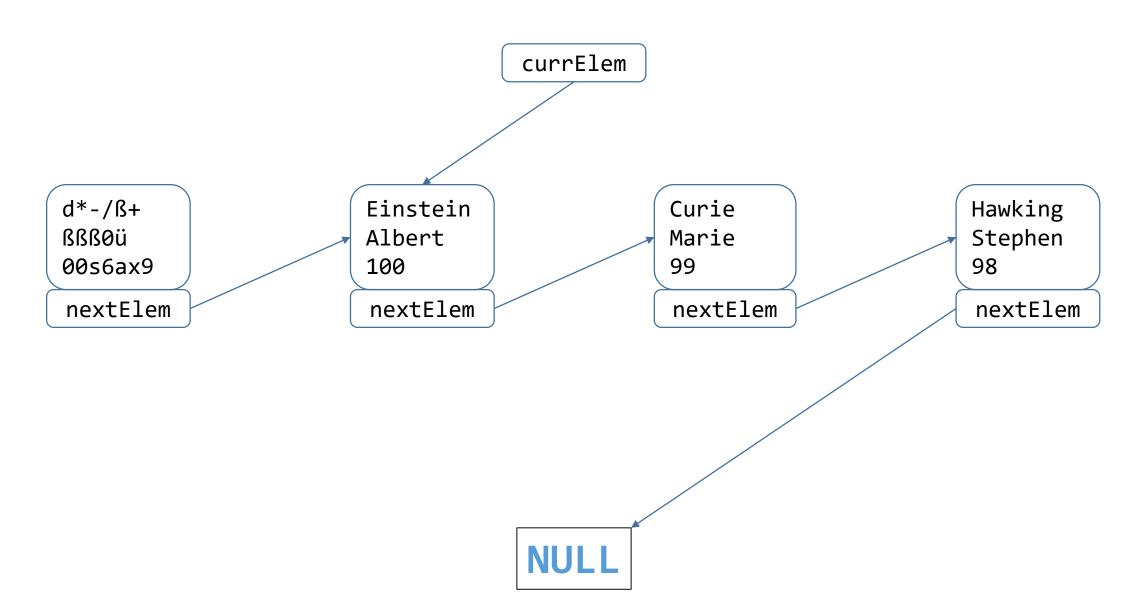


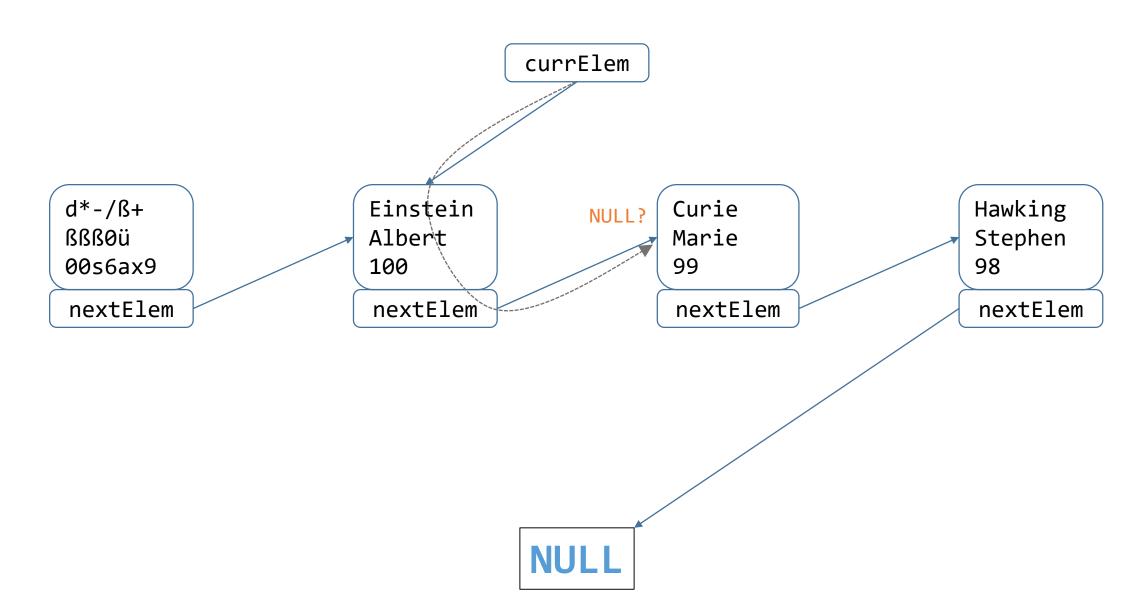


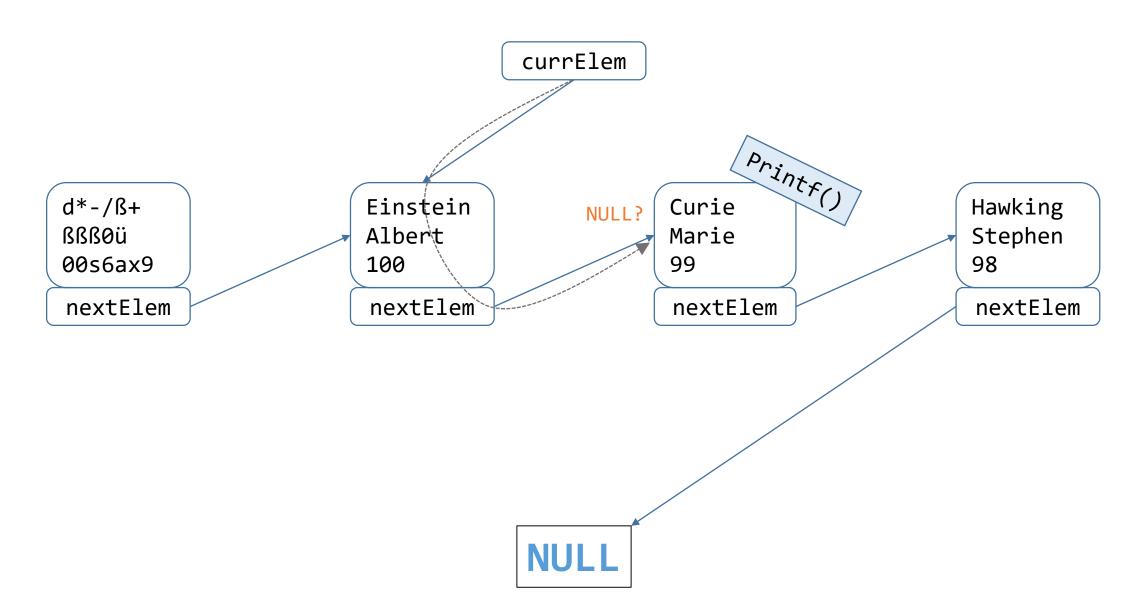


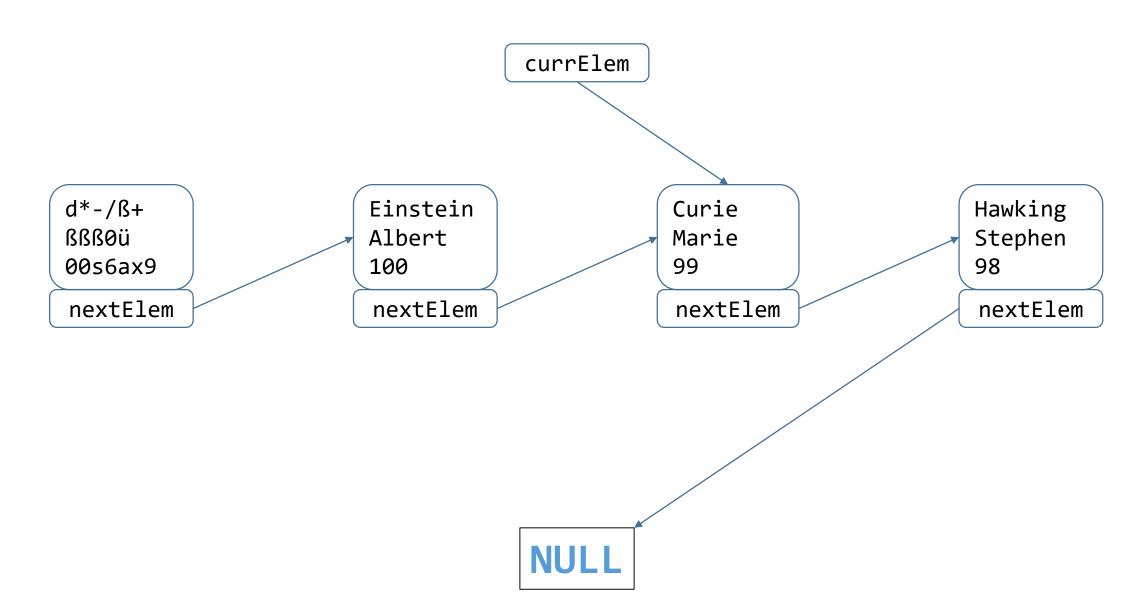


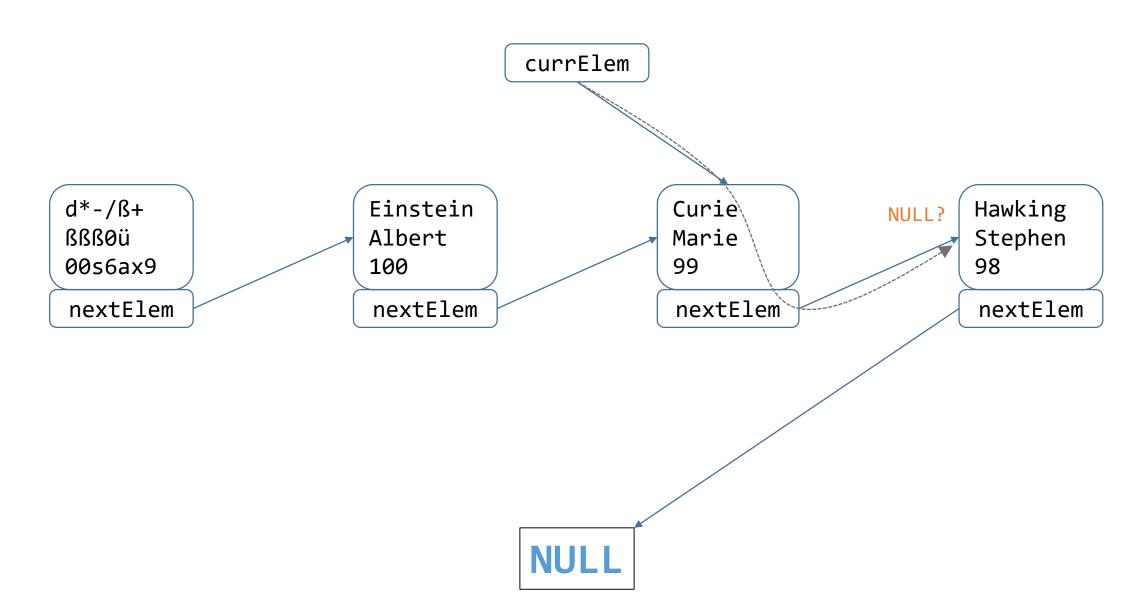


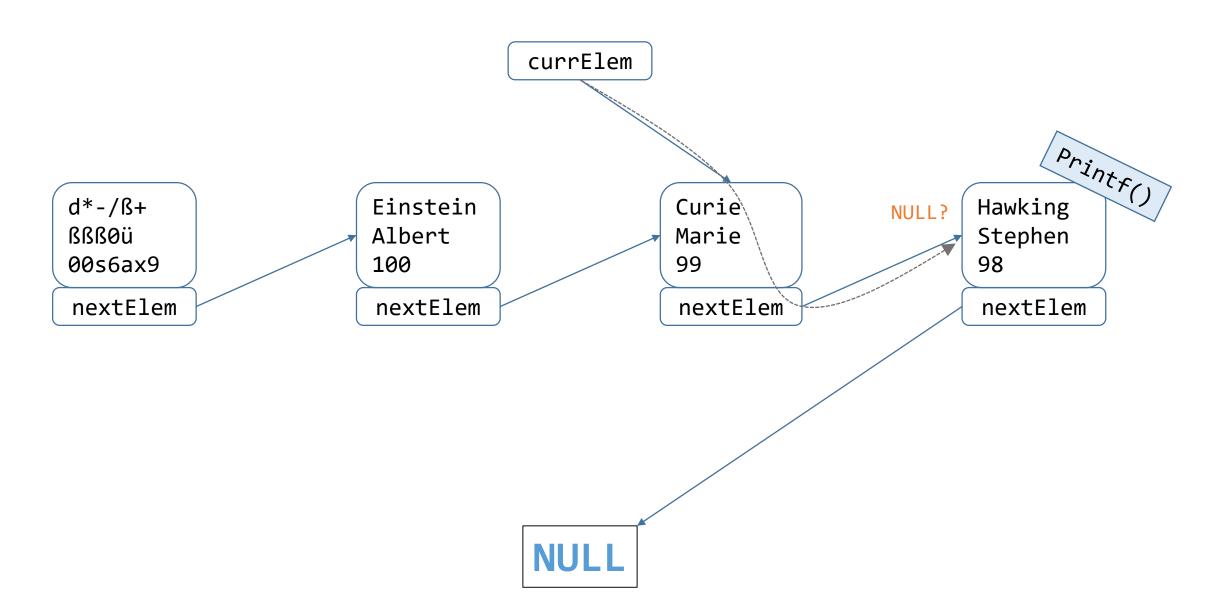


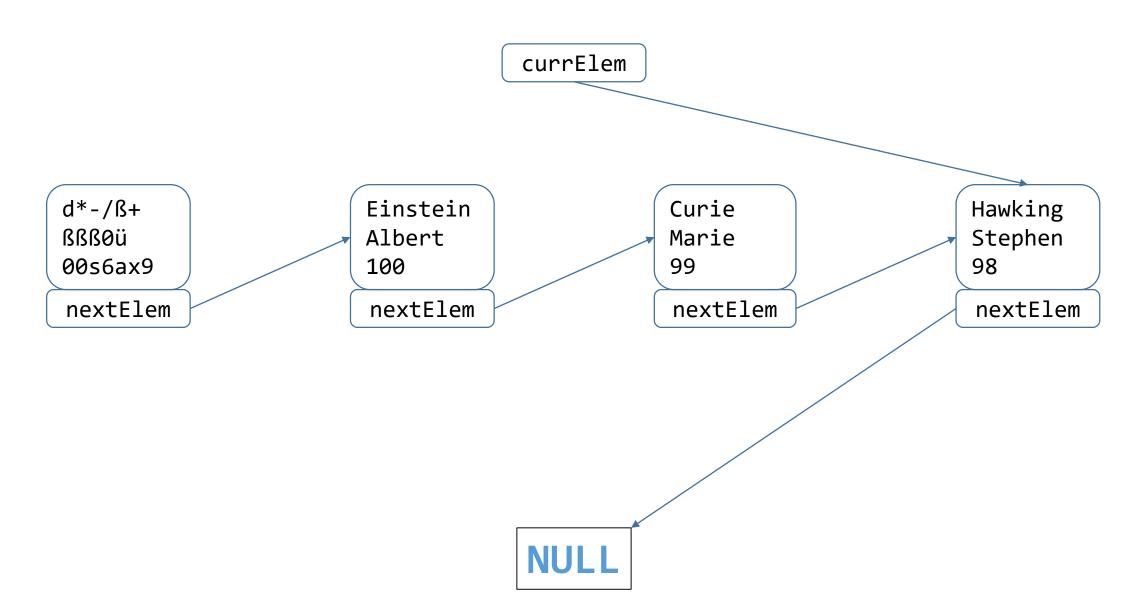


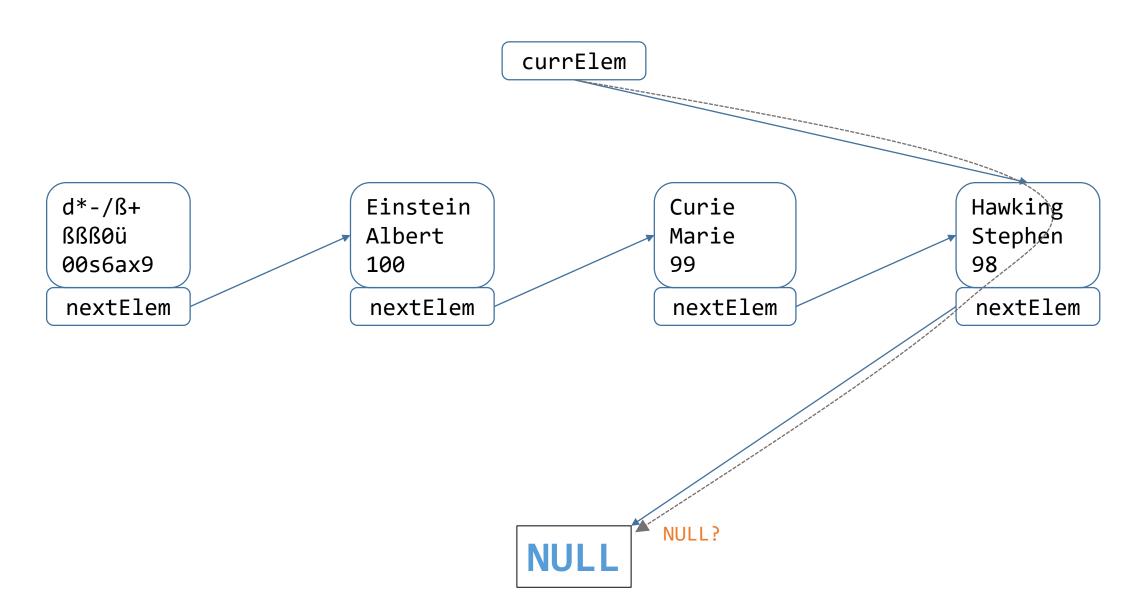


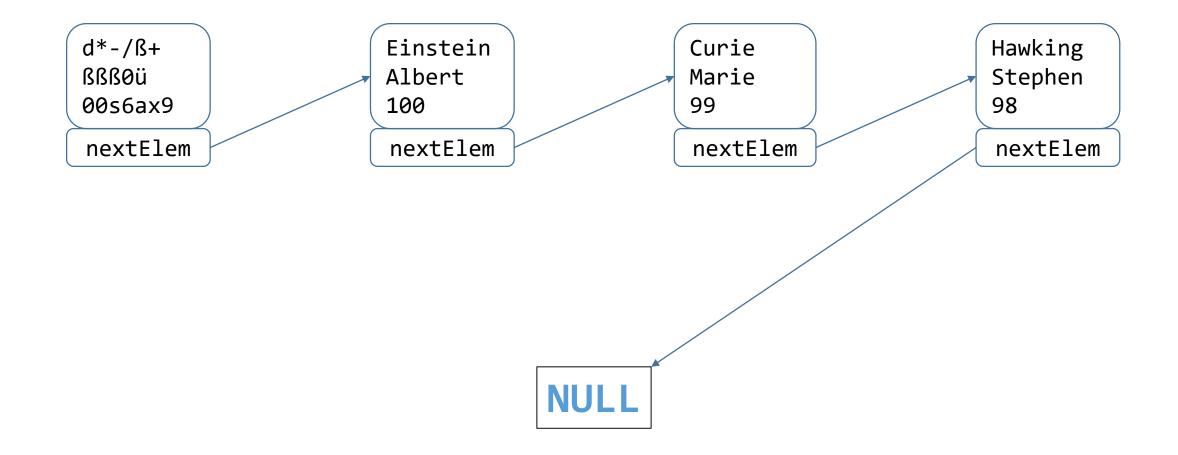


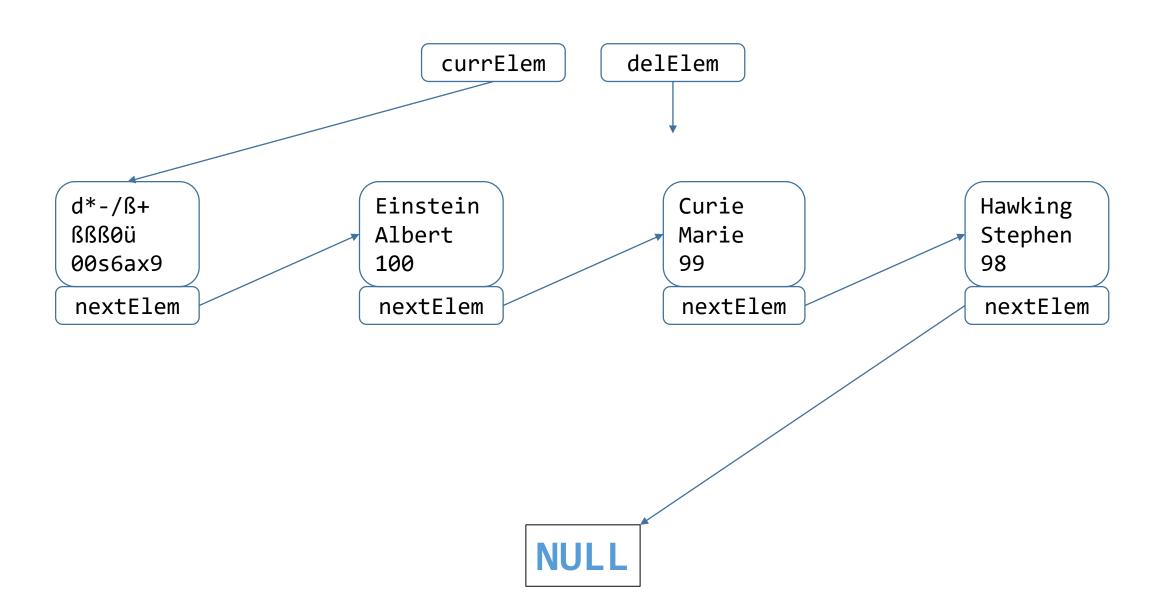


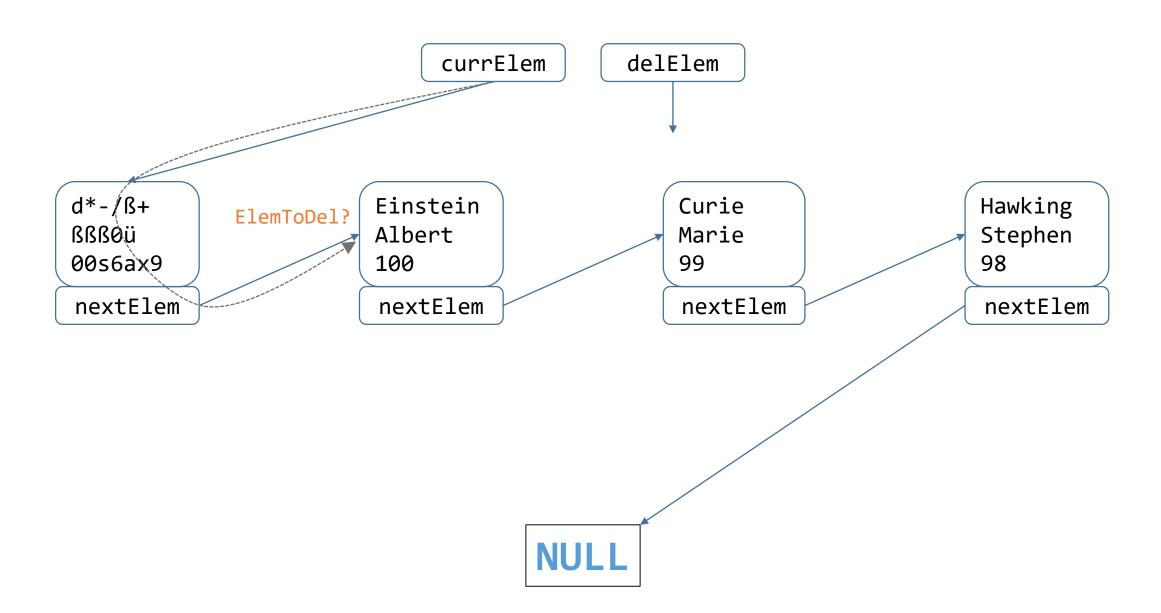


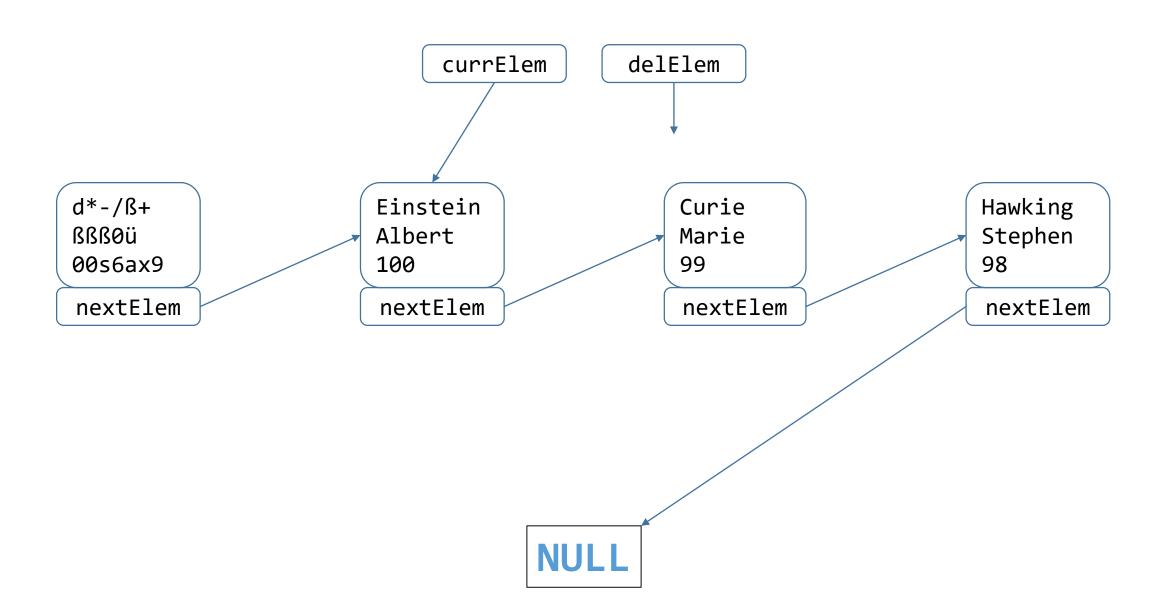


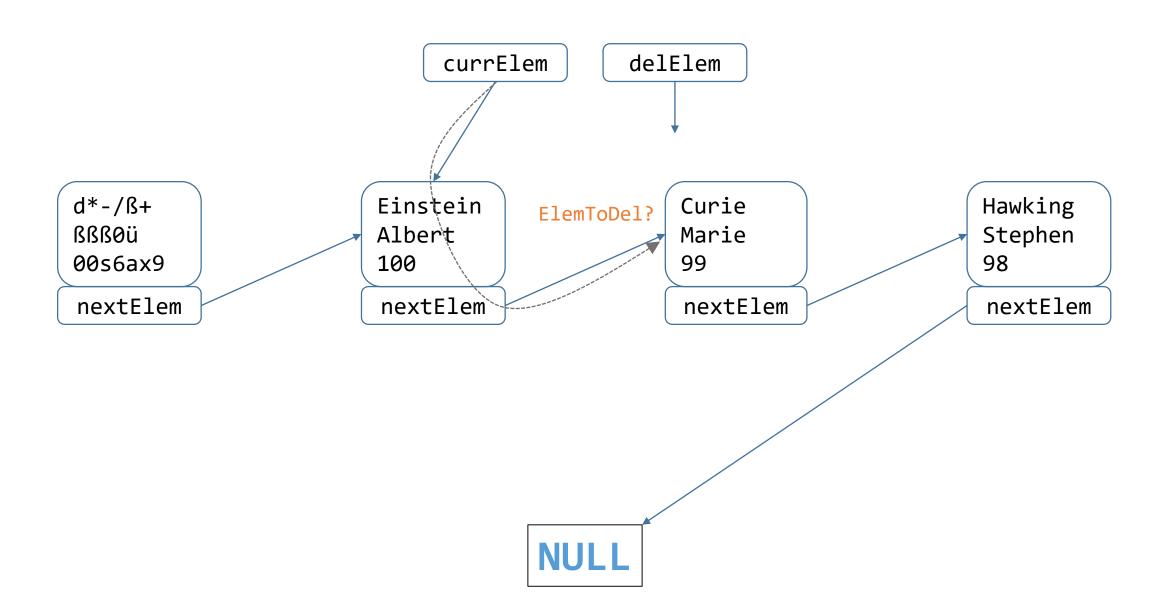


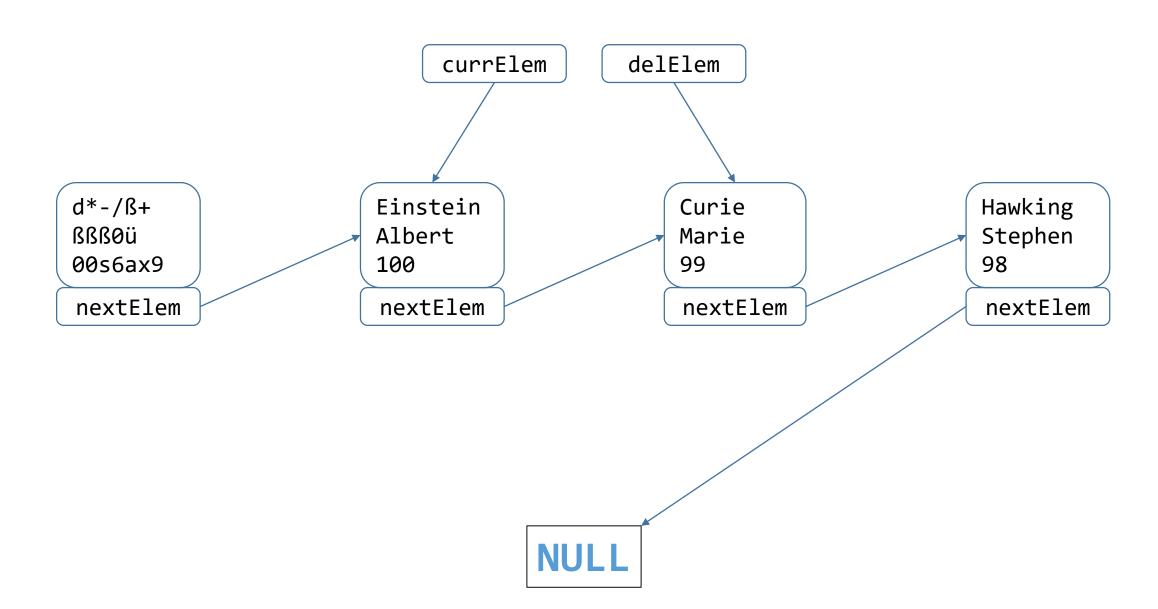


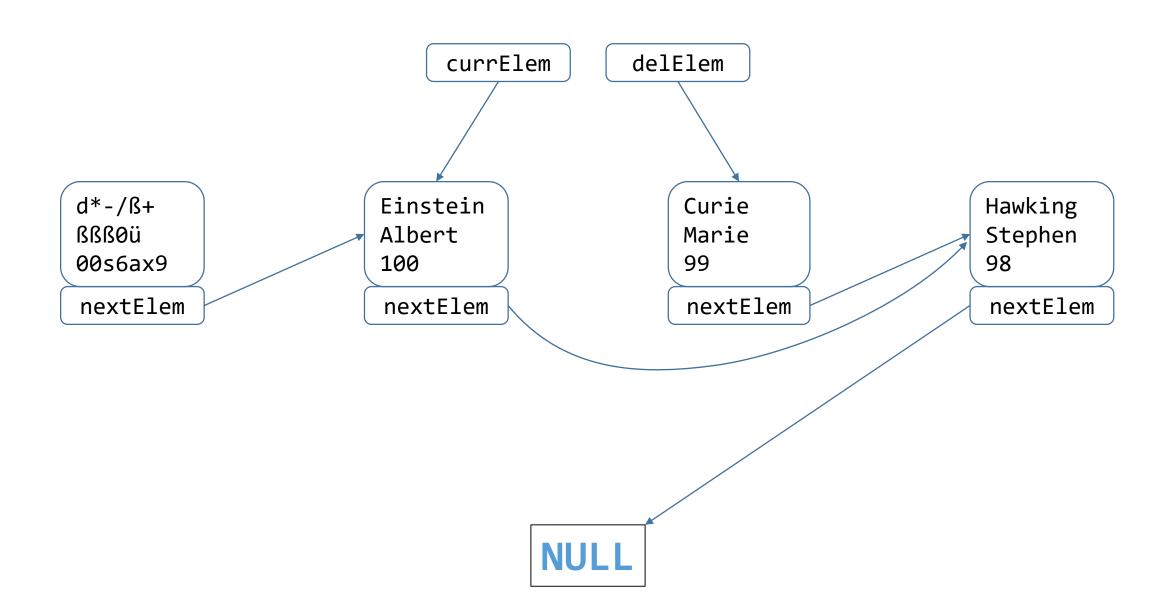


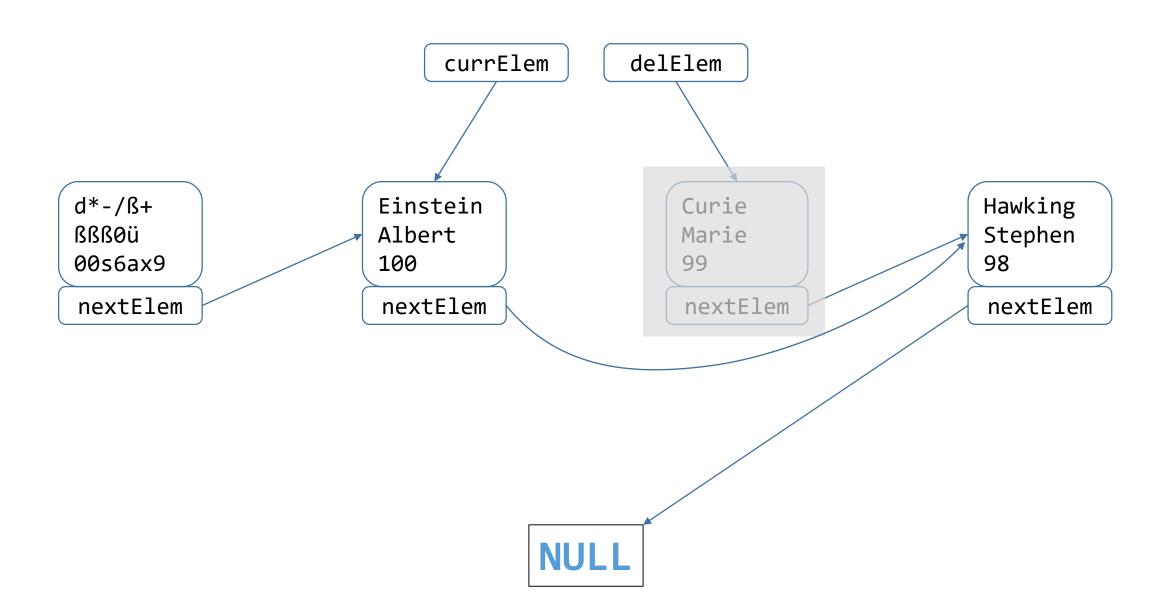


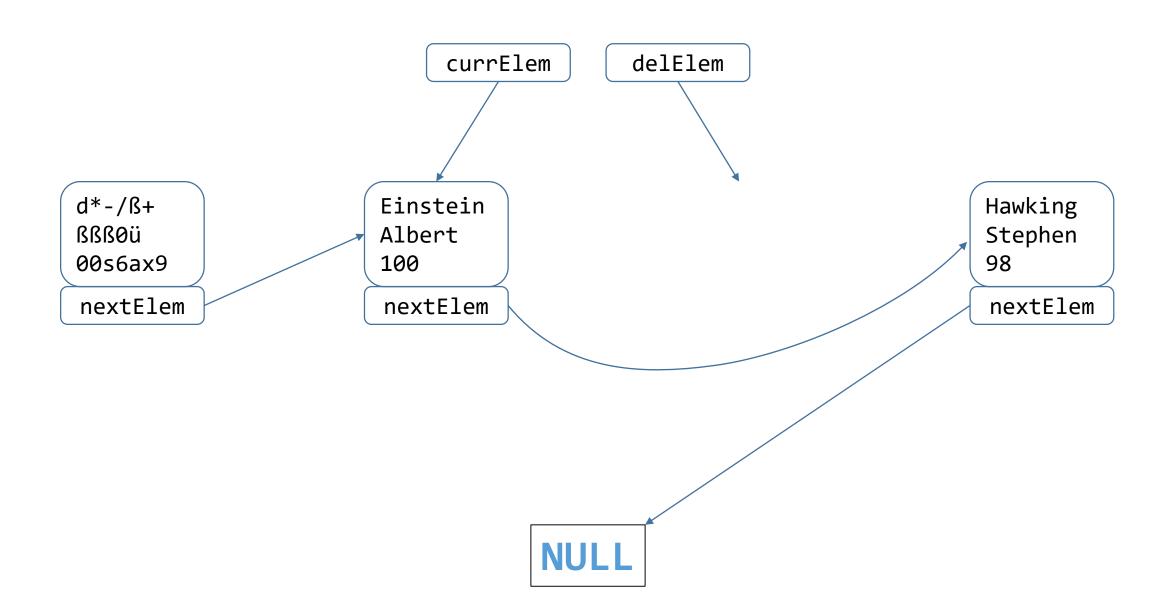


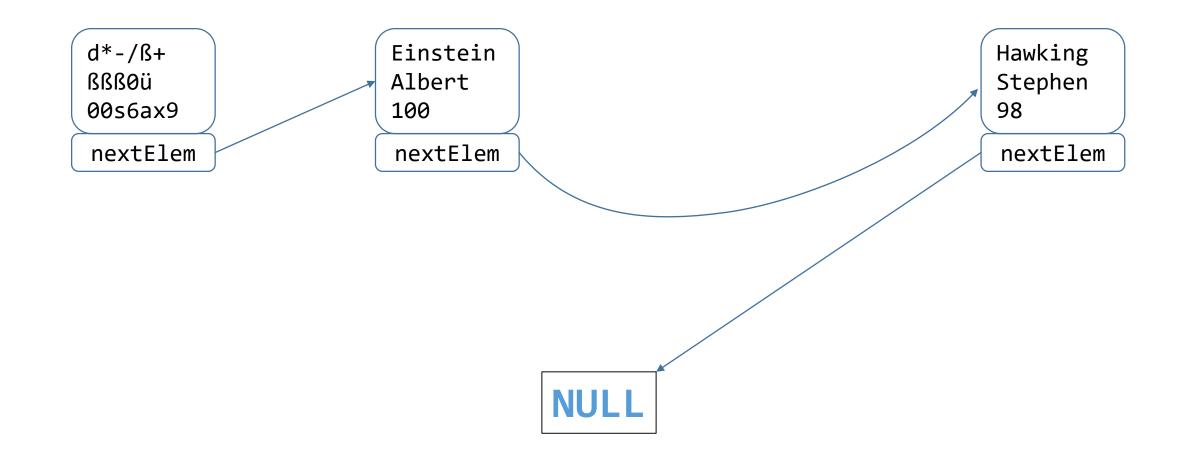




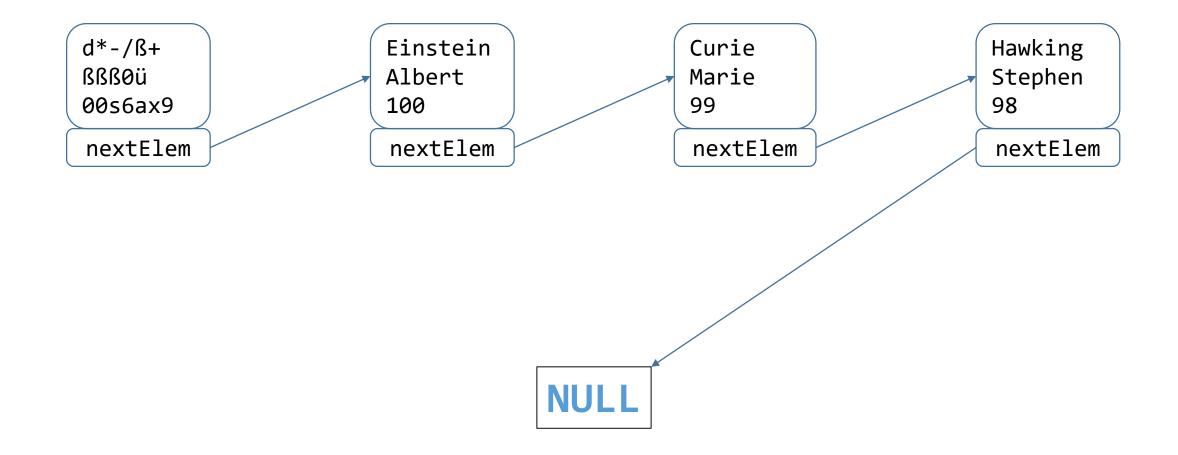




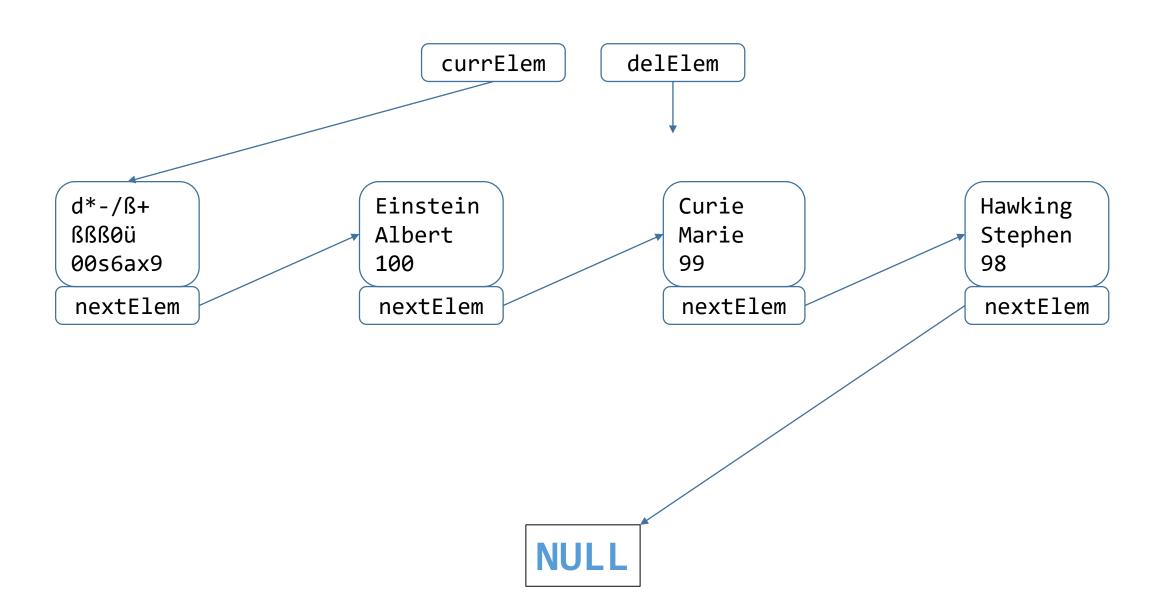


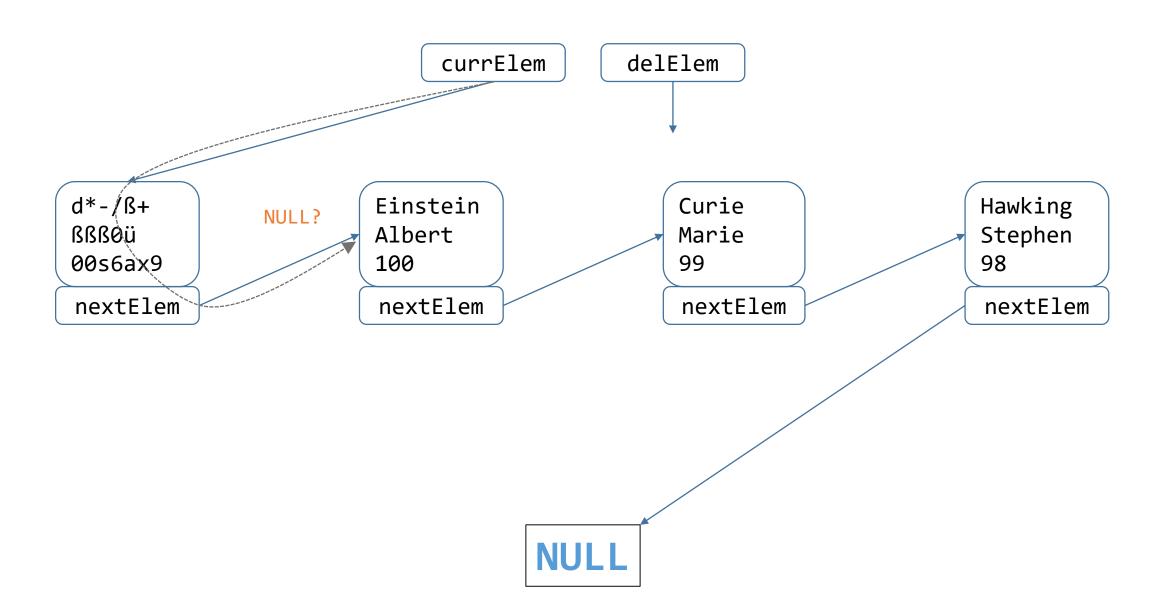


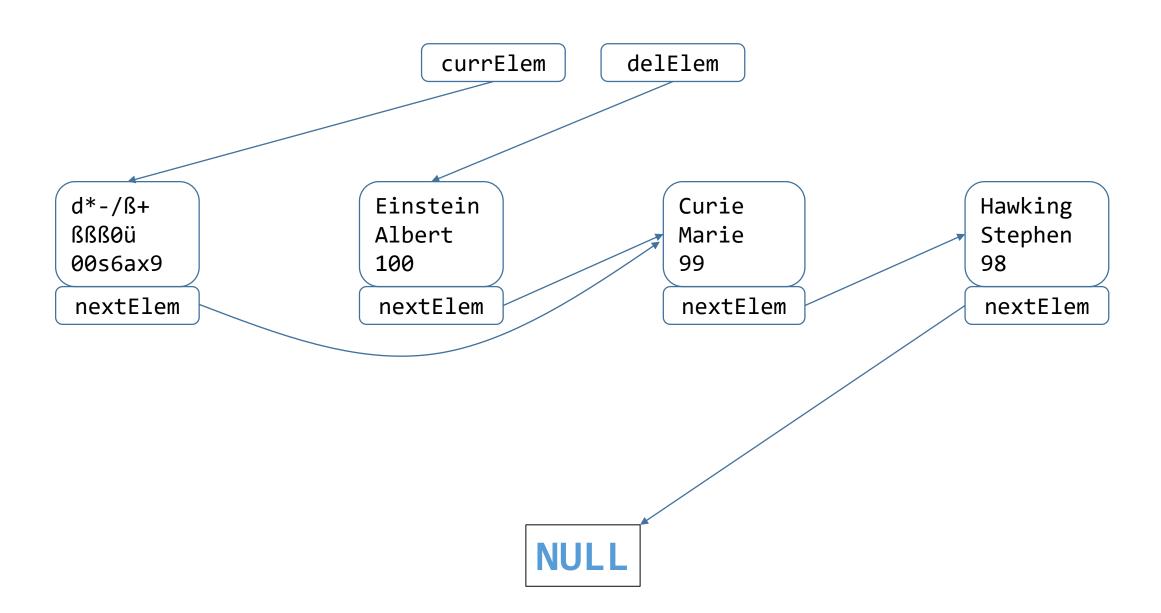
Liste löschen

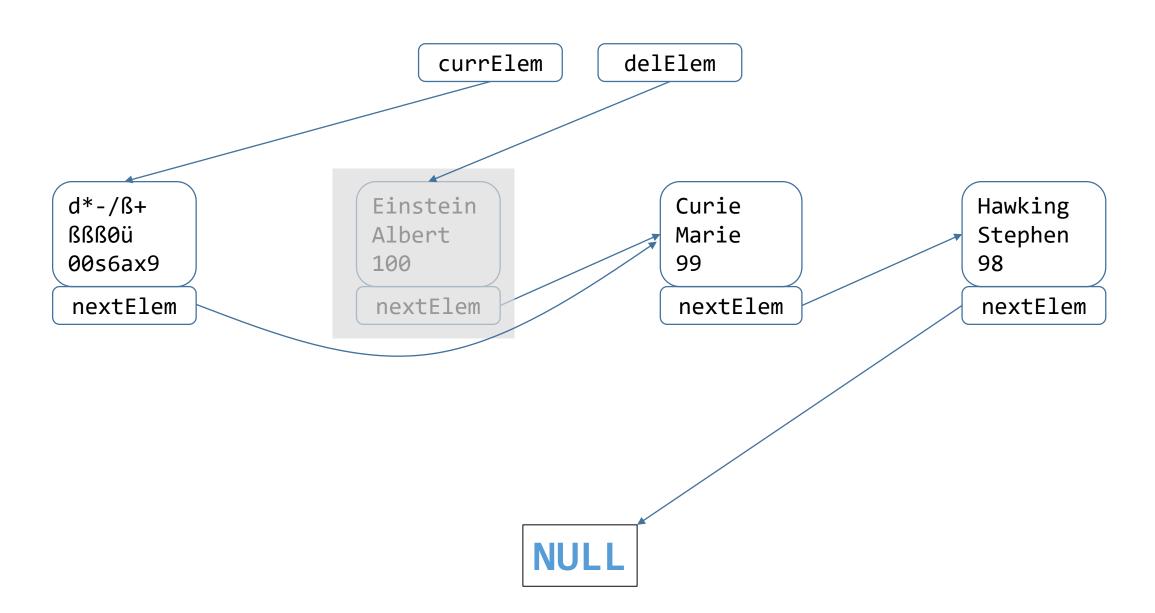


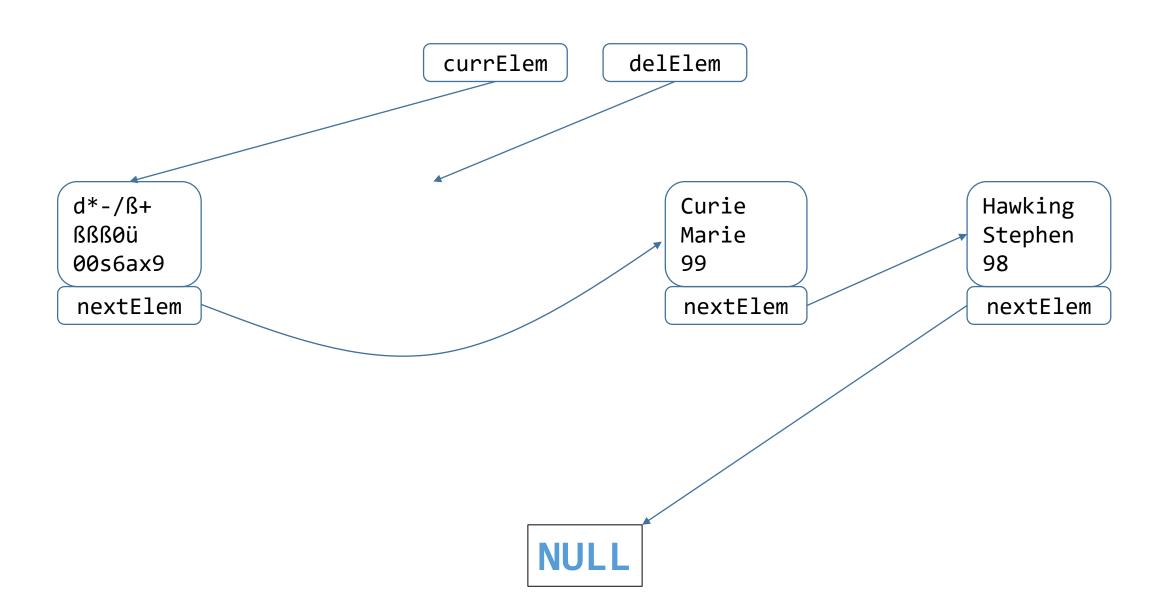
Liste löschen

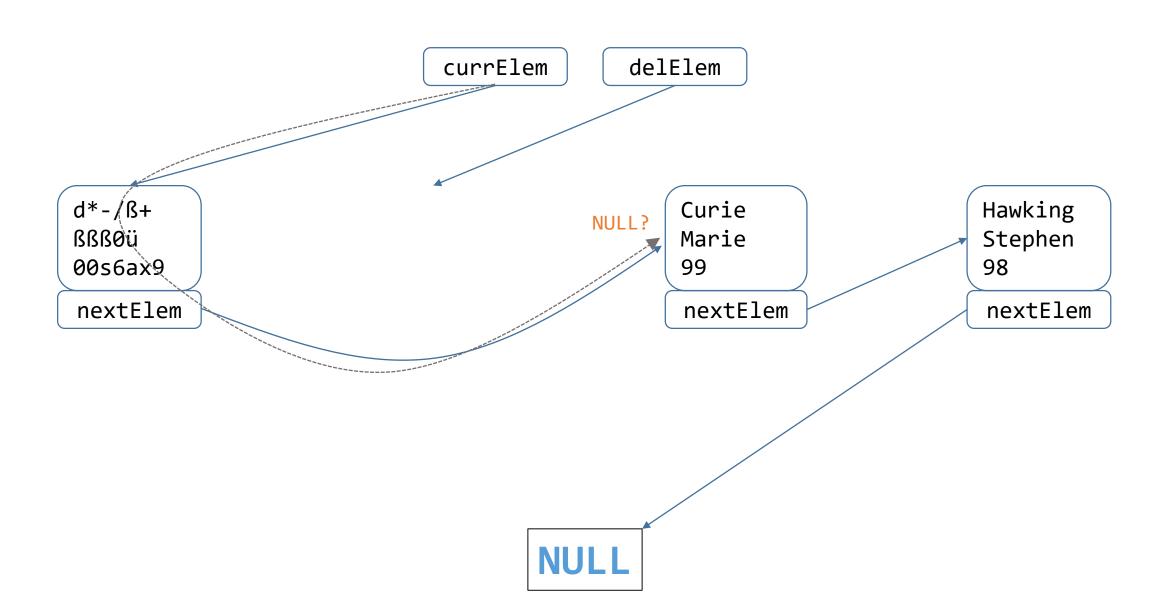


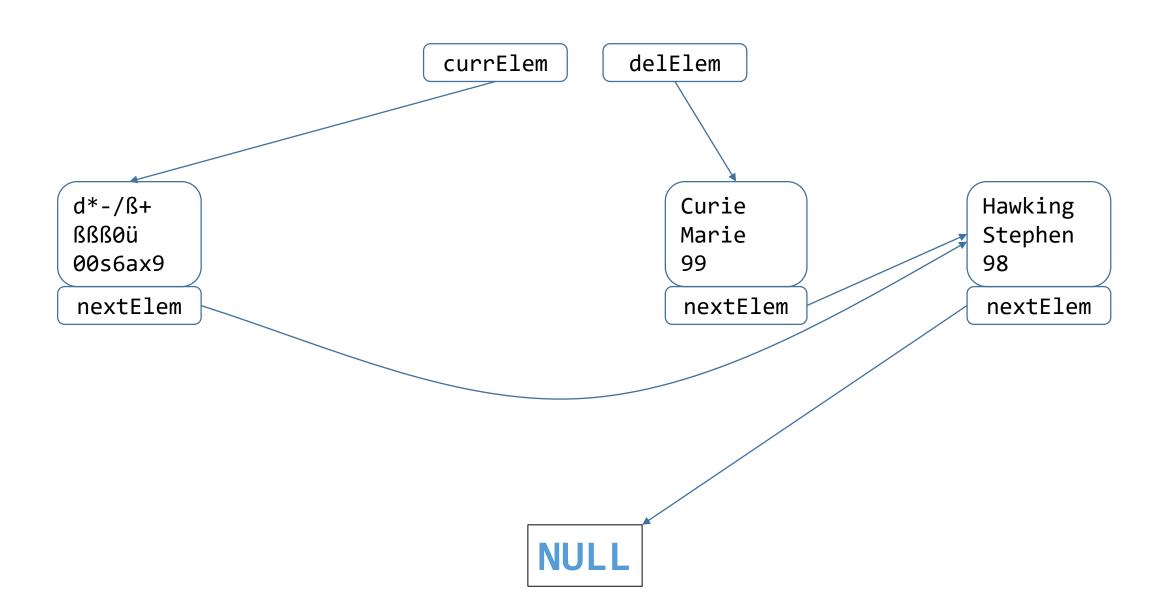


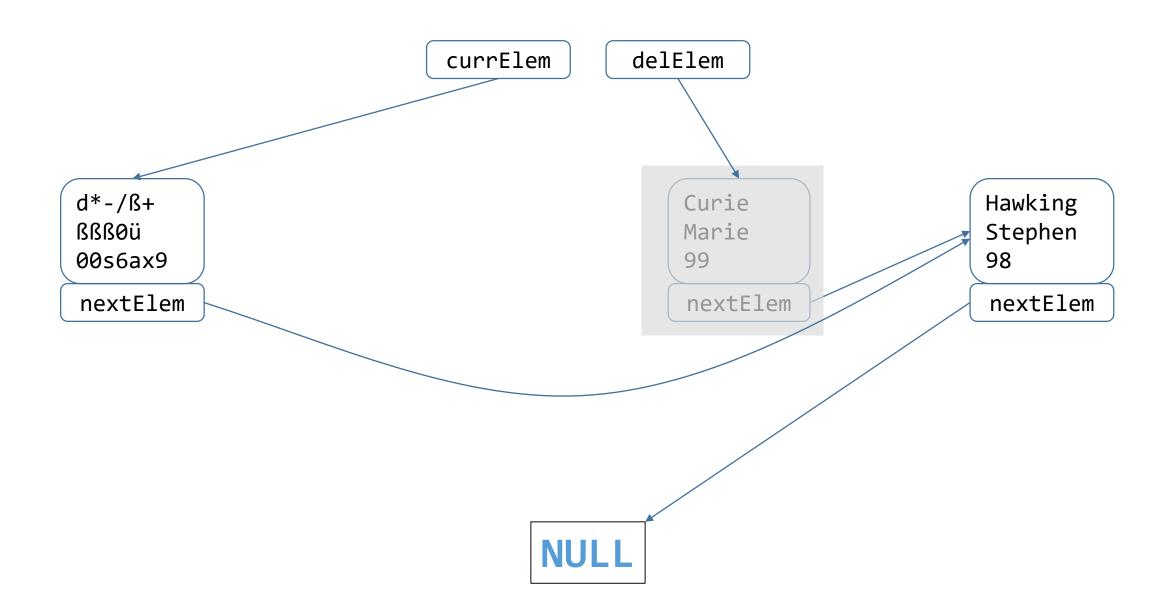


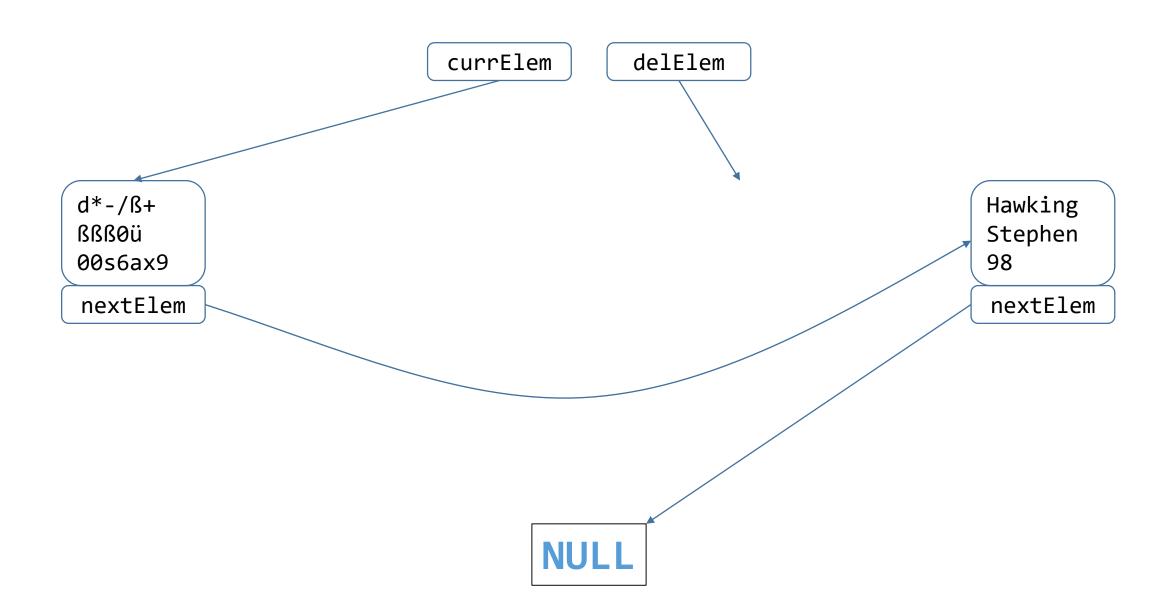


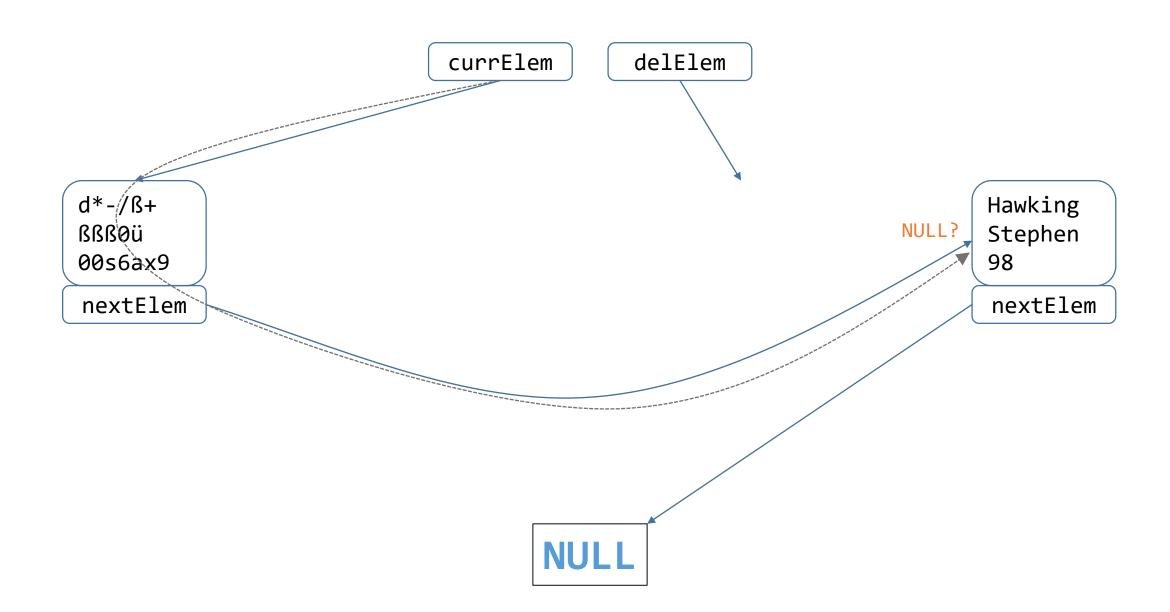


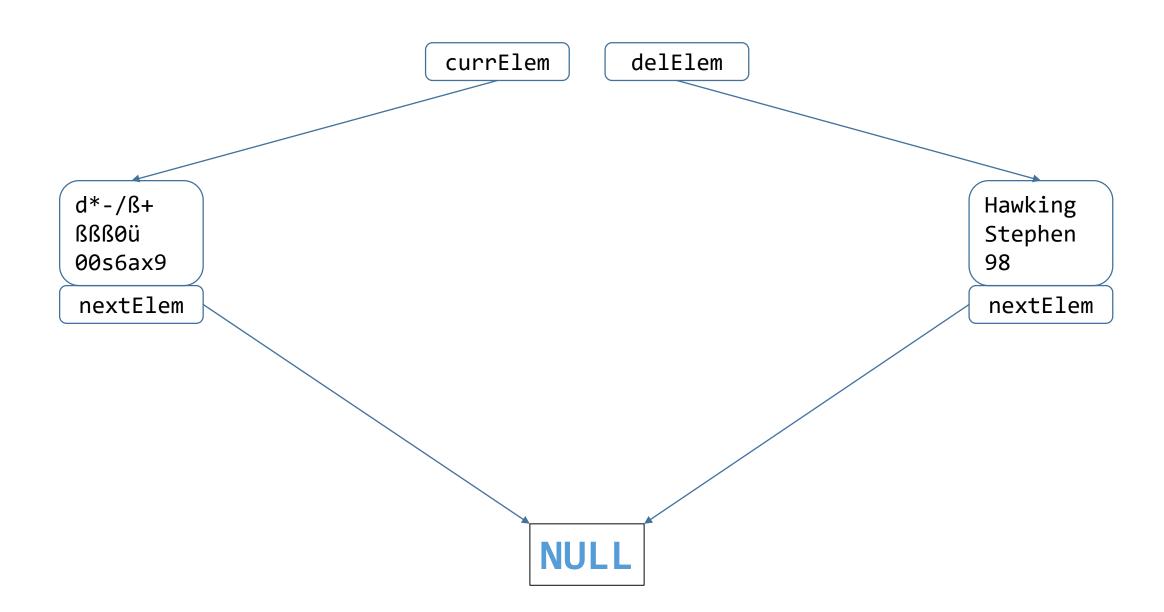


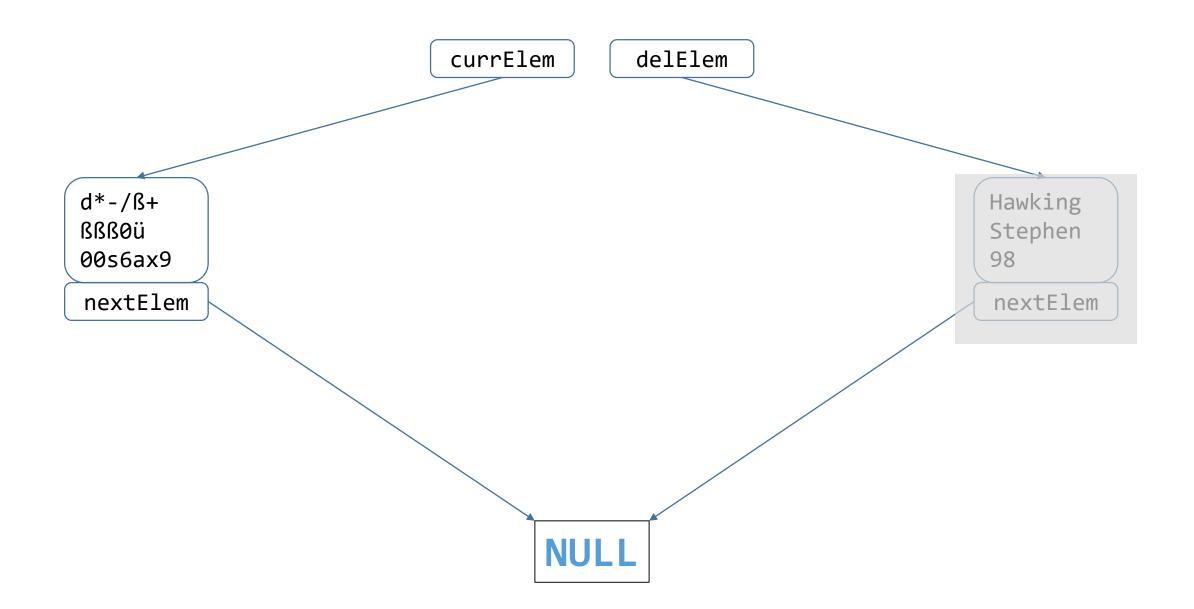


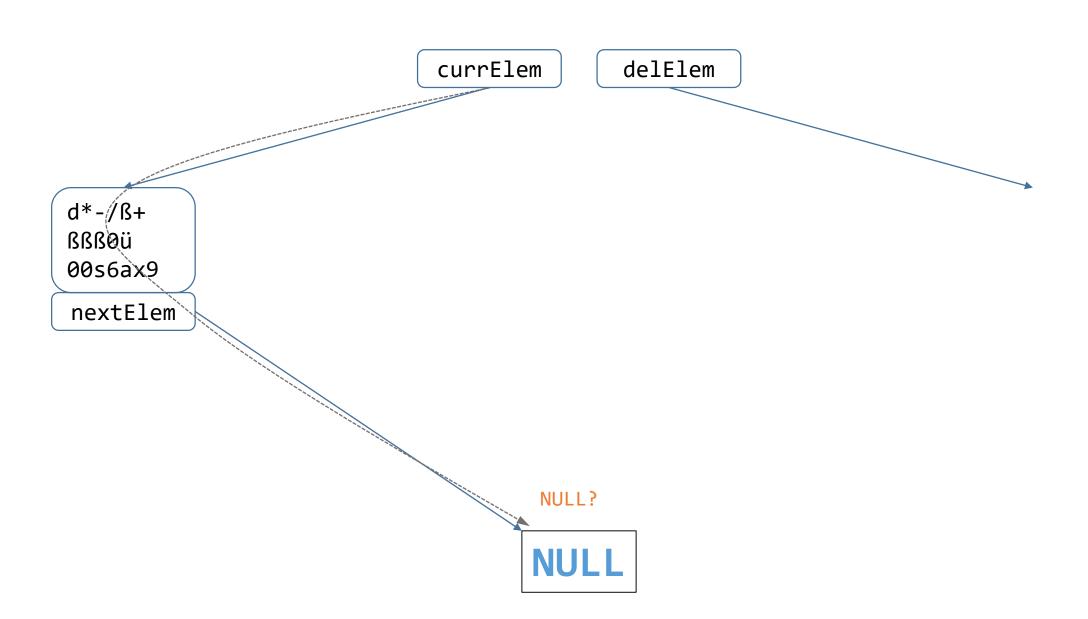












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nextElem

