

UNIVERSIDAD AUTONOMA DE AGUASCALIENTES

Estructuras computacionales

Ingeniería en computación inteligente

MEMORIA DINAMIC Y APUNTADORES(TAREA 4)

**Nombre del maestro:** Miguel Ángel Meza de Luna.

**Nombre del alumno:** Jose Luis Sandoval Perez.

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LISTAS

**#include <iostream>**

**#include <stdlib.h>**

**#include <bits/stdc++.h>**

**using namespace std;**

**struct Node {**

**int data;**

**struct Node\* next;**

**};**

**int main()**

**{**

**//llenado de null en nodos**

**Node\* one = NULL;**

**Node\* two = NULL;**

**Node\* three = NULL;**

**Node\* four = NULL;**

**Node\* five = NULL;**

**Node\* tmp = NULL;**

**one = new Node();**

**two = new Node();**

**three = new Node();**

**four = new Node();**

**five = new Node();**

**tmp = new Node();**

**one->data = 10;**

**one->next = two;**

**two->data = 20;**

**two->next = three;**

**three->data = 30;**

**three->next = four;**

**four->data = 40;**

**four->next = NULL;**

**five->data = 50;**

**five->next = NULL;**

**tmp->data = 0;**

**tmp->next = NULL;**

**std::cout << "LISTA DE DATOS" << std::endl;**

**tmp = one;**

**int cont=1;**

**while (tmp != NULL) {**

**std::cout << "Dato "<< cont<< "en la lista:";**

**cout << tmp->data << "\n";**

**tmp = tmp->next;**

**cont++;**

**}**

**five->next = two->next;**

**two->next = five;**

**std::cout << "LISTA DE DATOS con nodo agregado" <<**

**std::endl;**

**tmp = one;**

**cont=1;**

**while (one != NULL) {**

**std::cout << "Dato "<< cont<<"en la lista:";**

**cout << one->data << "\n";**

**one = one->next;**

**cont++;**

**}**

**return 0;**

**}**