

- ). COMP1511 17s2 — Lecture 19 — ...
  - . admin: Don't panic!
  - !. review: Nodes and Lists
  - ). lists: Node pointers vs allocated nodes
  - ). lists: Why do we use the list struct?
  - ). usinglists: Using Lists
  - ). usinglists: Going through every node
  - '. usinglists: Stopping at a certain node/position

# COMP1511 17s2

## — Lecture 19 —

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More Linked Lists

Testing + Version Control

# Don't panic!

assignment 2 groups

update your Game.h

# Nodes and Lists

```
typedef struct _node *Node;
typedef struct _list {
    Node head;
} list;
typedef struct _node {
    int value;
    Node next;
} node;
```

# Node pointers vs allocated nodes

reference to a node

vs

making (**allocating**) a new node

# Why do we use the list struct?

how do we know where the list starts?

when might that change?

void functions?

# Using Lists

# Going through every node

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list length?

list sum?

printing a list?

# Stopping at a certain node/position

add to end?

add to middle?