

0. COMP1511 17s2 — Lecture 19 — ...

- 1. admin: Don't panic!
- 2. review: Nodes and Lists
- 3. lists: Node pointers vs allocated nodes
- 4. lists: Why do we use the list struct?
- 5. usinglists: Using Lists
- 6. usinglists: Going through every node
- 7. usinglists: Stopping at a certain node/position

COMP1511 17s2

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— 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

2

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

Node pointers vs allocated nodes³

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

5

Going through every node ⁶

list length?

list sum?

printing a list?

Stopping at a certain node/position

add to end?

add to middle?