

# Phill-CPP-0906

加入 traverse and dump

```
#include <iostream>
using namespace std;

struct Node{
    int data;
    Node* next;
};

class LinkedList{
private:
    Node* head;

public:
    LinkedList(){
        head=nullptr;
    }

    void add(int data){
        Node* newNode = new Node{data, nullptr};
        if(head==nullptr){ //串列是空的
            head=newNode;
        }
        else{ //有 node inside
            Node* current=head; //產生新的魁儡變數 current
            while(current->next!=nullptr){ //還沒到底
                current = current -> next; //連下一個
            }
            current -> next = newNode;//把自己接到尾巴後面
        }
    }

    void print(){
        Node* current=head;
        while(current != nullptr){
            cout << current->data << "->";
            current = current -> next;
        }
        cout << "nullptr" << endl;
    }

    ~LinkedList(){
        Node* current =head;
        while(current!=nullptr){
            Node* temp = current; //先紀錄我的位址
            current = current -> next; //先把魁儡變數移到下一個人 避免我被release 掉消失
            delete temp; // 釋放自己
        }
    }
}
```

```
};  
  
int main()  
{  
    LinkedList list;  
    list.add(10);  
    list.add(20);  
    list.add(30);  
  
    list.print();  
    return 0;  
}
```