UNGUIDED

1. doubblist.h

```
#ifndef DOUBLELIST_H
#define DOUBLELIST_H

#include <string>

struct Kendaraan {
	std::string nopol;
	std::string warna;
	int thnBuat;
};
typedef Kendaraan infotype;

typedef struct ElmList *address;

struct ElmList {
	infotype info;
	address next;
	address prev;
};

struct List {
	address first;
	address last;
};

void createList(List& L);
address alokasi(infotype x);
void dealokasi(address& P);
void printInfo(List L);
void insertLast(List& L, address P);

#endif // DOUBLELIST_H
```

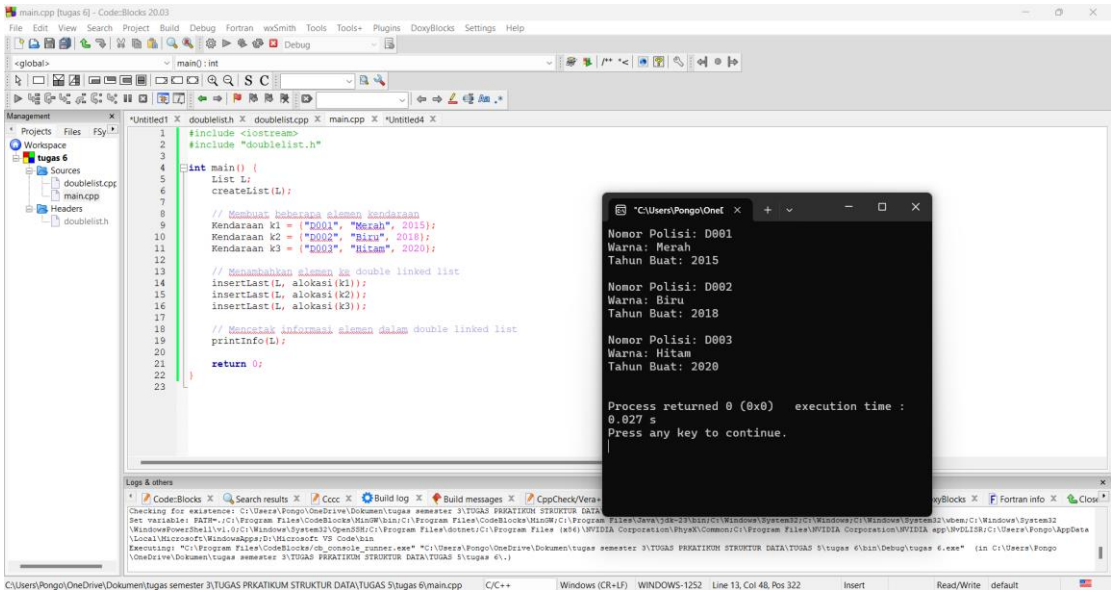
main.cpp

```
#include <iostream>
#include "doublelist.h"

int main() {
	List L;
	createList(L);

	// Membuat beberapa elemen kendaraan
	Kendaraan k1 = {"D001", "Merah", 2015};
	Kendaraan k2 = {"D002", "Biru", 2018};
	Kendaraan k3 = {"D003", "Hitam", 2020};

	// Menambahkan elemen ke double linked list
	insertLast(L, alokasi(k1));
	insertLast(L, alokasi(k2));
	insertLast(L, alokasi(k3));

	// Mencetak informasi elemen dalam double linked list
	printInfo(L);

	return 0;
```

```
}
```

doublelist.cpp

```
#include "doublelist.h"
#include <iostream>

void createList(List& L) {
	L.first = nullptr;
	L.last = nullptr;
}

address alokasi(infotype x) {
	address P = new ElmList;
	P->info = x;
	P->next = nullptr;
	P->prev = nullptr;
	return P;
}

void dealokasi(address& P) {
	delete P;
	P = nullptr;
}

void printInfo(List L) {
	address P = L.first;
	while (P != nullptr) {
		std::cout << "Nomor Polisi: " << P->info.nopol << std::endl;
		std::cout << "Warna: " << P->info.warna << std::endl;
		std::cout << "Tahun Buat: " << P->info.thnBuat << std::endl;
		std::cout << std::endl;
		P = P->next;
	}
}

void insertLast(List& L, address P) {
	if (L.first == nullptr) {
		L.first = P;
		L.last = P;
	} else {
		L.last->next = P;
		P->prev = L.last;
		L.last = P;
	}
}
```



2. Doublelist.h

```
#ifndef DOUBLELIST_H
#define DOUBLELIST_H

#include <string>

struct Kendaraan {
	std::string nopol;
	std::string warna;
	int thnBuat;
};
typedef Kendaraan infotype;

typedef struct ElmList *address;

struct ElmList {
	infotype info;
	address next;
	address prev;
};

struct List {
	address first;
	address last;
};

void createList(List& L);
address alokasi(infotype x);
void dealokasi(address& P);
void printInfo(List L);
void insertLast(List& L, address P);
address findElm(List L, infotype x);

#endif // DOUBLELIST_H
```

Doublelist.cpp

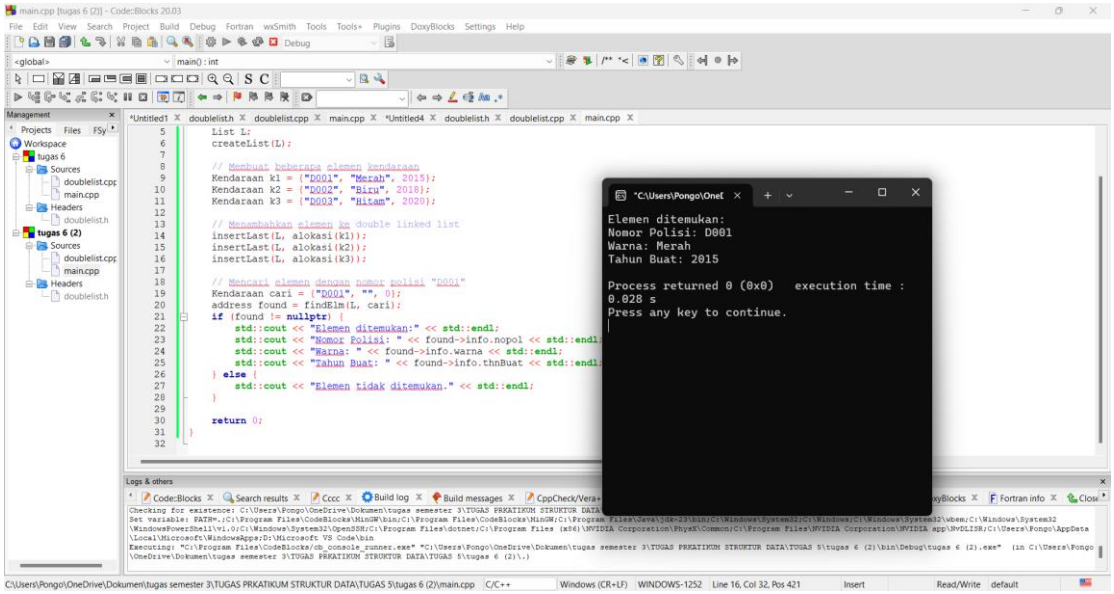
```
#include "doublelist.h"
#include <iostream>
```

```
void createList(List& L) {
	L.first = nullptr;
	L.last = nullptr;
}

address alokasi(infotype x) {
	address P = new ElmList;
	P->info = x;
	P->next = nullptr;
	P->prev = nullptr;
	return P;
}

void dealokasi(address& P) {
	delete P;
	P = nullptr;
}

void printInfo(List L) {
	address P = L.first;
	while (P != nullptr) {
		std::cout << "Nomor Polisi: " << P->info.nopol << std::endl;
		std::cout << "Warna: " << P->info.warna << std::endl;
		std::cout << "Tahun Buat: " << P->info.thnBuat << std::endl;
		std::cout << std::endl;
		P = P->next;
	}
}

void insertLast(List& L, address P) {
	if (L.first == nullptr) {
		L.first = P;
		L.last = P;
	} else {
		L.last->next = P;
		P->prev = L.last;
		L.last = P;
	}
}

address findElm(List L, infotype x) {
	address P = L.first;
	while (P != nullptr) {
		if (P->info.nopol == x.nopol) {
			return P;
		}
		P = P->next;
	}
	return nullptr;
}
```

Main.cpp

```
#include <iostream>
#include "doublelist.h"

int main() {
```

```
    List L;
    createList(L);

    // Membuat beberapa elemen kendaraan
    Kendaraan k1 = {"D001", "Merah", 2015};
    Kendaraan k2 = {"D002", "Biru", 2018};
    Kendaraan k3 = {"D003", "Hitam", 2020};

    // Menambahkan elemen ke double linked list
    insertLast(L, alokasi(k1));
    insertLast(L, alokasi(k2));
    insertLast(L, alokasi(k3));

    // Mencari elemen dengan nomor polisi "D001"
    Kendaraan cari = {"D001", "", 0};
    address found = findElm(L, cari);
    if (found != nullptr) {
        std::cout << "Elemen ditemukan:" << std::endl;
        std::cout << "Nomor Polisi: " << found->info.nopol << std::endl;
        std::cout << "Warna: " << found->info.warna << std::endl;
        std::cout << "Tahun Buat: " << found->info.thnBuat << std::endl;
    } else {
        std::cout << "Elemen tidak ditemukan." << std::endl;
    }

    return 0;
}
```



3. Doublelist.h

```
#ifndef DOUBLELIST_H
#define DOUBLELIST_H

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

struct infotype {
    string nopol;
```

```
    string warna;
    int thnBuat;
};

typedef struct ElmList* address;

struct ElmList {
    infotype info;
    address next;
    address prev;
};

struct List {
    address first;
    address last;
};

void CreateList(List& L);
address alokasi(infotype x);
void dealokasi(address& P);
void printInfo(List L);
void insertLast(List& L, address P);
address findElm(List L, infotype x);
void deleteAfter(List& L, address Prec, address& P);

#endif // DOUBLELIST_H
```

Doublelist.cpp

```
#include "doublelist.h"

void CreateList(List& L) {
    L.first = nullptr;
    L.last = nullptr;
}

address alokasi(infotype x) {
    address P = new ElmList;
    P->info = x;
    P->next = nullptr;
    P->prev = nullptr;
    return P;
}

void dealokasi(address& P) {
    delete P;
    P = nullptr;
}

void printInfo(List L) {
    address P = L.first;
    while (P != nullptr) {
        cout << "Nomor Polisi : " << P->info.nopol << endl;
        cout << "Warna        : " << P->info.warna << endl;
        cout << "Tahun        : " << P->info.thnBuat << endl;
        cout << endl;
        P = P->next;
    }
```

```
}

void insertLast(List& L, address P) {
	if (L.first == nullptr) {
		L.first = P;
		L.last = P;
	} else {
		L.last->next = P;
		P->prev = L.last;
		L.last = P;
	}
}

address findElm(List L, infotype x) {
	address P = L.first;
	while (P != nullptr && P->info.nopol != x.nopol) {
		P = P->next;
	}
	return P;
}

void deleteAfter(List& L, address Prec, address& P) {
	if (Prec != nullptr && Prec->next != nullptr) {
		P = Prec->next;
		Prec->next = P->next;
		if (P->next != nullptr) {
			P->next->prev = Prec;
		} else {
			L.last = Prec;
		}
		P->next = nullptr;
		P->prev = nullptr;
	} else {
		P = nullptr;
	}
}
```

Main.cpp

```
#include "doublelist.h"

int main() {
	List L;
	CreateList(L);

	// Menambahkan beberapa elemen
	infotype x;
	x.nopol = "D004"; x.warna = "Kuning"; x.thnBuat = 90;
	address P = alokasi(x);
	insertLast(L, P);

	x.nopol = "D001"; x.warna = "Hitam"; x.thnBuat = 90;
	P = alokasi(x);
	insertLast(L, P);

	// Menghapus elemen dengan nomor polisi D003
	x.nopol = "D003";
	address Prec = findElm(L, x);
```

```
    if (Prec != nullptr) {
        address P;
        deleteAfter(L, Prec, P);
        dealokasi(P);
        cout << "Elemen dengan nomor polisi D003 berhasil dihapus." << endl;
    } else {
        cout << "Elemen dengan nomor polisi D003 tidak ditemukan." << endl;
    }

    // Menampilkan isi double linked list
    cout << "DATA LIST 1" << endl;
    P = L.first;
    while (P != nullptr) {
        cout << "Nomor Polisi : " << P->info.nopol << endl;
        cout << "Warna        : " << P->info.warna << endl;
        cout << "Tahun        : " << P->info.thnBuat << endl;
        cout << endl;
        P = P->next;
    }

    return 0;
}
```