

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 {
```

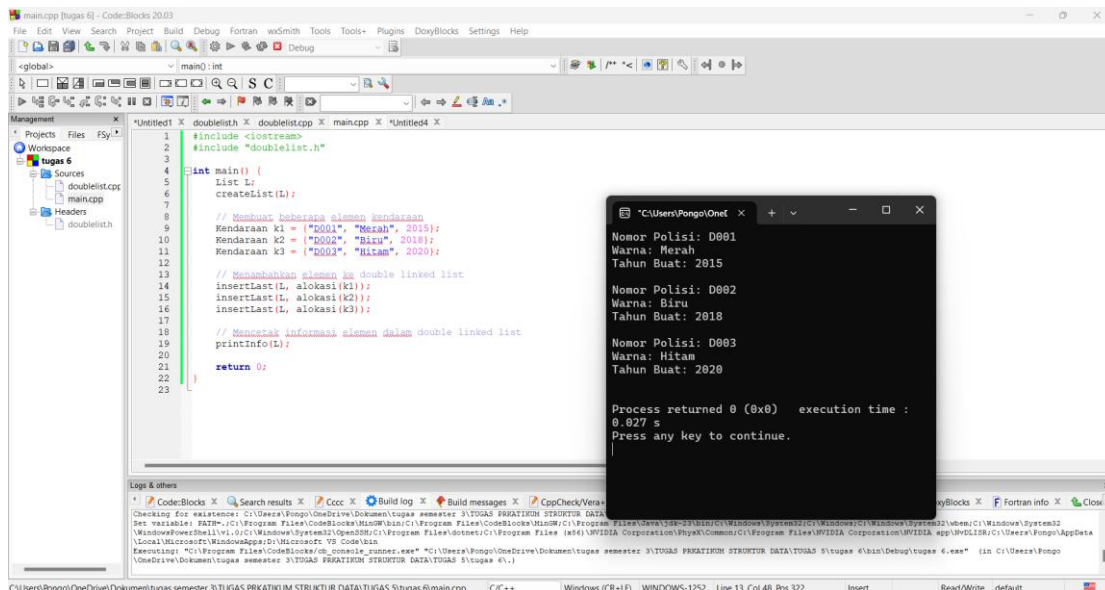
```
        L.last->next = P;
```

```
        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;
}

```

The screenshot shows a C++ IDE with the following components:

- Source Code Editor:** Displays the C++ code for a doubly linked list. It includes functions for creating the list, inserting elements at the end, and finding an element by its license plate number. The code uses a struct for vehicle information and a pointer to the head of the list.
- Terminal/Console:** Shows the output of the program. It prints "Elemen ditemukan:" followed by the details of the first element: "Nomor Polisi: D001", "Warna: Merah", and "Tahun Buat: 2015". It also shows the process return time and a prompt to press any key to continue.
- File Explorer:** Shows the project structure with files like main.cpp, doublelist.cpp, and doublelist.h.
- Log & Others:** Displays build logs and other system messages.

```

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;
}

```

The screenshot shows a C++ IDE with the following components:

- Source Code (main.cpp):**

```

1 int main() {
2     List L;
3     CreateList(L);
4
5     // Menambahkan beberapa elemen
6     infotype x;
7     x.nopol = "D004"; x.warna = "Kuning"; x.thnBuat = 90;
8     address P = alokasi(x);
9     insertLast(L, P);
10
11     x.nopol = "D001"; x.warna = "Hitam"; x.thnBuat = 90;
12     P = alokasi(x);
13     insertLast(L, P);
14
15     // Menghapus elemen dengan nomor polisi D003
16     x.nopol = "D003";
17     address Prec = findElem(L, x);
18     if (Prec != nullptr) {
19         deleteAfter(L, Prec, P);
20         dealokasi(P);
21         cout << "Elemen dengan nomor polisi D003 berhasil dihapus." << endl;
22     } else {
23         cout << "Elemen dengan nomor polisi D003 tidak ditemukan." << endl;
24     }
25
26     // Menampilkan isi double linked list
27     cout << "DATA LIST 1" << endl;
28     P = L.first;
29     while (P != nullptr) {
30         cout << "Nomor Polisi : " << P->info.nopol << endl;
31         cout << "Warna          : " << P->info.warna << endl;
32         cout << "Tahun          : " << P->info.thnBuat << endl;
33         cout << endl;
34         P = P->next;
35     }
36     return 0;
37 }

```
- Execution Output (Terminal):**

```

C:\Users\Pongo\OneDrive\Documents\tugas semester 3\TUGAS PRKATIKUM STRUKTUR DATA\tugas 6 (3)\main.cpp : C/C++
Elemen dengan nomor polisi D003 tidak ditemu
kan.
DATA LIST 1
Nomor Polisi : D004
Warna          : Kuning
Tahun          : 90

Nomor Polisi : D001
Warna          : Hitam
Tahun          : 90

Process returned 0 (0x0)   execution time :
0.024 s
Press any key to continue.

```