

<단순연결리스트>

```
#include <stdio.h>
#include <stdlib.h>
typedef struct ListNode
{
    int data;
    struct ListNode* link;
}ListNode;
typedef struct
{
    ListNode*head;
}LinkedListType;

void init(LinkedListType* L)
{
    L-> head = NULL;
}

void addFirst(LinkedListType* L, int item)
{
    ListNode* node = (ListNode*)malloc(sizeof(ListNode));
    node-> data = item;
    node-> link = L-> head;
    L->head = node;
}

void add(LinkedListType* L, int pos, int item)
{
    ListNode* node = (ListNode*)malloc(sizeof(ListNode));
    ListNode* before = L-> head;
    for(int i = 0; i < pos-1; i++)
    {
        before = before-> link;
    }
    node -> data = item;
    node-> link = before-> link;
    before->link = node;
}

void addLast(LinkedListType*L, int item)
{
    ListNode* node = (ListNode*)malloc(sizeof(ListNode));
    node-> data = item;
    node-> link = NULL;
    int count = 0;
    for(ListNode*p = L-> head; p!= NULL; p = p->link)
    {
        count++;
    }
    ListNode* q = L-> head;

    for(int i = 0; i < count-1; i++)
    {
        q = q->link;
    }
    q->link = node;
}
```

```
}
```

```
int get(LinkedListType* L, int pos)
```

```
{
    ListNode* p = L->head;
    for(int i = 1; i < pos; i++)
    {
        p = p->link;
    }
    return p->data;
}
```

```
void set(LinkedListType* L, int pos, int item)
```

```
{
    ListNode* p = L->head;
    for(int i = 1; i < pos; i++)
    {
        p = p->link;
    }
    p->data = item;
}
```

```
void remove1(LinkedListType* L, int pos)
```

```
{
    ListNode* before = L->head;
    for(int i = 0; i < pos-1; i++)
    {
        before = before->link;
    }
    ListNode * next = before;
    next = next->link;
    next = next->link;
    before->link = next;
}
```

```
void removeFirst(LinkedListType* L)
```

```
{
    ListNode* p = L->head;
    p = p->link;
    L->head = p;
}
```

```
void removeLast(LinkedListType* L)
```

```
{
    int count = 0;
    for(ListNode* p = L->head; p != NULL; p = p->link)
    {
        count++;
    }
    ListNode* q = L->head;
    for(int i = 1; i <= count-2; i++)
    {
        q = q->link;
    }
    q->link = NULL;
}
```

```

void printList(LinkedListType* L)
{
    for(ListNode* p = L->head; p!=NULL; p=p->link)
    {
        printf("[%d] -> ", p->data);
    }
    printf("NULL\n");
}

void main()
{
    LinkedListType list;
    init(&list);

    addFirst(&list,10); printList(&list);
    addFirst(&list,20); printList(&list);
    addFirst(&list,30); printList(&list);

    getchar();
    add(&list, 1, 40); printList(&list);
    add(&list, 4, 80); printList(&list);
    add(&list, 2, 50); printList(&list);
    add(&list, 3, 60); printList(&list);
    getchar();
    addLast(&list, 10); printList(&list);
    getchar();
    removeFirst(&list); printList(&list);
    removeLast(&list); printList(&list);
    remove1(&list, 3); printList(&list);
    //int pos;
    //printf("\n몇 번 노드의 값을 반환할까요? ");
    //scanf("%d", &pos);
    //printf("%d번 노드의 값은 %d\n", pos, get(&list, pos));
}

```

결과:

```

[10] -> NULL
[20] -> [10] -> NULL
[30] -> [20] -> [10] -> NULL

[30] -> [40] -> [20] -> [10] -> NULL
[30] -> [40] -> [20] -> [10] -> [80] -> NULL
[30] -> [40] -> [50] -> [20] -> [10] -> [80] -> NULL
[30] -> [40] -> [50] -> [60] -> [20] -> [10] -> [80] ->
NULL

[30] -> [40] -> [50] -> [60] -> [20] -> [10] -> [80] ->
[10] -> NULL

[40] -> [50] -> [60] -> [20] -> [10] -> [80] -> [10] ->
NULL
[40] -> [50] -> [60] -> [20] -> [10] -> [80] -> NULL
[40] -> [50] -> [60] -> [10] -> [80] -> NULL
Program ended with exit code: 5

```

<생일 케이크 배열 ver1>
#include <stdio.h>
#include <stdlib.h>
void buildList(int A[], int n)

```

{
    for(int i = 0; i<n; i++)
    {
        A[i] = i+1;
    }
}

```

```

    }
}

int runSimulation(int A[], int n, int k)
{
    int r = 0;
    int N = n;
    while(n>1)
    {
        int i = 0;
        while(i<k)
        {
            r = (r+1)%N;
            if(A[r] != 0)
                i++;
        }
        A[r] = 0;
        n--;
        while(A[r] == 0)
        {
            r = (r+1) % N;
        }
    }
    return A[r];
}

int candle(int A[], int n, int k)
{
    buildList(A, n);
    return runSimulation(A, n, k);
}

void main()
{
    int n,k;
    printf("how many candles? ");
    scanf("%d", &n);
    printf("how many skips? ");
    scanf("%d", &k);
    int A[n];
    printf("%d\n", candle(A, n, k));
}

```

결과:

```

how many candles? 7
how many skips? 3
2
Program ended with exit code: 2

```

<생일 케이크 배열 ver2>

```

#include <stdio.h>
#include <stdlib.h>
void buildList(int A[], int n)
{
    for(int i = 0; i<n; i++)

```

```

    {
        A[i] = i+1;
    }
}
void remove1(int A[], int n, int r)
{
    for(int i = r; i<n; i++)
    {
        A[i] = A[i+1];
    }
}
int runSimulation(int A[], int n, int k)
{
    int r = 0;
    while(n>1)
    {
        r = (r+k) %n;
        remove1(A, n, r);
        n--;
    }
    return A[0];
}

```

```

int candle(int A[], int n, int k)
{
    buildList(A, n);
    return runSimulation(A, n, k);
}

```

```

void main()
{
    int n,k;
    printf("how many candles? ");
    scanf("%d", &n);
    printf("how many skips? ");
    scanf("%d", &k);
    int A[n];
    printf("%d\n", candle(A, n, k));
}

```

결과:

```

how many candles? 7
how many skips? 4
6
Program ended with exit code: 2

```

<생일 케이크 원형연결리스트>

```

#include <stdio.h>
#include <stdlib.h>

```

```

typedef struct ListNode
{

```

```

        int data;
        struct ListNode* link;
    }ListNode;

typedef struct{
    ListNode* head;
}LinkedListType;

void init(LinkedListType* L)
{
    L-> head = NULL;
}

void buildList(LinkedListType* L, int n)
{
    ListNode* p = (ListNode*)malloc(sizeof(ListNode));
    L-> head = p;
    p->data = 1;
    for(int i = 2; i<=n; i++)
    {
        p->link = (ListNode*)malloc(sizeof(ListNode));
        p = p->link;
        p-> data = i;
    }
    p-> link = L->head;
}

int runSimulation(LinkedListType* L, int n, int k)
{
    ListNode*p = L-> head;
    while(p!= p->link)
    {
        for(int i=1;i<k;i++)
        {
            p = p->link;
        }
        ListNode* pnext = p->link;
        p->link = pnext -> link;
        free(pnext);
        p = p->link;
    }
    return p->data;
}

int candle(int n, int k)
{
    LinkedListType list;
    init(&list);
    buildList(&list, n);
    return runSimulation(&list, n, k);
}

void main()
{
    int n,k;

```

```
    printf("how many candles? ");
    scanf("%d", &n);
    printf("how many skips? ");
    scanf("%d", &k);
    printf("%d\n", candle(n, k));
}
```

결과:

```
how many candles? 8
how many skips? 5
1
Program ended with exit code: 2
```