```
#include <stdio.h>
1
    #include <malloc.h>
 2
 3
    #include <stdlib.h>
 4
    struct Node
 5
    {
6
        int data;
7
        struct Node *next;
8
    };
9
    struct Node* circle(struct Node* p,int n,int m);
    struct Node * Append (struct Node* p,int x);
10
11
    struct Node * NewNode()
12
13
         struct Node *p;
14
         p = (struct Node *) malloc (sizeof (struct Node));
15
         if (p == NULL) {
            printf ("Error : out of memory\n");
16
17
            exit (-1);
18
         }
19
         return p;
20
    }
21
22
    int main ()
23
    {
24
         int m,n[10000],i=0;
25
         struct Node* p=NULL;//第一次的单向循环链表
26
         printf("请输入M和报数密码,报数密码以0结束:\n");
27
         scanf("%d",&m);
28
         scanf("%d",&n[0]);
29
         while(n[i]!=0){
30
             i++;
             scanf("%d",&n[i]);
31
32
         }//输入密码
33
         for(int j=1; j <= m; j++){
             p=Append(p,j);
34
         }
35
36
         for(int j=0; j<=i-2; j++){
37
38
             p=circle(p,n[j],m);
39
         }
         //第二次约瑟夫环开始
40
41
         struct Node* p1=p;
42
         struct Node* t1 = p1->next;
43
         int y1=n[i-1]%m;//取余操作,减少循环的次数
44
         y1--;
45
         int yy1=y1;//暂存y值
         while(p1!=p1->next){
46
47
             while(y1--){//指针后移
48
49
                 t1=t1->next;
50
                 p1=p1->next;
             }
51
52
             y1=yy1;
53
             printf("%d ",t1->data);
54
             p1->next=t1->next;//去掉该节点
             free(t1);
55
```

```
56
           t1=p1->next;
57
         }
58
             printf("%d",t1->data);
59
         free(p1);
60
         return 0;
61
62
    struct Node* circle(struct Node* p,int n,int m){//除最后一个密码之外,前几个密码
63
    的约瑟夫环操作在此执行
64
         struct Node* p1=NULL;
65
         struct Node* t = p->next;
66
        int y=n%m;//取余操作,减少循环的次数
        y--;
67
68
        int yy=y;//暂存y值
69
        while(p!=p->next){
70
71
            while(y--){//指针后移
72
                t=t->next;
73
                 p=p->next;
74
            }
75
            y=yy;
76
            p1=Append(p1,t->data);
77
            p->next=t->next;//去掉该节点
78
            free(t);
79
            t=p->next;
80
        }
81
         p1=Append(p1,t->data);
82
         free(p);
83
        return p1;
    struct Node* Append(struct Node* p,int x){
85
86
       if(p==NULL){
87
        struct Node *q = NewNode();
88
        q->data=x;
89
        q->next=q;
90
        p=q;
91
        }else{
92
           struct Node *q = NewNode();
93
           q->data=x;
94
           q->next=p->next;
95
           p->next=q;
96
           p=q;
97
        }
98
        return p;
99 }
```