```
1 #include <stdio.h>
    #include <malloc.h>
2
3
    #include <stdlib.h>
    struct Node
4
 5
6
        int data;
7
        struct Node *next;
8
    };
9
    void Insert (struct Node *1, int x);
10
11
    void Destory (struct Node *1);
    void Print (struct Node *1);
12
    struct Node * NewNode()
13
14
    {
15
         struct Node *p;
         p = (struct Node *) malloc (sizeof (struct Node));
16
         if (p == NULL) {
17
18
            printf ("Error : out of memory\n");
19
            exit (-1);
20
         }
21
         return p;
22
    }
23
24
    int main ()
25
26
        struct Node *la = NewNode();//正整数的链表
        struct Node *1b = NewNode();//负整数的链表
27
28
29
        1a - > next = NULL;
30
        1b->next = NULL;
        int x;
31
32
        printf("请输入数字,以0结束,以空格或回车间隔");
33
        scanf ("%d", &x);
        while(x!=0){
34
           if(x>0){
35
36
             Insert(la, x);
37
           }else{
38
             Insert(lb, x);
39
           scanf ("%d", &x);
40
41
        Print(la);
42
43
        Print(lb);
44
        Destory(la);
45
        Destory(lb);
46
        return 0;
47
48
    void Insert (struct Node *1, int x)
49
50
        struct Node *q= NewNode ();
51
        q->data = x;
52
        struct Node *p = 1;
53
        while (p->next && x > p->next ->data)
54
            p = p->next;
55
        q->next = p ->next;
```

```
56 p->next = q;
 57 }
 58 void Destory (struct Node *1)
 59 {
 60
        while (1)
 61
       {
 62
          struct Node *q = 1->next;
 63
           free (1);
 64
           1 = q;
       }
 65
 66 }
 67 void Print (struct Node *1)
 68 {
 69
        1 = 1 - \text{--next};
        if (1)
 70
 71
            printf ("%d", 1->data);
 72
 73
           1 = 1->next;
 74
       }
 75
        while (1)
 76
          printf ("->%d", 1->data);
 77
 78
           1 = 1->next;
 79
       }
       printf ("\n");
 80
 81 }
```

```
PS D:\csjjg> cd "d:\csjjg\程序设计综合实践\"; if ($?) { gcc first.c - o first }; if ($?) { .\first } 请输入数字,以0结束,以空格或回车间隔1 2 3 4 5 55 55 -332 -3 -2 0 1->2->3->4->5->55 -352->-352->-3->-2
```