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Tugas :

Membuat program linked list. File berisi source code program linked list dengan bahasa pemrograman C++ serta output program linked list.

Note :

Software yang digunakan visual studio 2019.

Source code program:

```
#include <stdio.h>
#include <iostream>
#include <conio.h>
#include <stdlib.h>

using namespace std;

struct Node {
    int data;
    Node* next;
};

Node* head, * tail, * acuan;

void init() {
    head = NULL;
    tail = NULL;
}

int isEmpty() {
    if (tail == NULL) return 1;
    else return 0;
}

void buatNodeBaru(int databaru) {
    Node* baru;
    baru = new Node;
    baru->data = databaru;
    tail = baru;
    head = baru;
    tail->next = NULL;

    cout << "\n Node baru telah di buat";
}

void tambahDepan(int databaru)
{
    Node* depan;
    depan = new Node;
    depan->data = databaru;
    depan->next = NULL;
    tail->next = NULL;
    depan->next = head;
    head = depan;
}
```

```

        cout << "\n Angka telah di input pada node depan";
    }

    int posisi;
    void tambahTengah(int databaru, int posisi) {
        Node* tengah;
        tengah = new Node;
        tengah->data = databaru;
        acuan = head;
        int nomor = 1;
        while (nomor < posisi - 1) {
            acuan = acuan->next;
            nomor++;
        }
        tengah->next = acuan->next;
        acuan->next = tengah;

        cout << "\n Angka telah di input pada node tengah";
    }

    void tambahBelakang(int databaru)
    {
        Node* belakang;
        belakang = new Node;
        belakang->data = databaru;
        tail->next = belakang;
        tail = belakang;
        tail->next = NULL;

        cout << "\n Angka telah di input pada node belakang";
    }

    void tampil() {
        Node* bantu;
        bantu = head;
        if (isEmpty() == 0)
        {
            while (bantu != NULL)
            {
                cout << " " << bantu->data << " ";
                bantu = bantu->next;
            }
        }
        else cout << "\n Masih kosong \n";
    }

    void hapusDepan()
    {
        Node* hapus;
        if (isEmpty() == 0)
        {
            if (head != tail)
            {
                hapus = head;
                head = head->next;
                delete hapus;

                cout << "\n Node telah dihapus" << endl;
            }
            else {

```

```

        head = tail = NULL;
    }
}
else {
    cout << " Masih kosong\n";
}
}

void hapusBelakang()
{
    Node* hapus;
    if (isEmpty() == 0)
    {
        if (head != tail)
        {
            hapus = head;
            while (hapus->next != tail) hapus = hapus->next;
            tail = hapus;
            delete(hapus->next);

            cout << "\n Node belakang telah di hapus" << endl;
            tail->next = NULL;
        }
    }
    else {
        cout << " Masih kosong\n";
    }
}

void clear()
{
    Node* bantu, * hapus;
    bantu = head;
    while (bantu != NULL)
    {
        hapus = bantu;
        bantu = bantu->next;
        delete hapus;
    }
    head = NULL;
    printf(" Telah di bersihkan ");
}

int main()
{
    int pilihan, databaru, pil;
    do
    {
        system("cls");
        cout << "\n Menu : \n" << endl;

        cout << " 1. Buat Node Awal" << endl;
        cout << " 2. Tambah Node" << endl;
        cout << " 3. Tampilkan Node" << endl;
        cout << " 4. Hapus Node" << endl;
        cout << " 5. Keluar" << endl;
        cout << "\n" << endl;
        cout << " Masukkan Pilihan : ";
        cin >> pilihan;
        switch (pilihan)
        {

```

```

case 1: system("cls"); {
    cout << "\n Masukkan angka untuk mengisi node baru : ";
    cin >> databaru;
    buatNodeBaru(databaru);
    break;
}
case 2: system("cls"); {
    int pil;
    cout << "\n Menu : \n" << endl;
    cout << " 1. Tambah Node Depan" << endl;
    cout << " 2. Tambah Node Tengah" << endl;
    cout << " 3. Tambah Node Belakang" << endl;
    cout << "\n" << endl;
    cout << " Masukan Pilihan : ";
    cin >> pil;
    if (pil == 1) {
        if (head == NULL) {
            cout << "\n Buat node awal terlebih dahulu" << endl;
            break;
        }
        cout << "\n Masukkan angka untuk mengisi node depan : ";
        cin >> databaru;
        tambahDepan(databaru);
    }
    else if (pil == 2) {
        if (head == NULL) {
            cout << "\n Buat node awal terlebih dahulu" << endl;
            break;
        }
        cout << "\n Masukkan angka untuk mengisi node tengah : ";
        cin >> databaru;
        tambahTengah(databaru, posisi);
    }
    else if (pil == 3) {
        if (head == NULL) {
            cout << "\n Buat node awal terlebih dahulu" << endl;
            break;
        }
        cout << "\n Masukkan angka untuk mengisi node belakang : ";
        cin >> databaru;
        tambahBelakang(databaru);
    }
    else
    {
        cout << "\n Pilhan anda tidak tersedia" << endl;
    }
    break;
}
case 3: system("cls"); {
    tampil();
    break;
}
case 4: system("cls"); {
    int pil;
    cout << "\n Menu : \n" << endl;
    cout << " 1. Hapus Node Dari Depan" << endl;
    cout << " 2. Hapus Node Dari Belakang" << endl;
    cout << "\n" << endl;
    cout << " Masukan Pilihan : ";
    cin >> pil;
    if (pil == 1) {

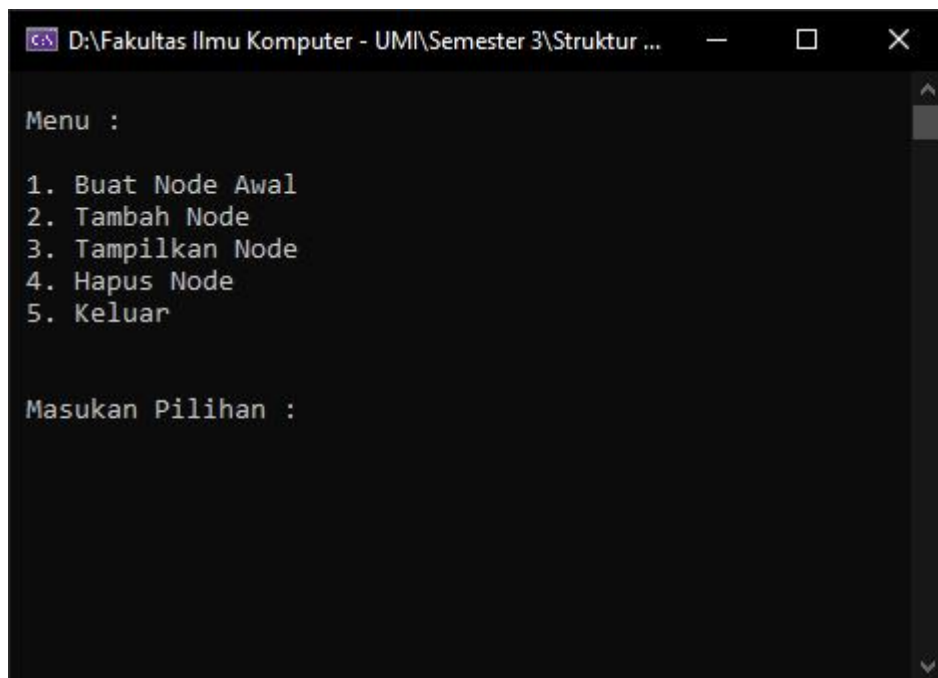
```

```

        hapusDepan();
        break;
    }
    else if (pil == 2) {
        hapusBelakang();
        break;
    }
    else
    {
        cout << "\n Pilihan anda tidak tersedia" << endl;
    }
    break;
}
case 5: system("cls"); {
    return 0;
    break;
}
default: system("cls");
{
    cout << " Maaf, Pilihan yang anda pilih tidak tersedia! \n ";
}
}
_getch();
} while (pilihan != 7);
}

```

Output Program :



```

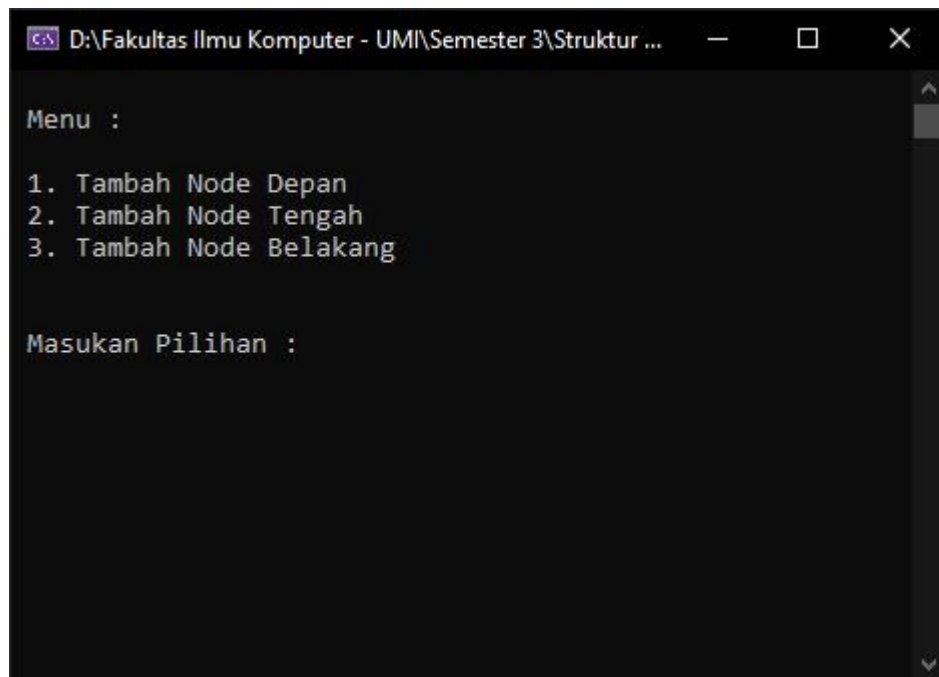
D:\Fakultas Ilmu Komputer - UMI\Semester 3\Struktur ...
Menu :

1. Buat Node Awal
2. Tambah Node
3. Tampilkan Node
4. Hapus Node
5. Keluar

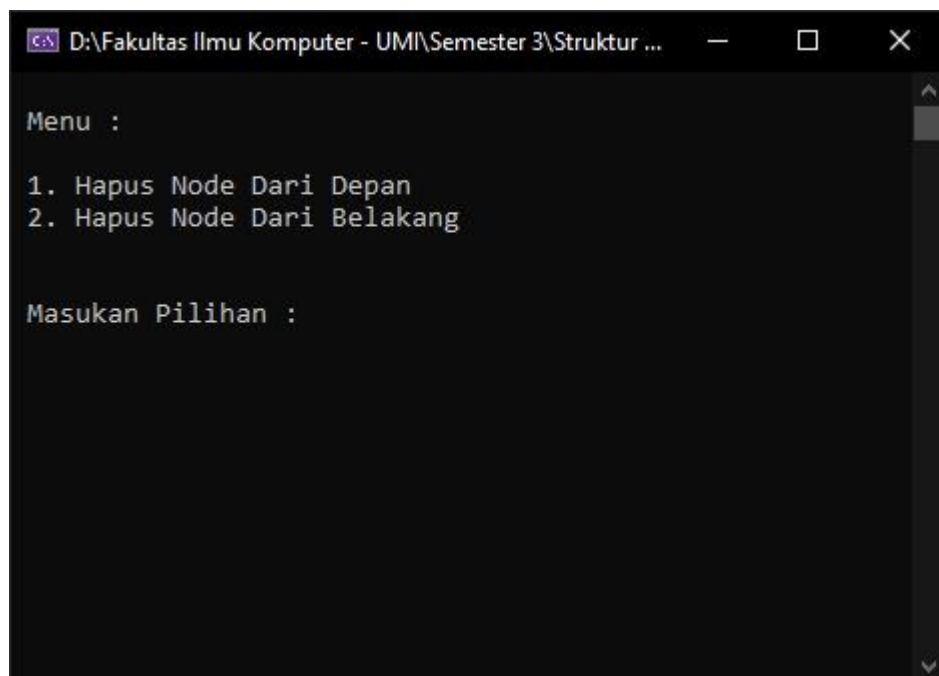
Masukan Pilihan :

```

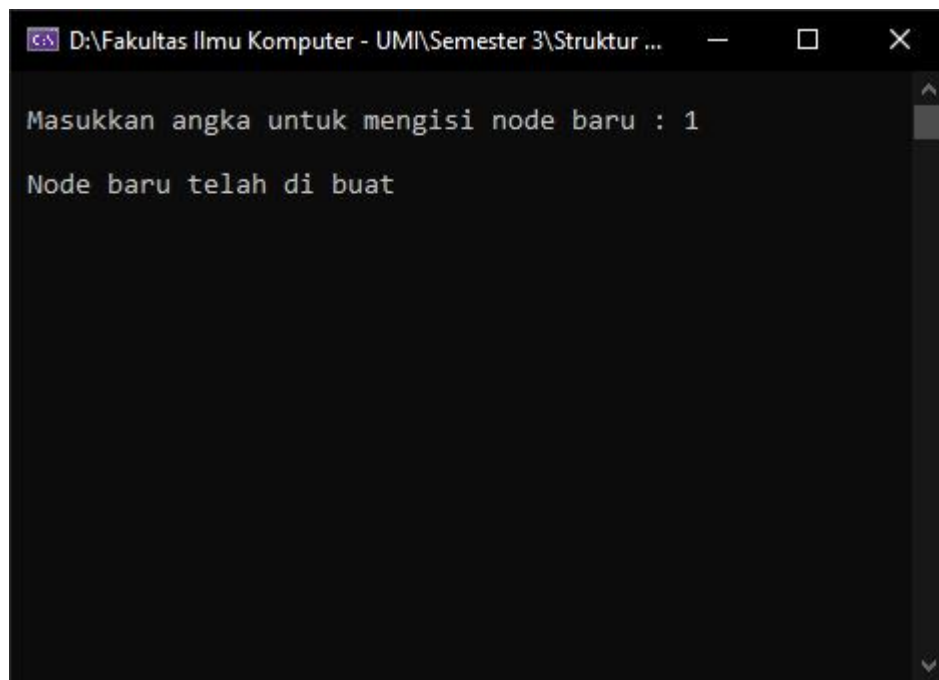
Gambar 1. 1 Tampilan Menu



Gambar 1. 2 Menu Tambah Node



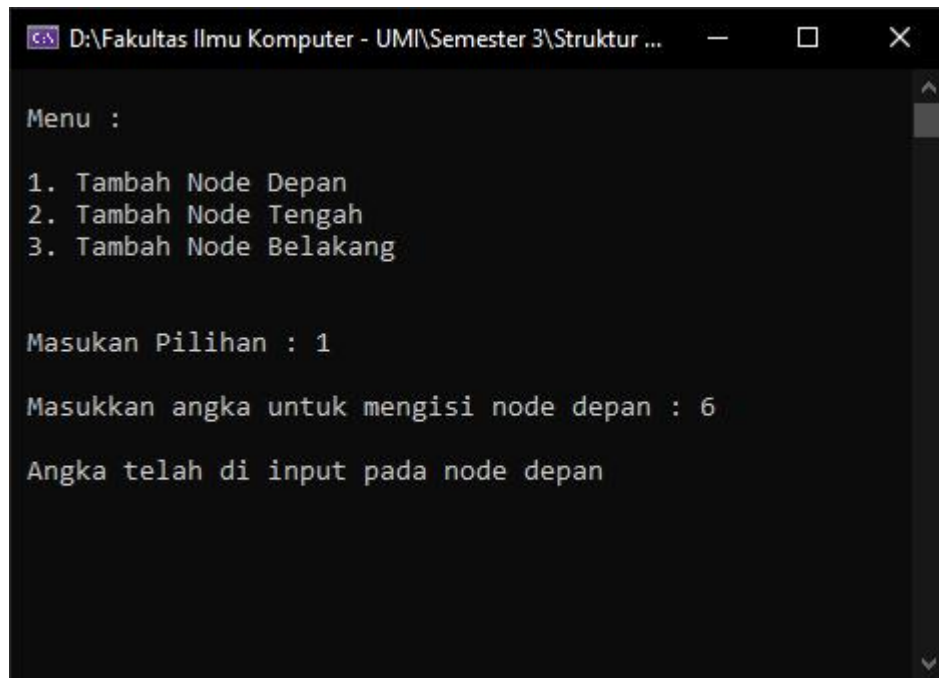
Gambar 1. 3 Menu Hapus Node



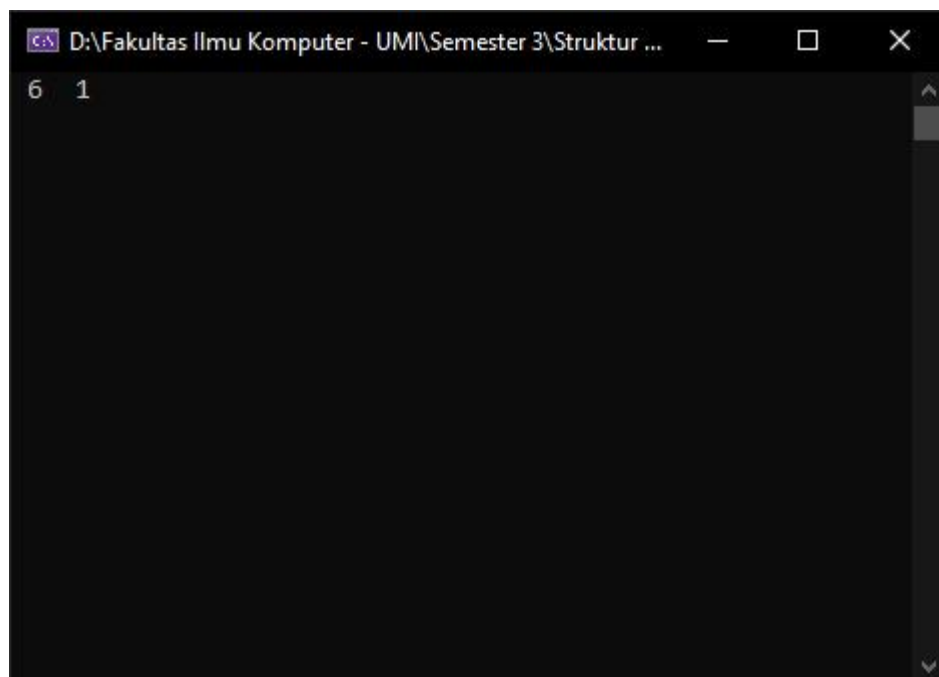
Gambar 1. 4 Node Baru



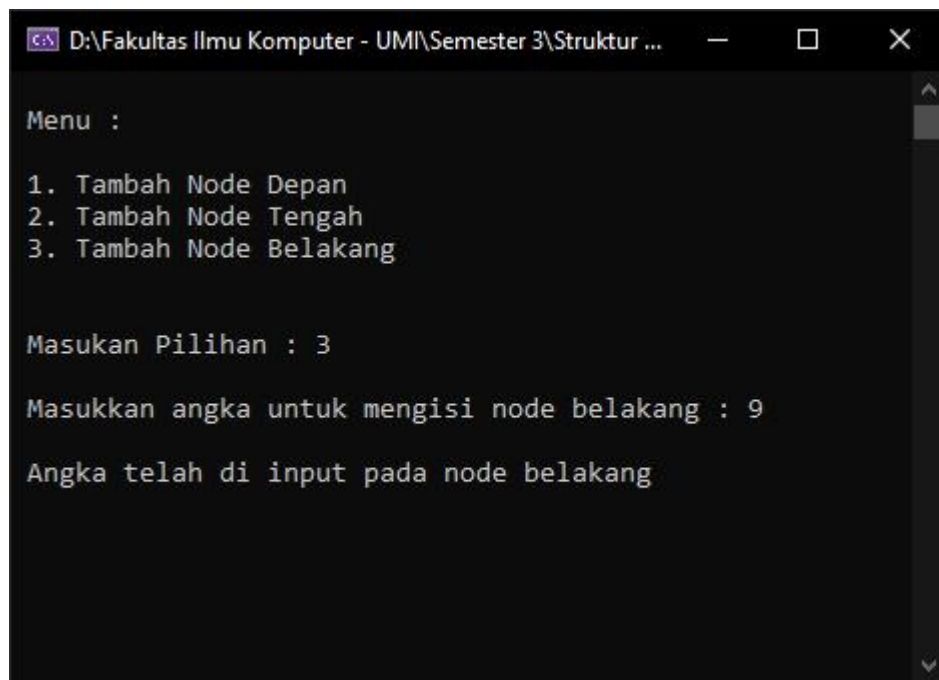
Gambar 1. 5 Tampilan Node



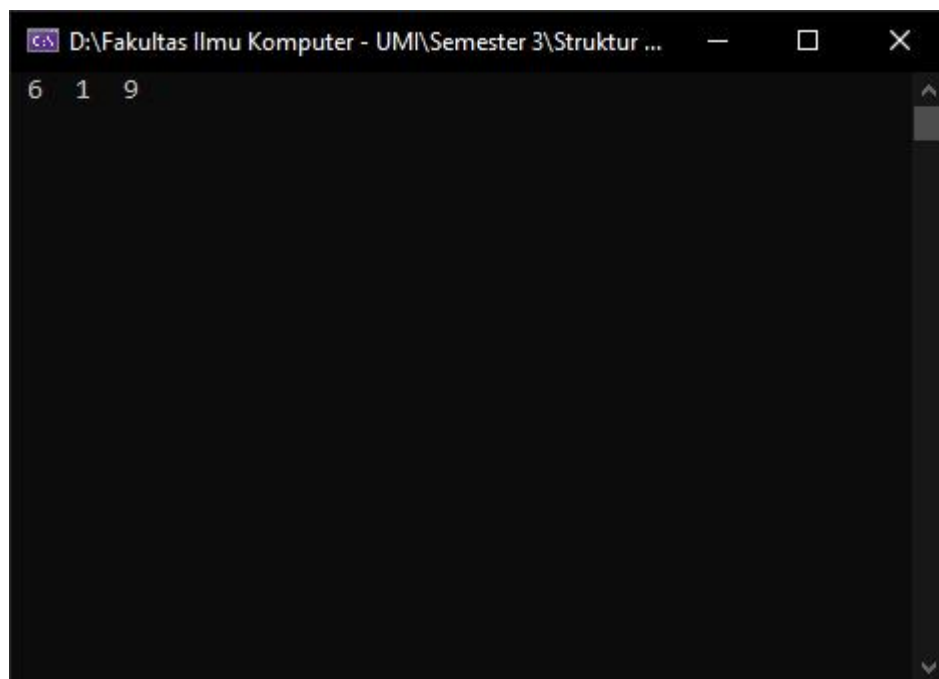
Gambar 1. 6 Tambah Node Depan



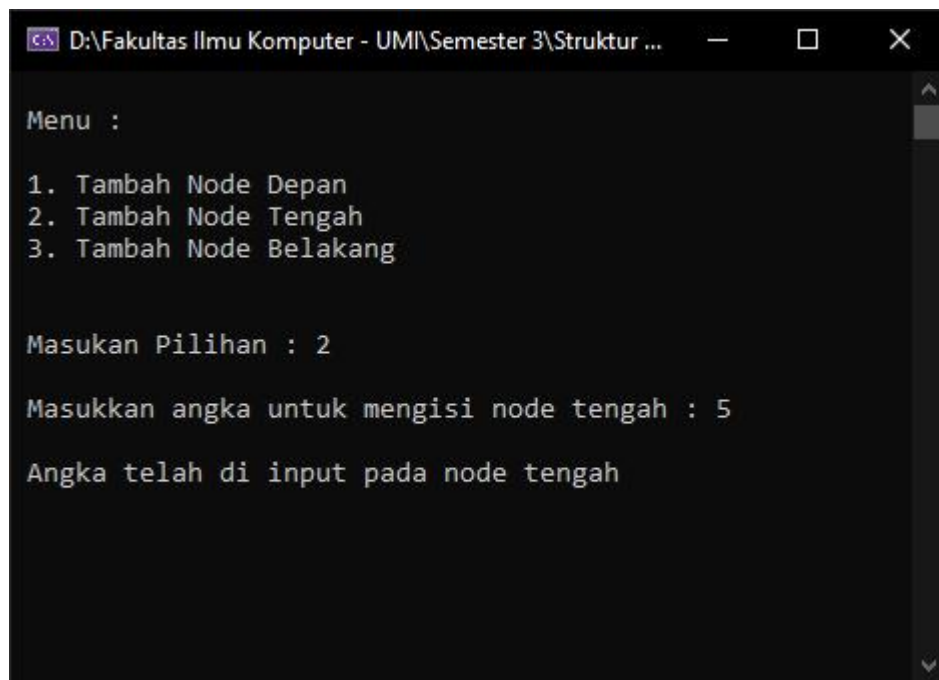
Gambar 1. 7 Tampilan Node



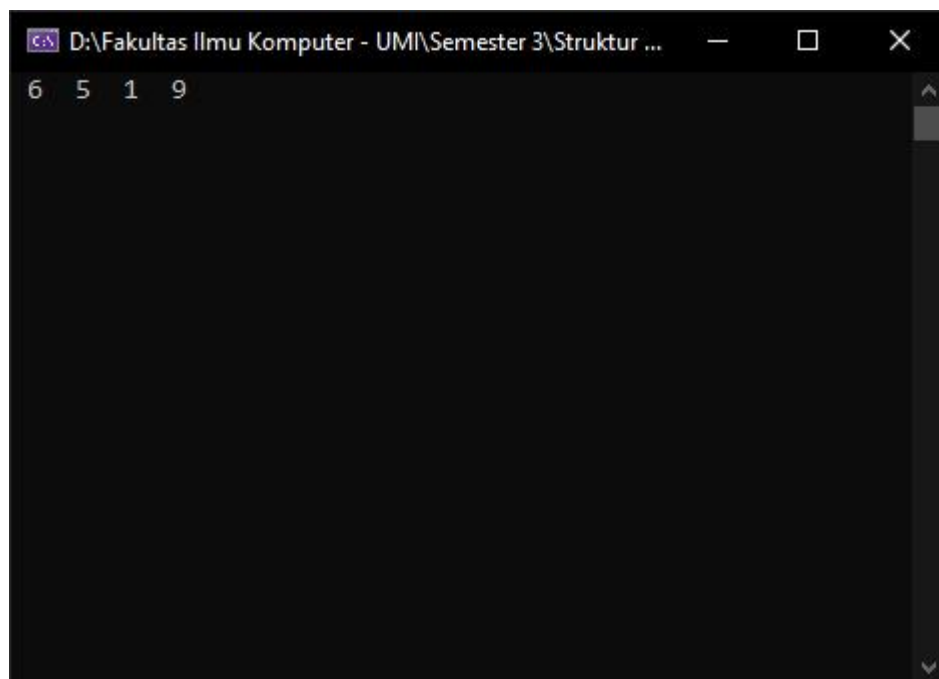
Gambar 1. 8 Tambah Node Belakang



Gambar 1. 9 Tampilan Node



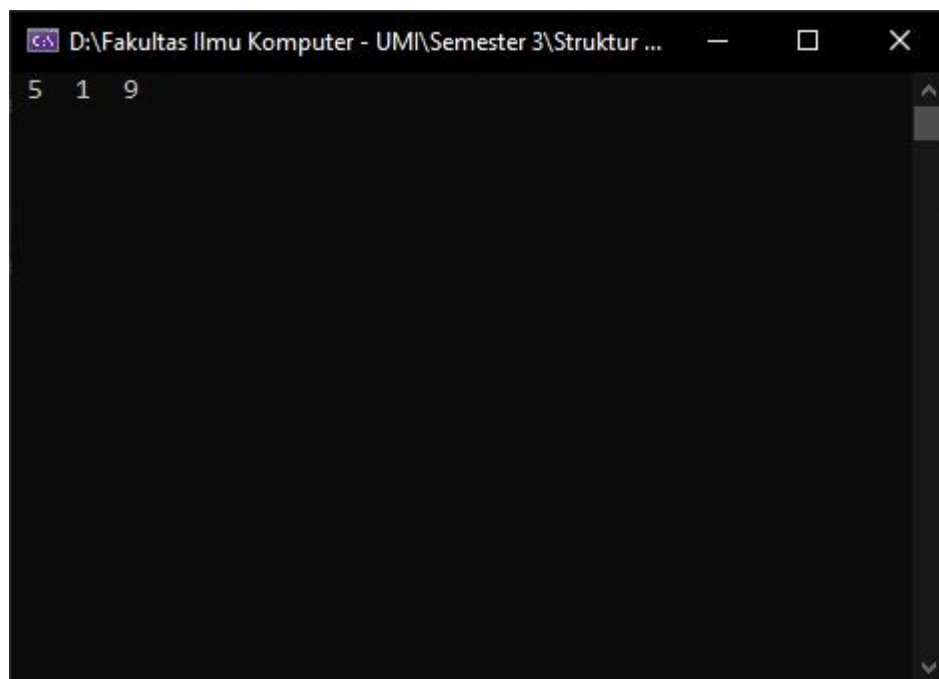
Gambar 1. 10 Tambah Node Tengah



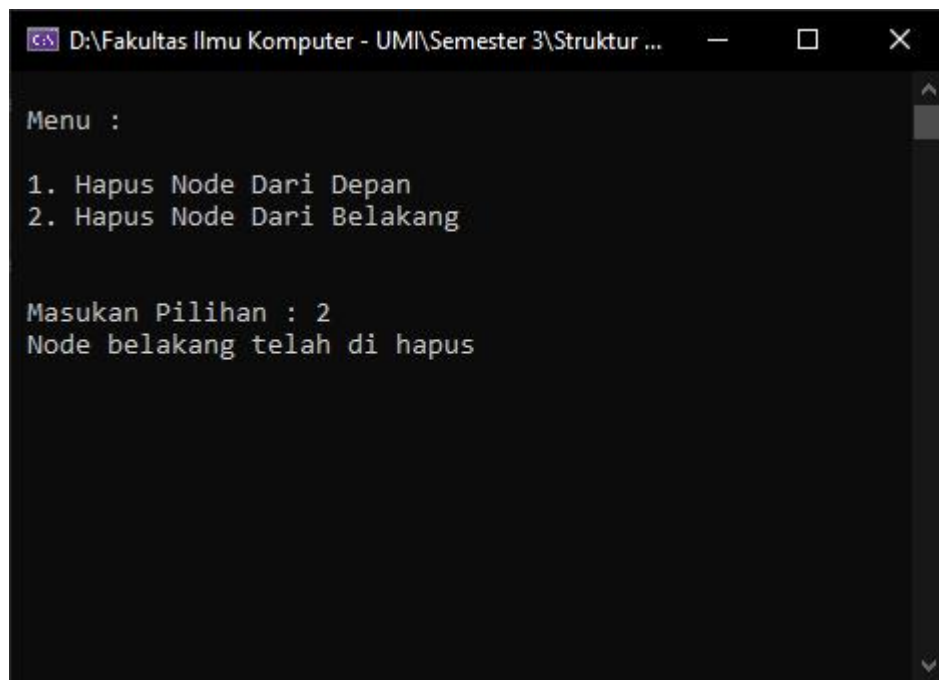
Gambar 1. 11 Tampilan Node



Gambar 1. 12 Hapus Node Depan



Gambar 1. 13 Tampilan Node



Gambar 1. 14 Hapus Node Belakang



Gambar 1. 15 Tampilan Node