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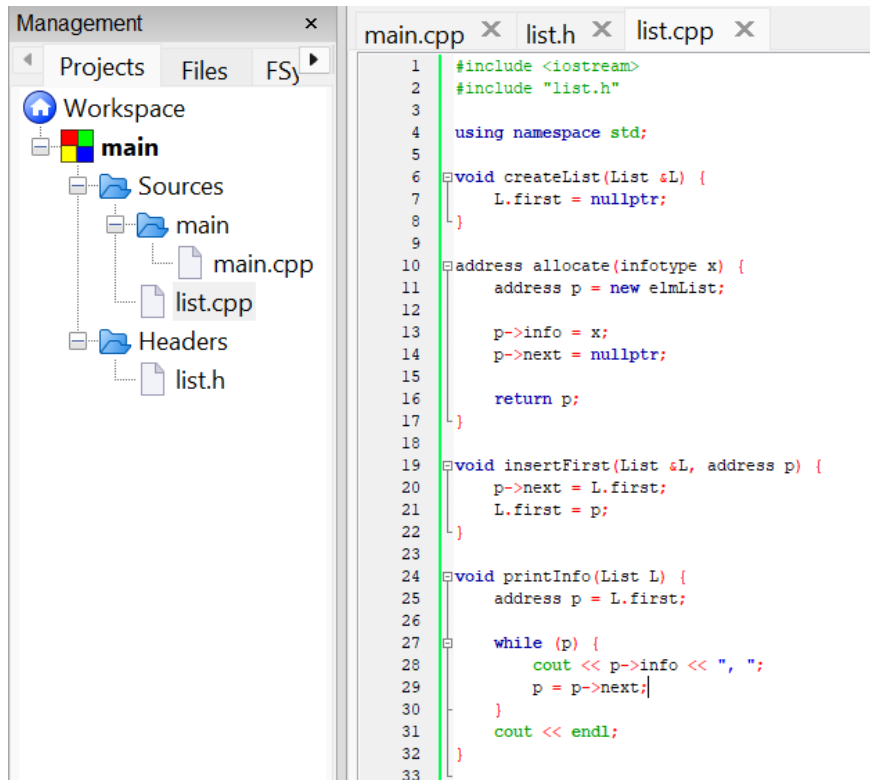
Kode Asprak : RMA

Code:

```
main.cpp x list.h x list.cpp x
1 | #include "../list.h"
2 |
3 | using namespace std;
4 |
5 | int main() {
6 |     List L;
7 |     createList(L);
8 |
9 |     address P1 = allocate(0);
10 |    address P2 = allocate(2);
11 |    address P3 = allocate(0);
12 |
13 |    insertFirst(L, P3);
14 |    insertFirst(L, P2);
15 |    insertFirst(L, P1);
16 |
17 |    printInfo(L);
18 |
19 |    return 0;
20 | }
21 |

Management x
Projects Files FSy
Workspace
main
Sources
main
main.cpp
list.cpp
Headers
list.h

list.h x
1 | #ifndef LIST_H_INCLUDED
2 | #define LIST_H_INCLUDED
3 |
4 | using namespace std;
5 |
6 | typedef int infotype;
7 | typedef struct elmList *address;
8 |
9 | struct elmList {
10 |     infotype info;
11 |     address next;
12 | };
13 |
14 | struct List {
15 |     address first;
16 | };
17 |
18 | void createList(List &L);
19 |
20 | address allocate(infotype x);
21 |
22 |
23 | void insertFirst(List &L, address p);
24 |
25 | void printInfo(List L);
26 |
27 |
28 | #endif // LIST_H_INCLUDED
```



Output:

