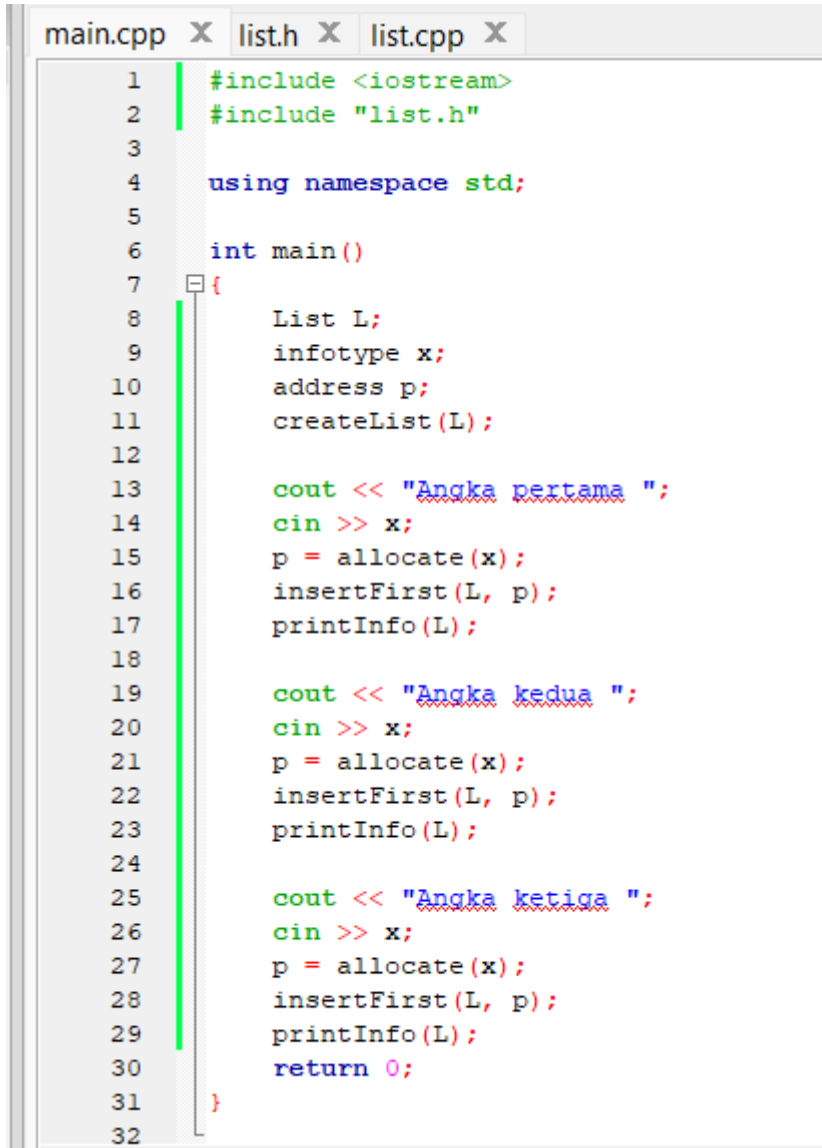


1. Main.cpp



```
main.cpp X list.h X list.cpp X
1  #include <iostream>
2  #include "list.h"
3
4  using namespace std;
5
6  int main()
7  {
8      List L;
9      infotype x;
10     address p;
11     createList(L);
12
13     cout << "Angka pertama ";
14     cin >> x;
15     p = allocate(x);
16     insertFirst(L, p);
17     printInfo(L);
18
19     cout << "Angka kedua ";
20     cin >> x;
21     p = allocate(x);
22     insertFirst(L, p);
23     printInfo(L);
24
25     cout << "Angka ketiga ";
26     cin >> x;
27     p = allocate(x);
28     insertFirst(L, p);
29     printInfo(L);
30     return 0;
31 }
32
```

list.cpp

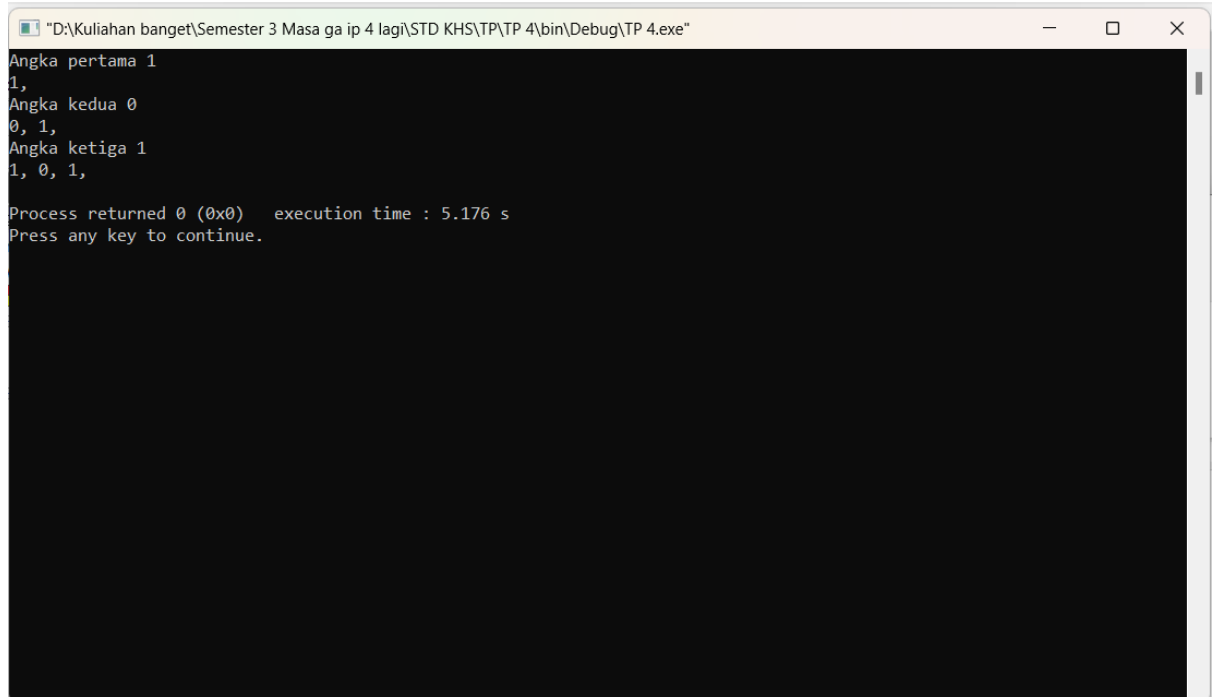
```
main.cpp X list.h X list.cpp X
1  #include <iostream>
2  #include "list.h"
3
4  using namespace std;
5
6  void createList(List &L) {
7      first(L) = NULL;
8  }
9
10 address allocate(infotype x) {
11     address p = new elmList;
12     info(p) = x;
13     next(p) = NULL;
14
15     return p;
16 }
17
18 void insertFirst(List &L, address P) {
19     next(P) = first(L);
20     first(L) = P;
21 }
22
23 void printInfo(List L) {
24     address p = first(L);
25     while (p != NULL) {
26         cout << info(p) << ", ";
27         p = next(p);
28     }
29     cout << endl;
30 }
31
```

list.h

```
main.cpp X list.h X list.cpp X
1  #ifndef LIST_H_INCLUDED
2  #define LIST_H_INCLUDED
3
4  #include <iostream>
5  #define first(L) L.first
6  #define next(P) P->next
7  #define info(P) P->info
8  using namespace std;
9  typedef int infotype;
10 typedef struct elmlist *address;
11
12 struct elmlist {
13     infotype info;
14     address next;
15 };
16
17 struct List {
18     address first;
19 };
20
21 void createList(List &L);
22
23 address allocate(infotype x);
24
25 void insertFirst(List &L, address P);
26
27 void printInfo(List L);
28
29 #endif // LIST_H_INCLUDED
30
```

Made Naradeon Handika Pramesta  
103032300101

Hasil :



```
"D:\Kuliahan banget\Semester 3 Masa ga ip 4 lagi\STD KHS\TP 4\bin\Debug\TP 4.exe"
Angka pertama 1
1,
Angka kedua 0
0, 1,
Angka ketiga 1
1, 0, 1,

Process returned 0 (0x0)   execution time : 5.176 s
Press any key to continue.
```