

```
typedef char          *Element;  
typedef struct ListNode *List;  
struct ListNode { Element elem; List next; };
```

▪ Kopfelement

```
Element head(List l) {  
    assert( !isEmpty(l) );  
    return l->elem;  
}
```

Restliste

```
List tail(List l) {  
    assert( !isEmpty(l) );  
    return l->next;  
}
```

▪ Listenlänge

```
unsigned int length(List l) {  
    return isEmpty(l)  
        ? 0  
        : 1 + length( tail(l) );  
}
```

