

### Structure à utiliser

```
struct Cell {  
    int value ;  
    struct Cell* next ;  
}
```

### Prototype des fonctions à coder

```
struct Cell* createCell(int val);  
struct Cell* addItem(struct Cell* head, int value, unsigned int position, bool* valid);  
struct Cell* deleteItem(struct Cell* head, unsigned int position, bool* valid);  
void deleteList(struct Cell* head);  
struct Cell* createListfromTab(int T[], unsigned int size, bool* valid);  
void displayList(struct Cell* head);  
unsigned int getNbItems(struct Cell* head);  
int getItem(struct Cell* head, unsigned int position, bool* valid);
```