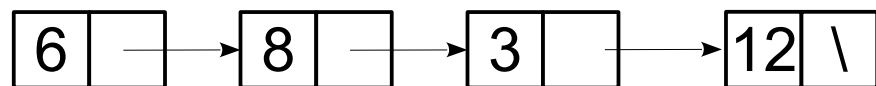


Lista Ligada (Lista Encadeada)

Prof. Gláucya Boechat
gcbcht@gmail.com

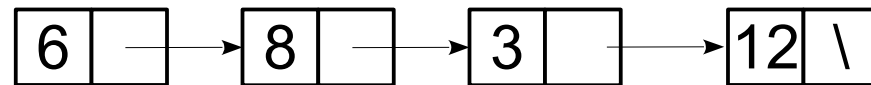
Lista Ligada

- Estrutura de dados linear ou dinâmica.
- A lista encadeada ou lista ligada é uma sequencia de elementos (nós), onde cada nó possui:
 - Um ou mais campos de informações
 - Um ponteiro para o próximo nó da lista



Lista Ligada

- Exemplo
 - Dinâmica



- Linear



Lista

- Conjunto de operações
 - Inicializar lista vazia
 - Inserir um elemento após o i -ésimo elemento da lista
 - Alterar o i -ésimo elemento da lista
 - Ordenar a lista em ordem crescente ou decrescente
 - Remover o i -ésimo elemento da lista
 - Concatenar uma lista em outra lista.

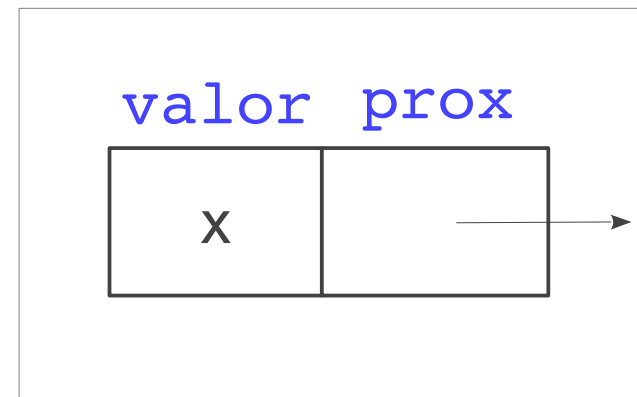
Lista Encadeada

- lista.c

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

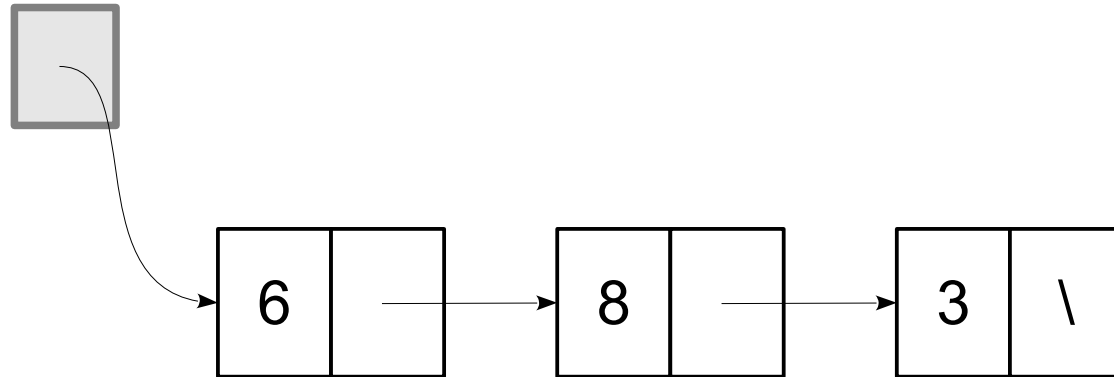
```
typedef struct no {
    int valor;
    struct no* prox;
}No;
```

No



Lista Encadeada

Lista



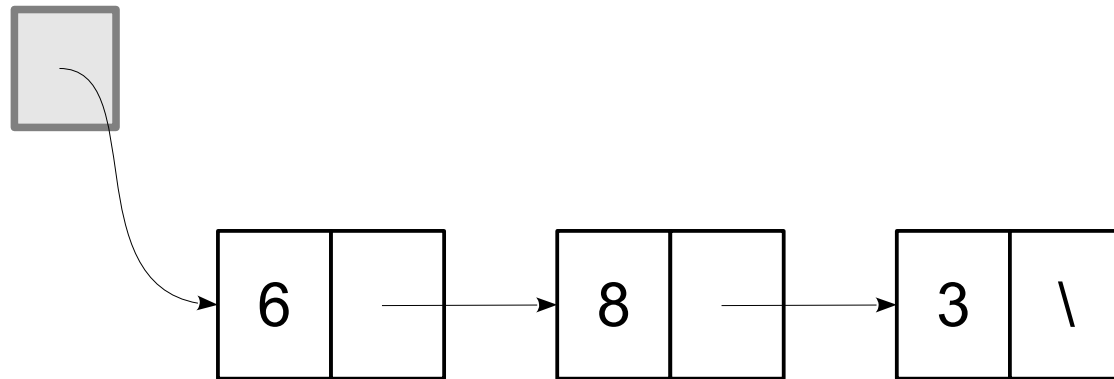
Lista Encadeada

- lista.c

```
void imprime_lista(No* lista) {  
    while (lista != NULL) {  
        printf("%d\n", lista->valor);  
        lista = lista->prox;  
    }  
}
```

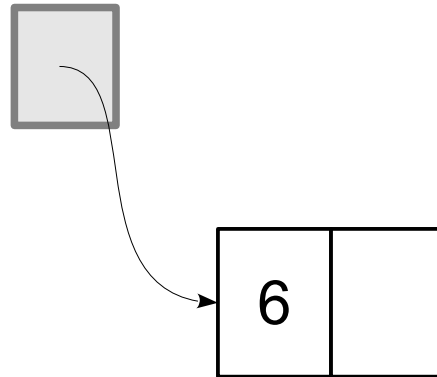
Lista Encadeada

Lista



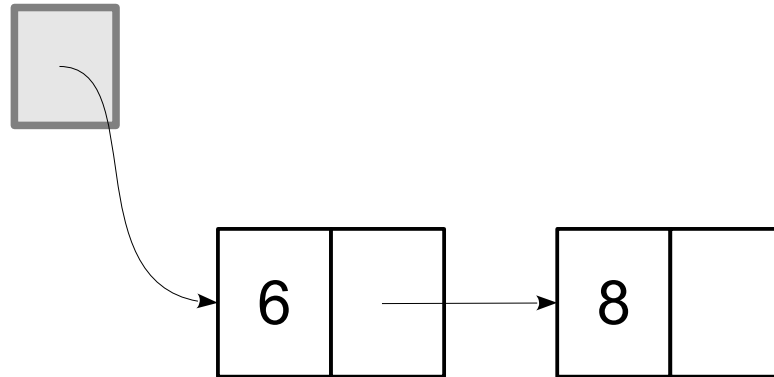
Lista Encadeada

Lista



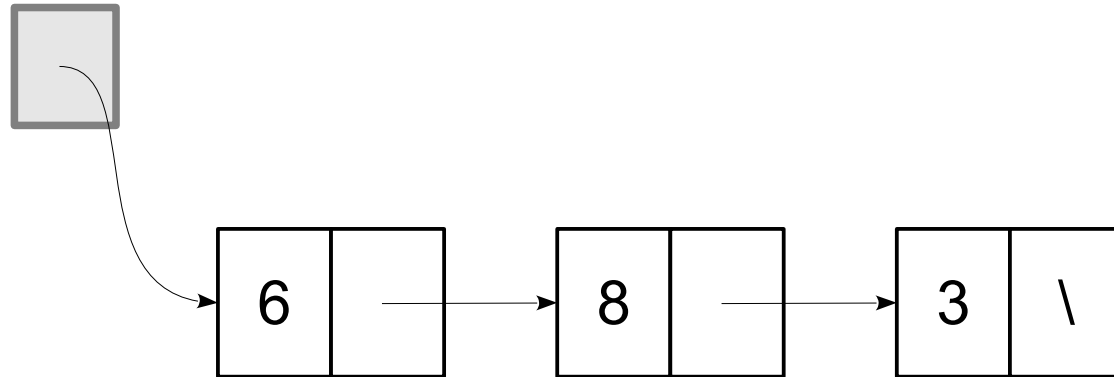
Lista Encadeada

Lista



Lista Encadeada

Lista



Lista Encadeada

- Função

```
void insere_comeco(No** lista, int valor{  
    No* no;  
    no = (No*) malloc(sizeof(No));  
  
    no->valor = valor;  
    no->prox = *lista;  
  
    *lista = no;  
  
    imprime_lista(*lista);  
}  
  
//    ...
```

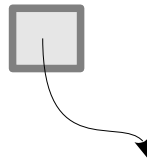
Lista Encadeada

```
void main(){  
  
    No* lista;  
  
    lista = NULL;  
  
    insere_comeco(&lista, 3);  
    insere_comeco(&lista, 8);  
    insere_comeco(&lista, 6);  
    insere_comeco(&lista, 6);  
  
    imprime_lista(lista);  
}
```

Inicializar a Lista

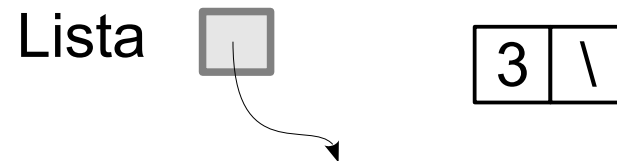
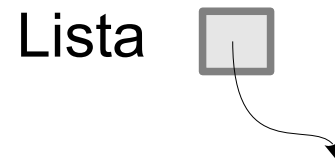
$X = 3$

Lista



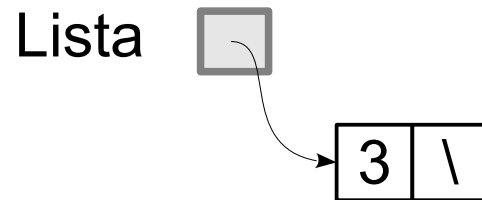
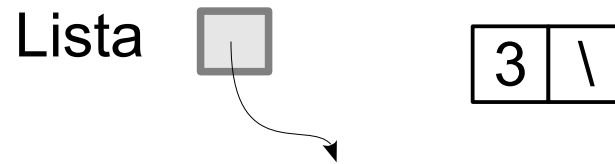
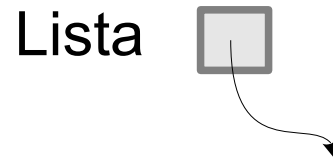
Inicializar a Lista

$X = 3$



Inicializar a Lista

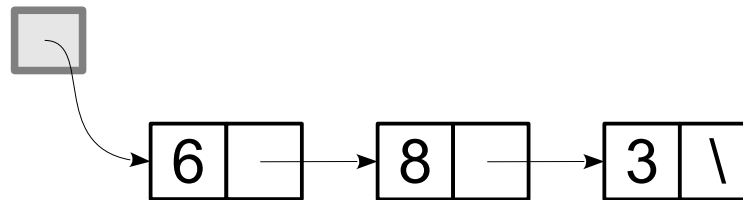
$X = 3$



Inserir no início da lista

$X = 10$

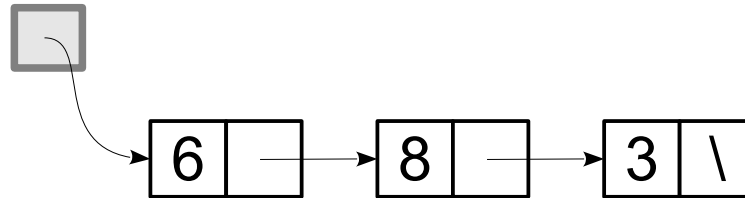
Lista



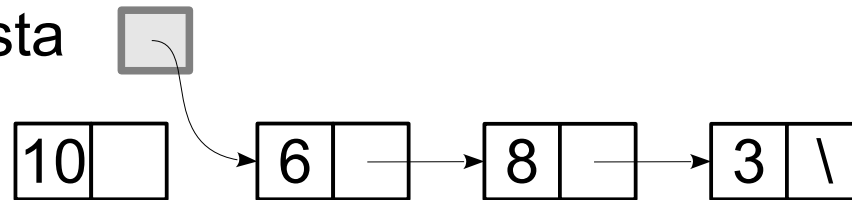
Inserir no início da lista

$X = 10$

Lista

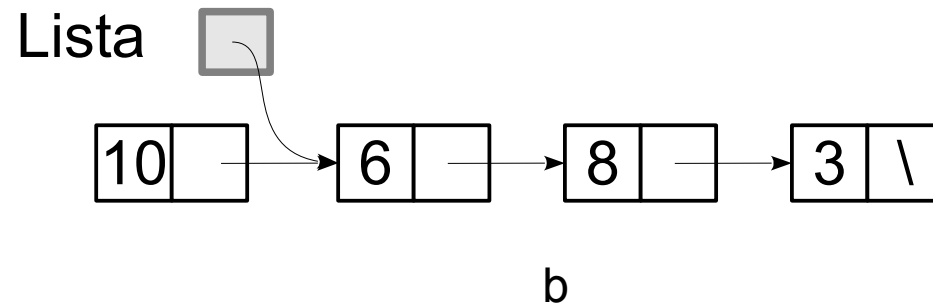
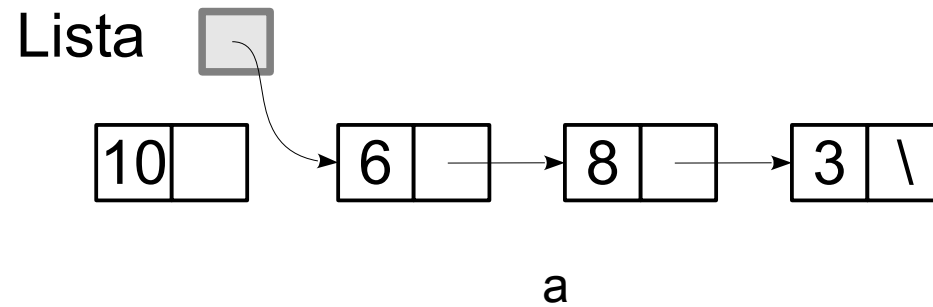


Lista

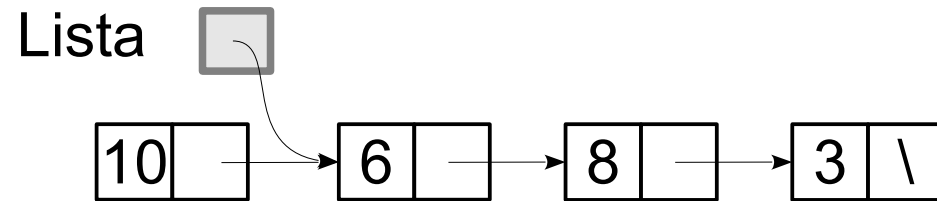


a

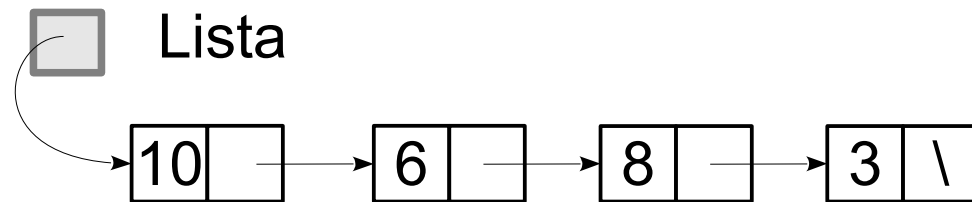
Inserir no início da lista



Inserir no início da lista

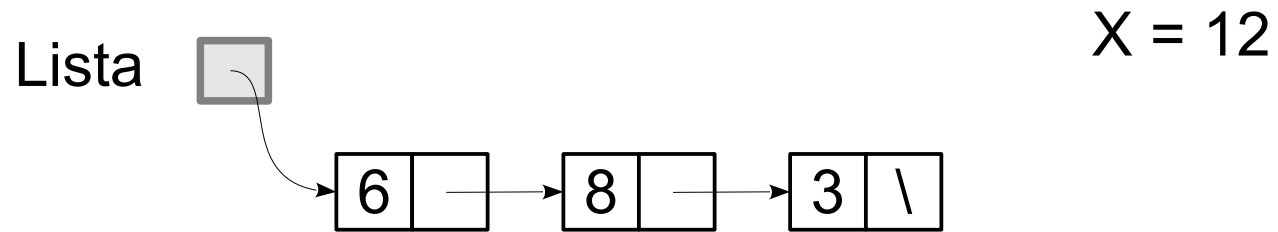


b



c

Inserir no final da lista



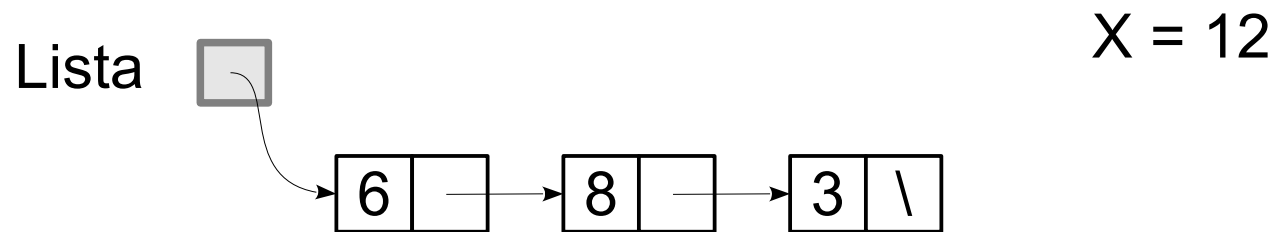
Inserir no final da lista

```
void insere_final(No** lista, int v) {  
  
    No *n, *aux;  
    n = (No*) malloc(sizeof(No));  
    n->valor = v;  
    n->prox = NULL;    // Ultimo elemento da lista  
  
    if (*lista == NULL)  
        *lista = n;  
    else {  
        aux = *lista;  
        while (aux->prox != NULL)  
            aux = aux->prox;  
        aux->prox = n;  
    }  
}
```

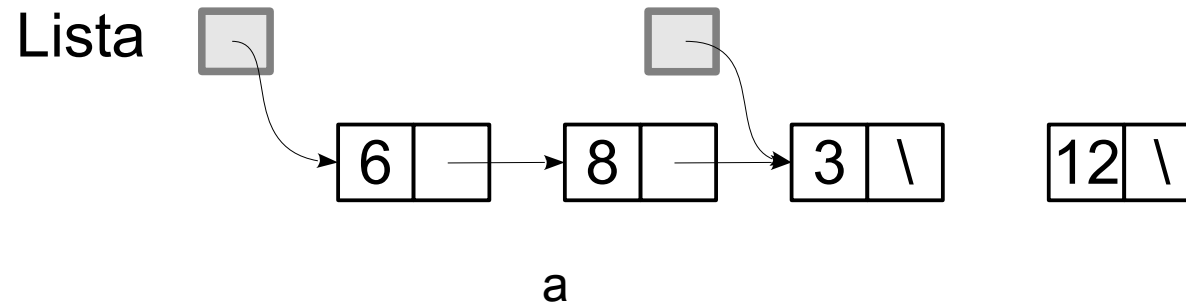
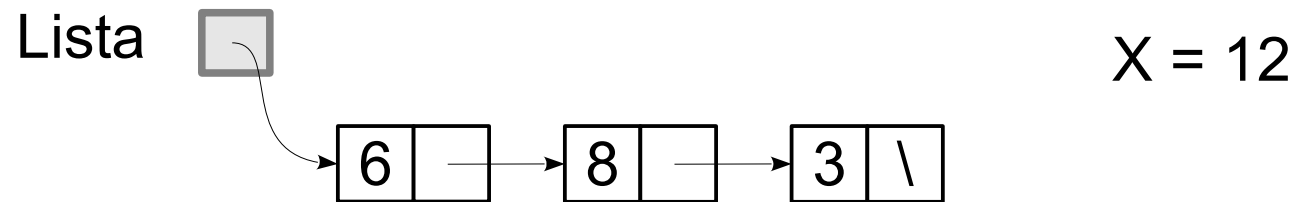
Inserir no final da lista

```
void main() {  
  
    ...  
    insere_final(&lista, 12);  
    imprime_lista(lista);  
  
}
```

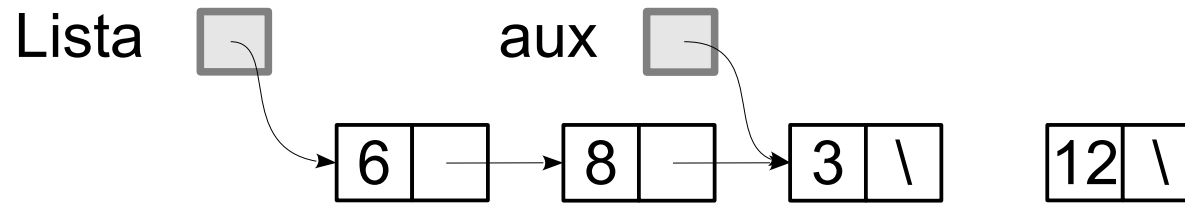
Inserir no final da lista



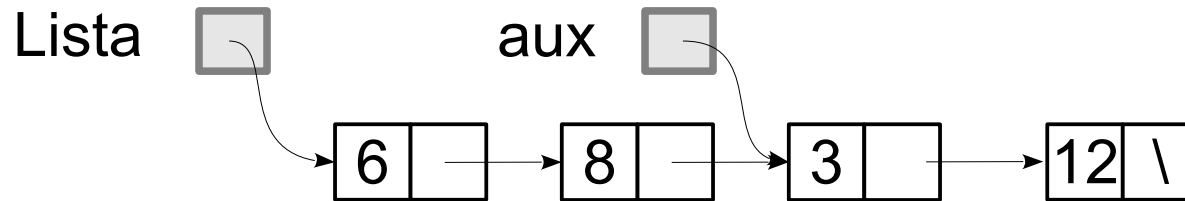
Inserir no final da lista



Inserir no final da lista

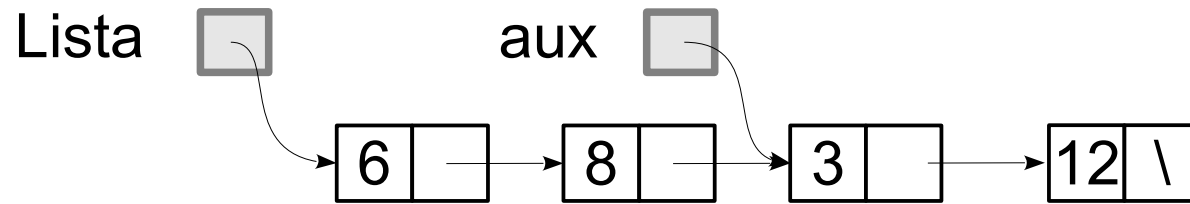


a

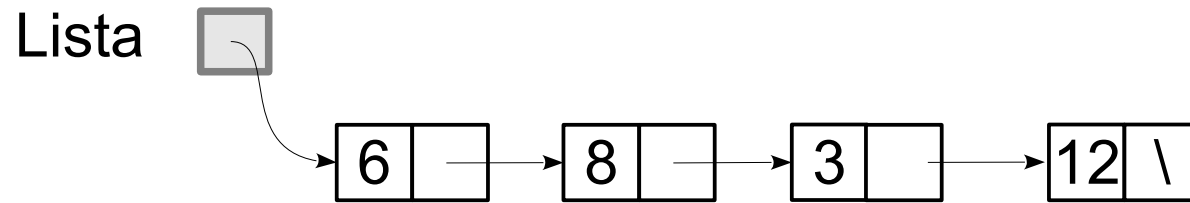


b

Inserir no final da lista



b



c

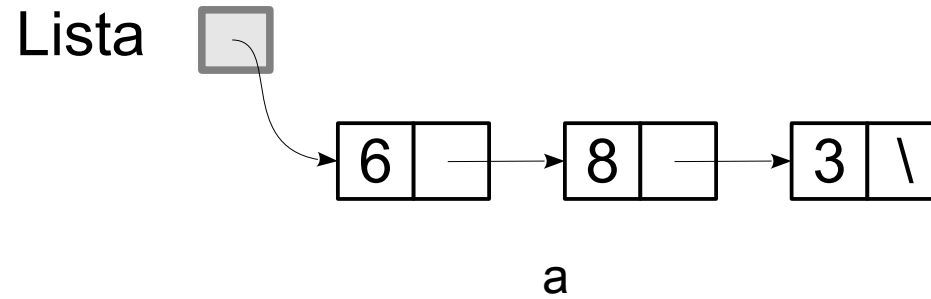
Remover no início da lista

```
int remove_inicio(No** lista) {  
    No* n;  
    int v;  
  
    if (*lista == NULL)  
        return -1;  
  
    n = *lista;  
    *lista = n->prox;  
  
    v = n->valor;  
    free(n);  
    return v;  
}
```

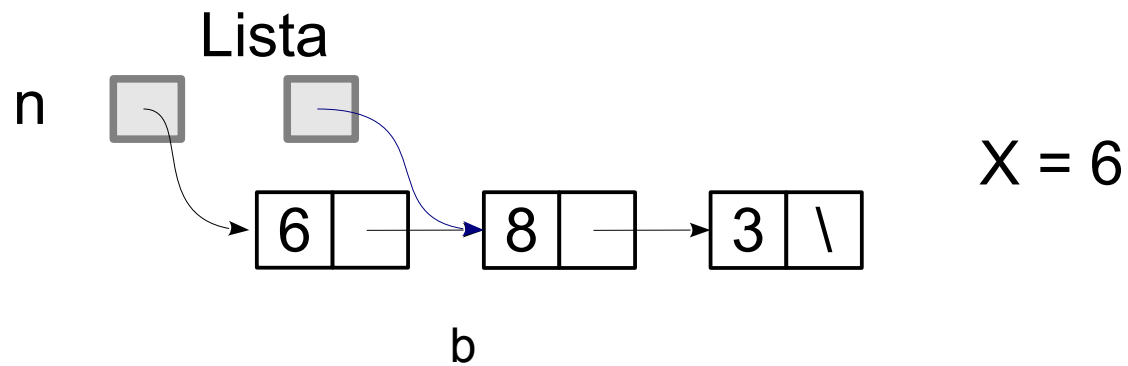
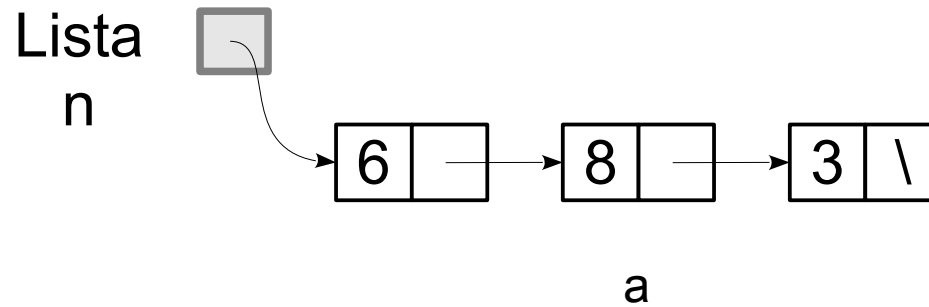
Remover no início da lista

```
void main() {  
  
    ...  
    while (remove_inicio(&lista) != -1)  
        imprime_lista(l);  
}
```

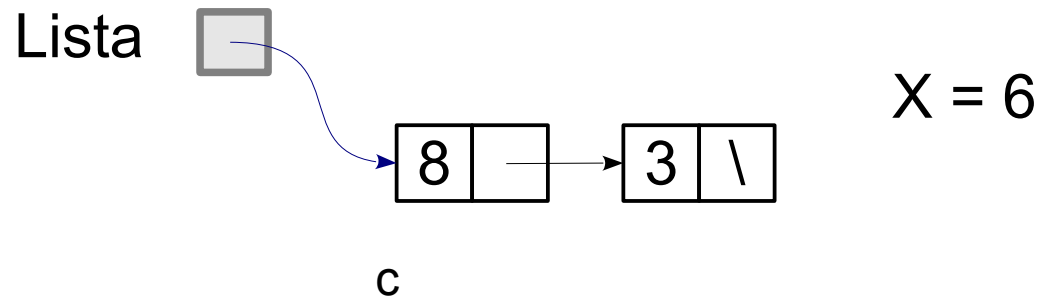
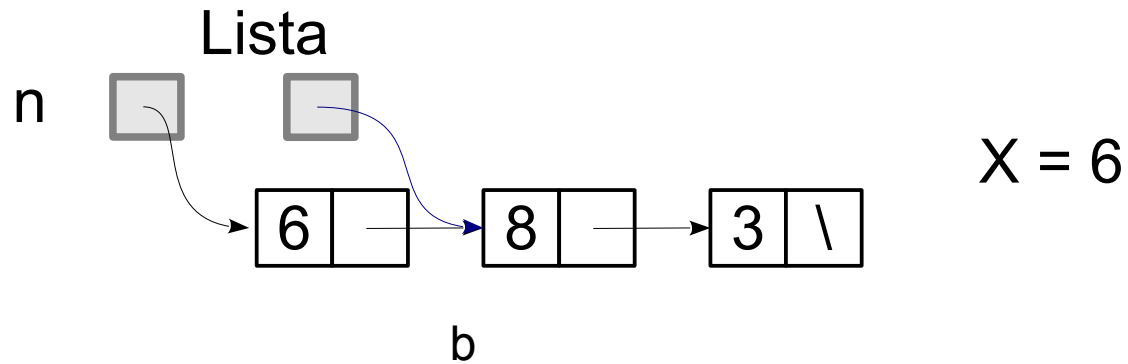
Remover no início da lista



Remover no início da lista



Remover no início da lista



Remover no final da lista

```
int remove_final(No** lista) {  
    No *n, *aux;  
    int v;  
  
    if (*lista == NULL)  
        return -1;  
    if ((*lista)->prox == NULL) {  
        n = *lista;  
        *lista = NULL;  
    }  
    // ...  
}
```

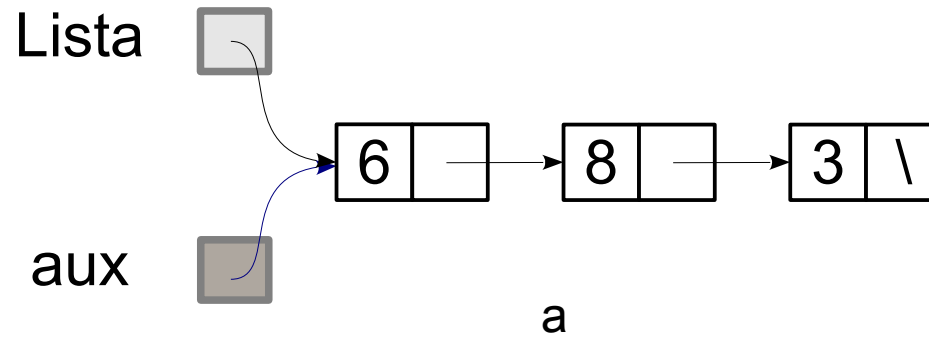
Remover no final da lista

```
int remove_final(No** lista) {  
    // ...  
  
    else {  
        aux = *lista; /* Para no penúltimo nó */  
        while (aux->prox->prox != NULL)  
            aux = aux->prox;  
        n = aux->prox;  
        aux->prox = NULL;  
    }  
    v = n->valor;  
    free(n);  
    return v;  
}
```

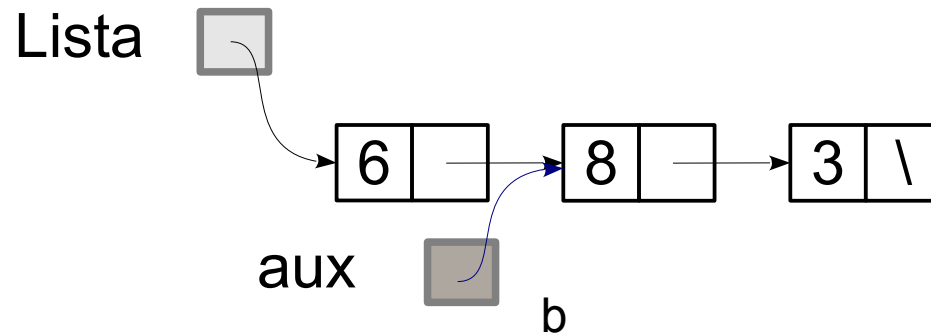
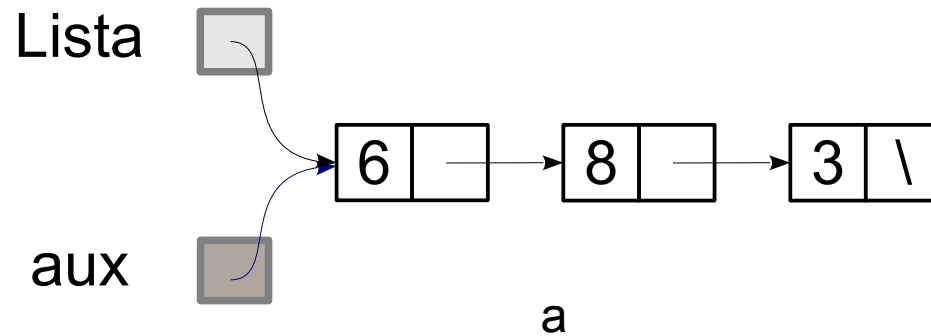
Remover no final da lista

```
void main() {  
  
    ...  
    while (remove_final(&lista) != -1)  
        imprime_lista(l);  
}
```

Remover no final da lista

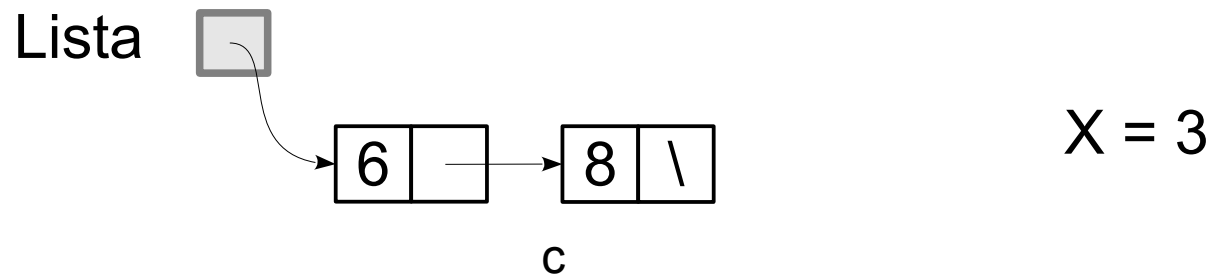
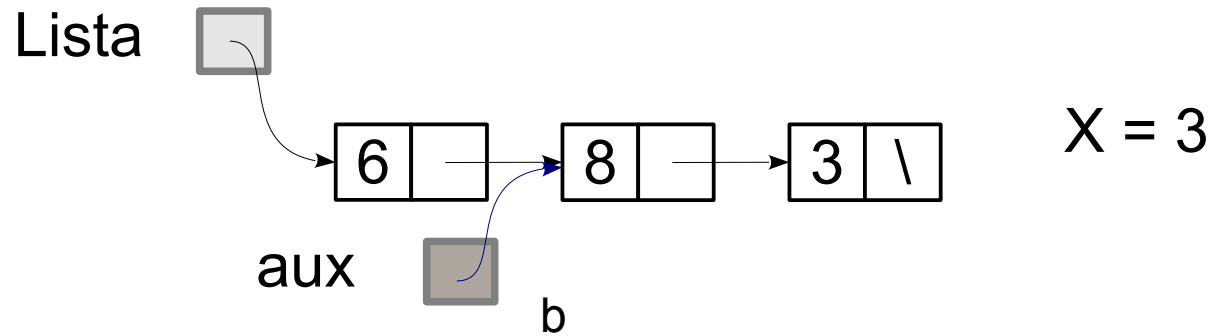


Remover no final da lista

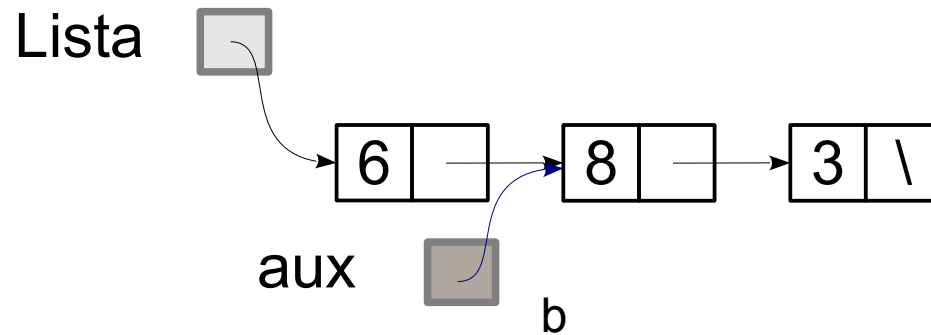
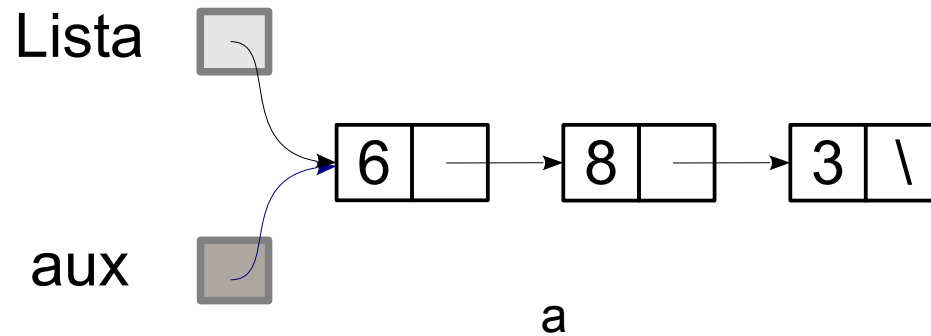


$X = 3$

Remover no final da lista



Remover no final da lista



$X = 3$