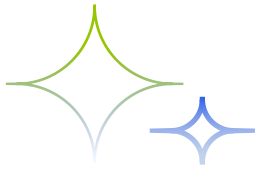

MONTANA
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# Programming with C I

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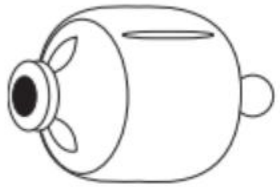
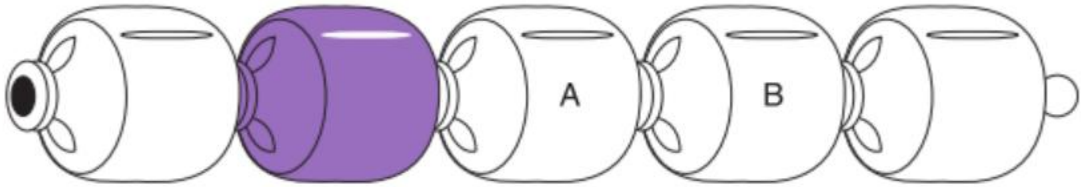
# Linked Lists

- **linked list**
  - a sequence of nodes in which each node but the last contains the address of the next node
- **empty list**
  - a list of no nodes
  - represented in C by the pointer NULL, whose value is zero
- **list head**
  - the first element in a linked list

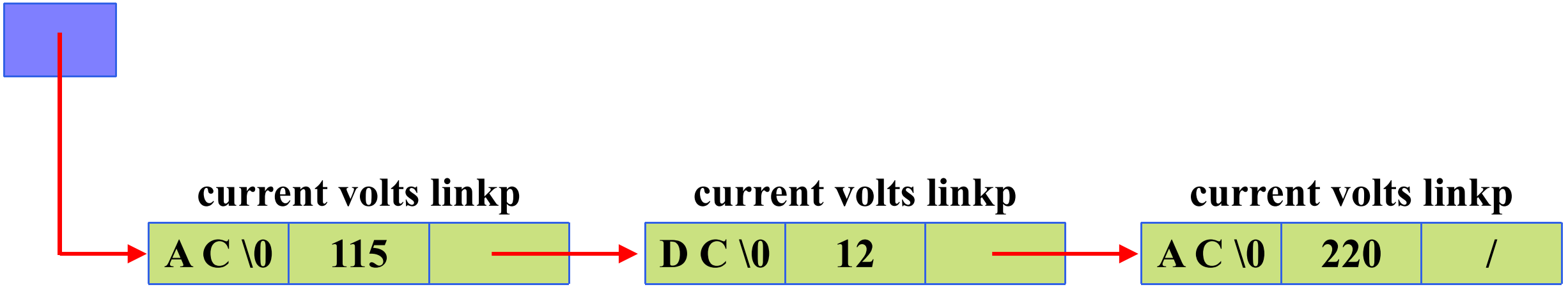
# Figure Children's Pop Beads in a Chain



Pop bead

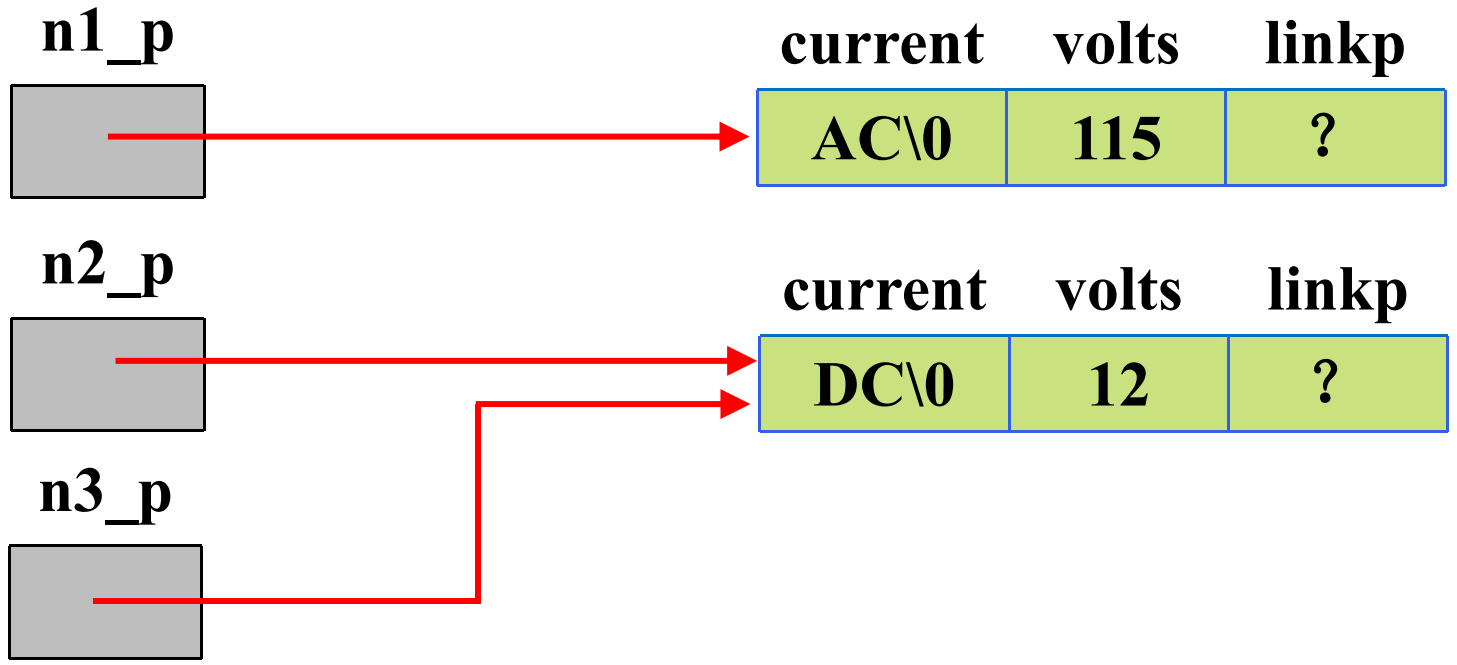



Chain of Pop beads

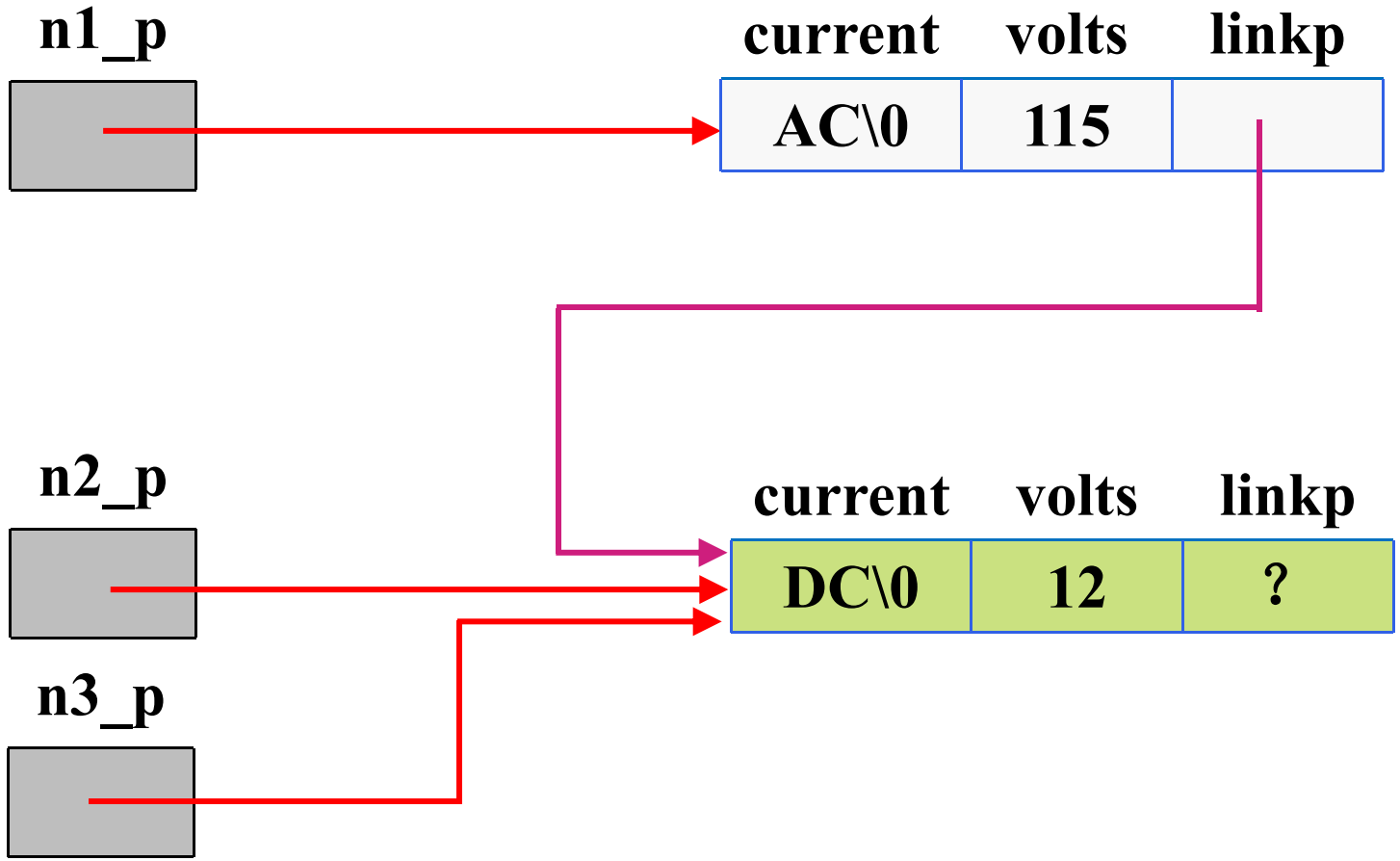


# Figure Multiple Pointers to the Same Structure

```
node_t *n1_p,  *n2_p, *n3_p;
n1_p = (node_t *)malloc(sizeof (node_t));
strcpy(n1_p>current, “AC”);
n1_p->volts = 115;
n2_p = (node_t *)malloc(sizeof (node_t));
strcpy(n2_p->current, “DC”);
n2_p->volts = 12;
n3_p = n2_p;
```



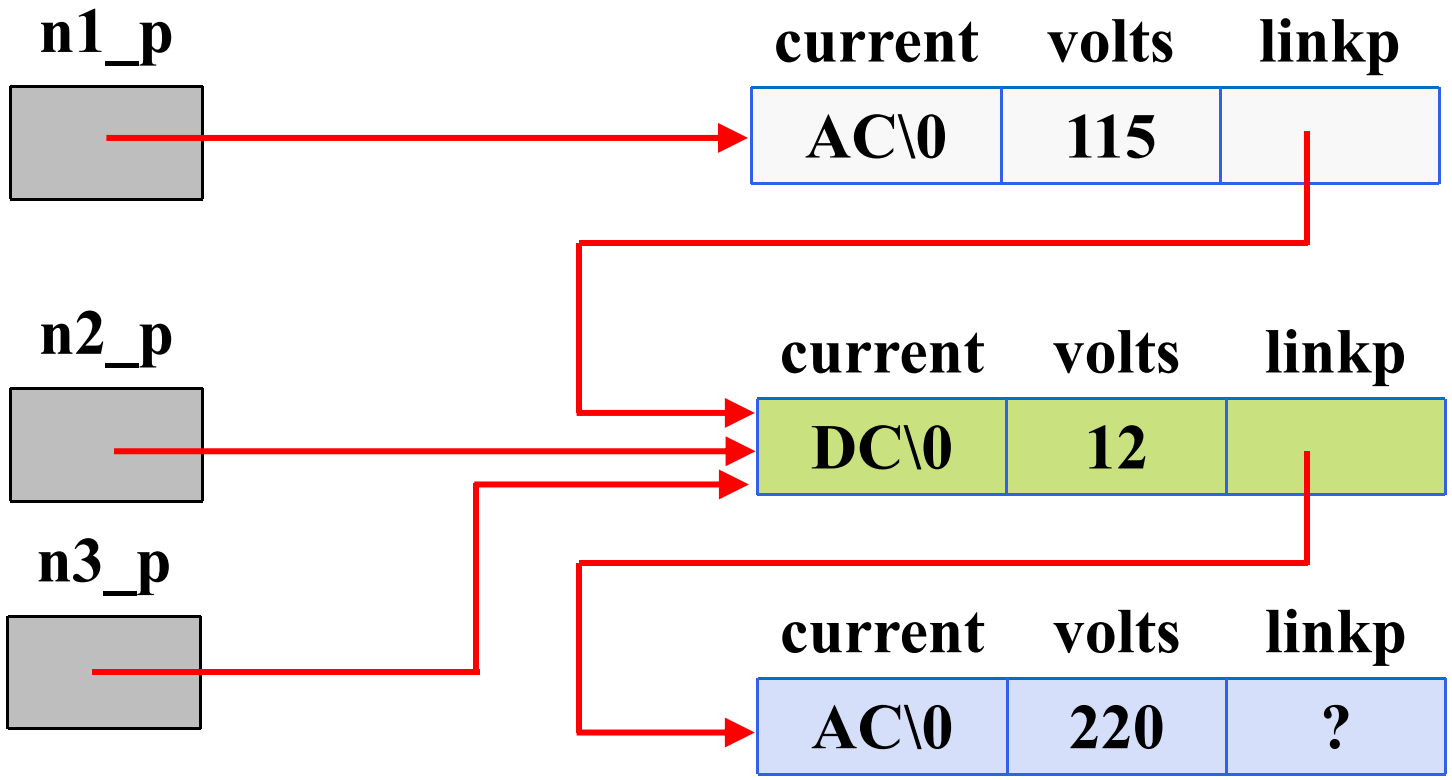
# Figure Linking Two Nodes



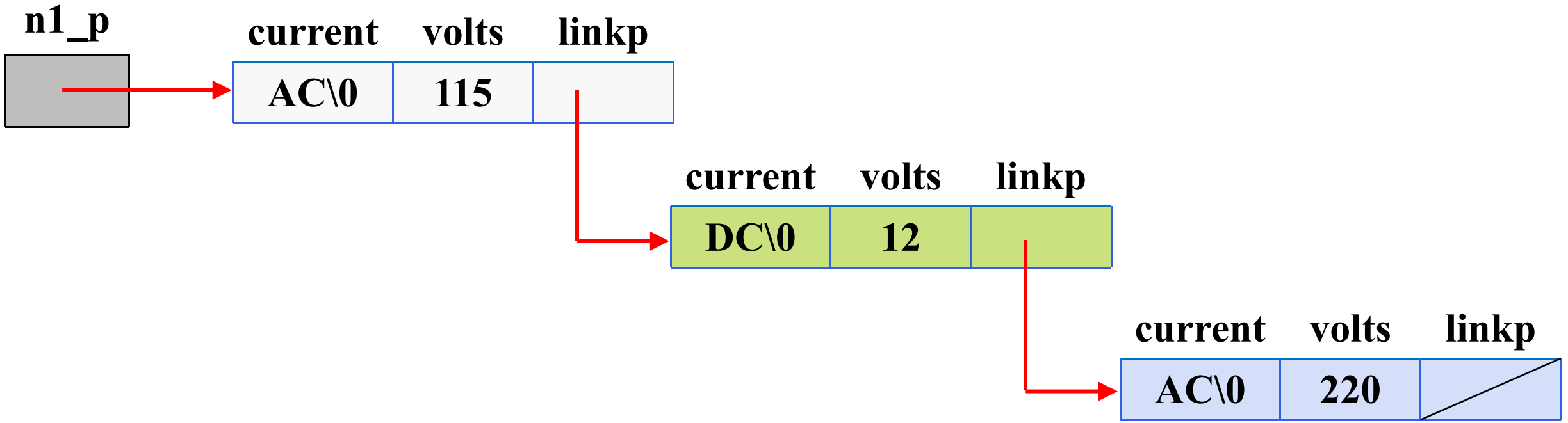
# Table Analyzing the Reference n1_p->linkp->volts

| Section of Reference | Meaning |
|---|---|
| n1_p->linkp | Follow the pointer in n1_p to a structure and select the **linkp** component |
| linkp->volts | Follow the pointer in the **linkp** component to another structure and select the **volts** component. |

# Figure Three-Node Linked List with Undefined Final Pointer

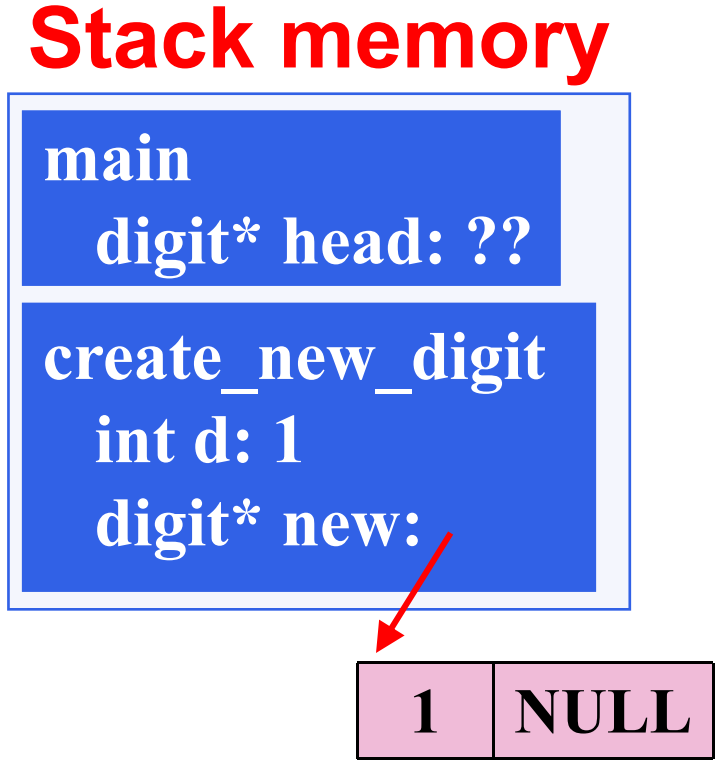


# Figure Three-Element Linked List Accessed Through n1_p



```
digit* create_new_digit(int d) {
    digit* new = (digit*) malloc(sizeof(digit));
    new->d = d:
    new->next = NULL;
    return(new);
}

int main(void) {
    digit* head;
    head = create_new_digit(1);
    head->next = create_new_digit(2);
    head->next->next = create_new_digit(3);
}
```



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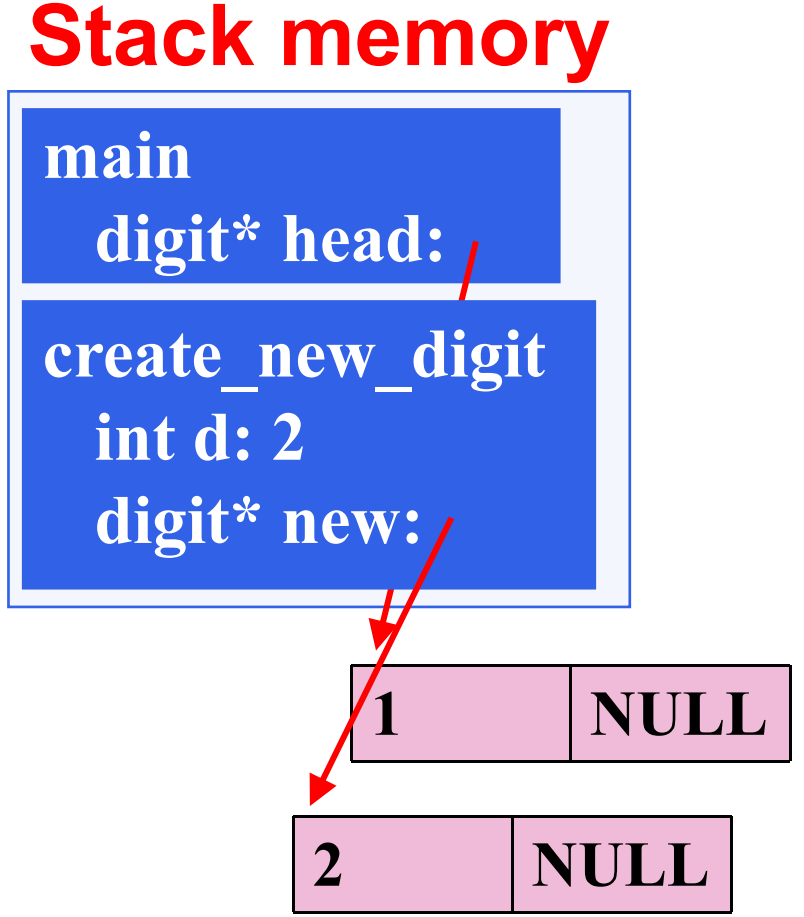

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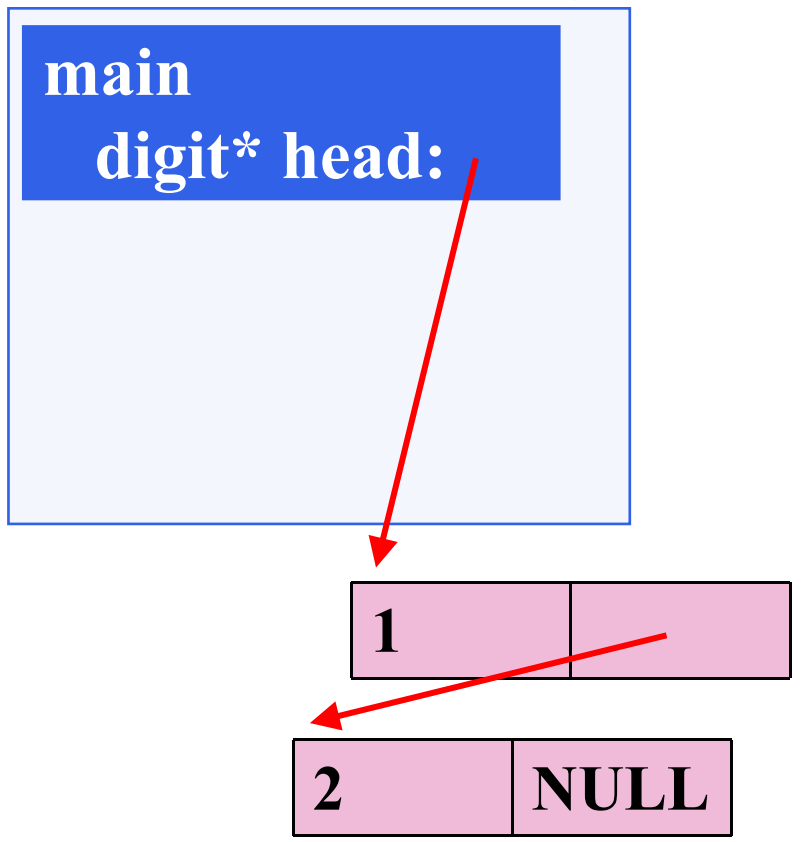

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    digit* new = malloc(sizeof(digit));
    new->d = d;
    new->next = NULL;
    return(new);
}

int main(void) {
    digit* head;
    head = create_new_digit(1);
    head->next = create_new_digit(2);
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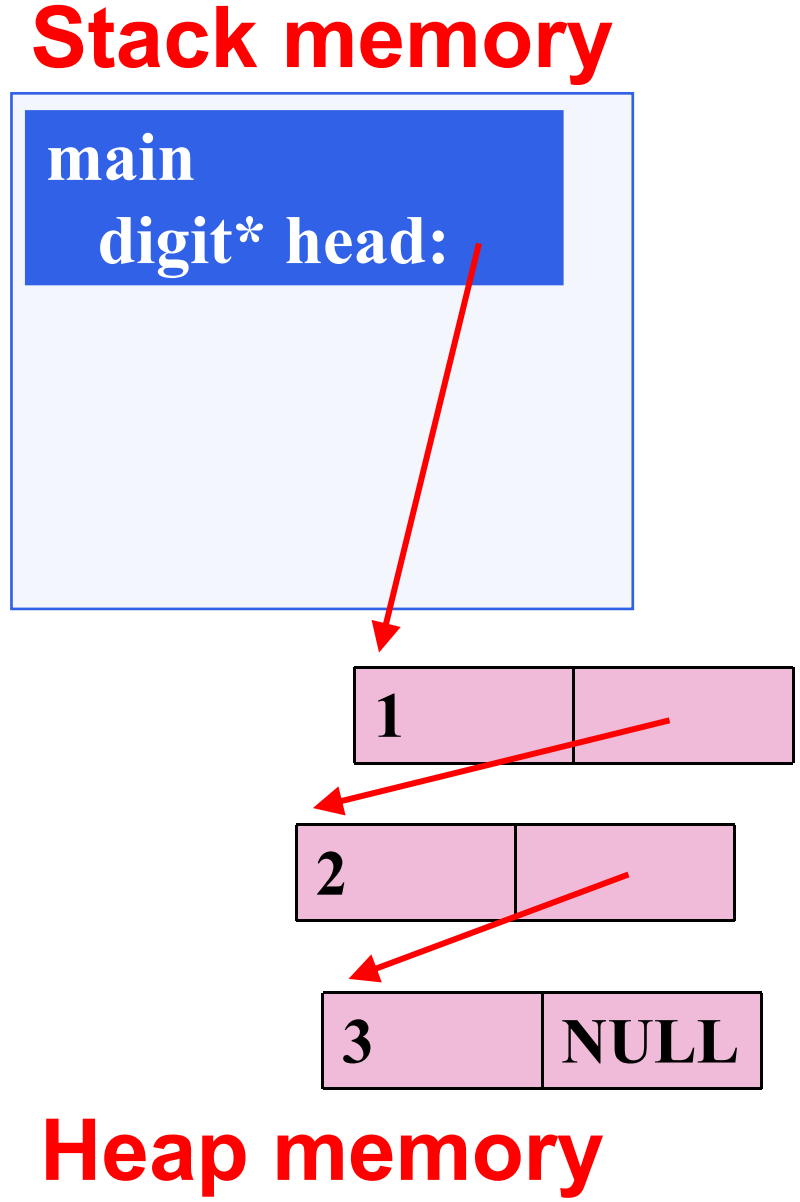
}
```



# THE END

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