

# **C Programming Language**

(9<sup>th</sup> class)

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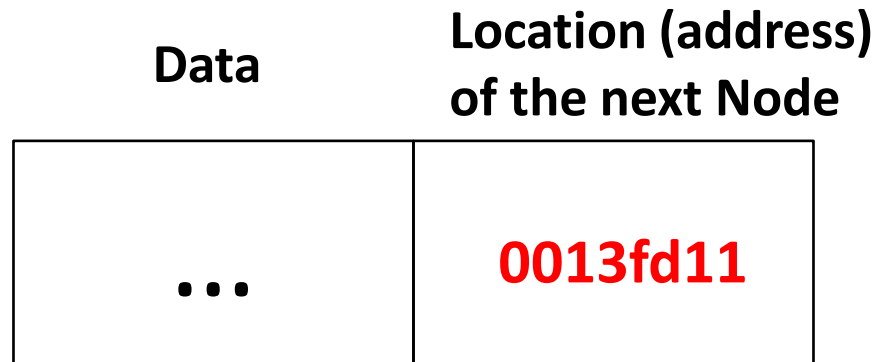
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# Today ...

- **Review Linked List Data Structure**
- **Programming with Linked List Data Structure**

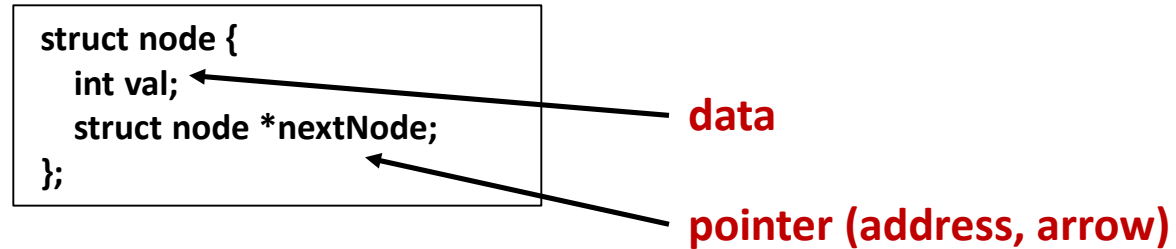
# Linked List

- A linked list is composed of nodes
- Node



# Linked List in C

## ■ node structure that comprises a linked list



## ■ Creation of an empty linked list

```
struct node *myLinkedList = NULL;
```

myLinkedList



# Linked List in C

## ■ Create a new node for a new data

```
struct node *newNode = (struct node*) malloc ( sizeof ( struct node));
```

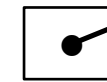
```
newNode->val = 21;
```

```
newNode->nextNode = NULL;
```

create a memory space  
for a new node

data and pointer values are set

myLinkedList



newNode

-----

# Linked List in C

## ■ Create a new node for a new data

```
struct node *newNode = (struct node*) malloc ( sizeof ( struct node));
```

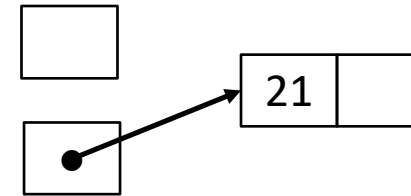
```
newNode->val = 21;
```

```
newNode->nextNode = NULL;
```

**create a memory space  
for a new node**

**data and pointer values are set**

myLinkedList

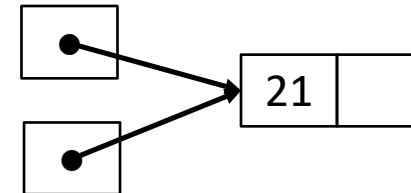


newNode

## ■ Add the first new node to the link

```
myLinkedList = newNode;
```

myLinkedList



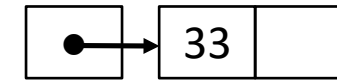
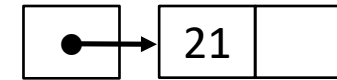
newNode

# Linked List in C

## ■ Create another new node for the value of 33

```
struct node *newNode = (struct node*) malloc ( sizeof ( struct node));  
  
newNode->val = 33;  
newNode->nextNode = NULL;
```

myLinkedList



newNode

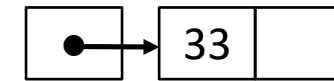
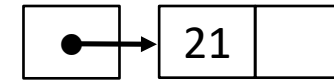
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# Linked List in C

## ■ Create another new node for the value of 33

```
struct node *newNode = (struct node*) malloc ( sizeof ( struct node));  
  
newNode->val = 33;  
newNode->nextNode = NULL;
```

myLinkedList



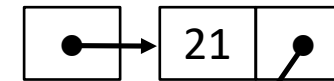
newNode

## ■ Add the new node to the end of the list

```
struct node *curPos = NULL;  
curPos = myLinkedList;  
while (curPos->next != NULL)  
    curPos = curPos->next;  
curPos->next = newNode;
```

**curPos points to the end node in the list, and the new node connects behind that end node.**

myLinkedList



newNode



# Today's program

1. Add ten numbers to a linked list (A)
  - 10개의 숫자를 linked list (A) 에 넣을수 있도록 합니다.
2. Create a new linked list (B) by finding a number of two in the linked list (A)
  - (A)에서 2의 배수들을 찾아서 새로운 linked list를 만듭니다.
3. Practice in the Lab Session : Remove numbers in (B) from (A)
  - (B)에 속하는 숫자들을 linked list (A) 에서 삭제하도록 합니다.

# Skeleton Code

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

struct node {
...
};

void printList(struct node* list) {
...
}

struct node* insertNodeToList (struct node* list, int val){
...
}

struct node * listMultipleOfTwo (struct node* list){
...
}
```

```
void mainJ() {
    struct node *myLinkedList = NULL;
    int inVal;

    for (int i=0; i<10; i++){
        printf("\n input your number: ");
        scanf("%d", &inVal);
        myLinkedList = insertNodeToList ( myLinkedList, inVal );
    }

    printList ( myLinkedList );
    printList ( listMultipleOfTwo ( myLinkedList ) );
}
```

**Q and A**

