#include <stdio.h>

#include <stdlib.h>

#include <time.h>

typedef int infotype;

typedef struct item{

infotype info;

struct item \*next;

} \*pointer;

pointer add\_list(infotype x, pointer p){

pointer q;

q = malloc(sizeof \*q);

if(q == NULL){

printf("メモリ不足\n");

}

q -> info = x;

q -> next = p;

return q;

}

void show\_list(pointer p){

while(p != NULL){

printf("%d, ", p -> info);

p = p -> next;

}

printf("\n");

}

pointer reverse\_list(pointer p){

pointer q, t;

q = NULL;

while(p != NULL){

t = q;

q = p;

p = p -> next;

q -> next = t;

}

return q;

}

int main(){

srand(time(NULL));

infotype x;

pointer head;

head = NULL;

for(x = 1; x < 11; x++){

int random = (int)(rand() % 50 + 1);

head = add\_list(random, head);

}

show\_list(head);

//head = reverse\_list(head);

//show\_list(head);

return EXIT\_SUCCESS;

}