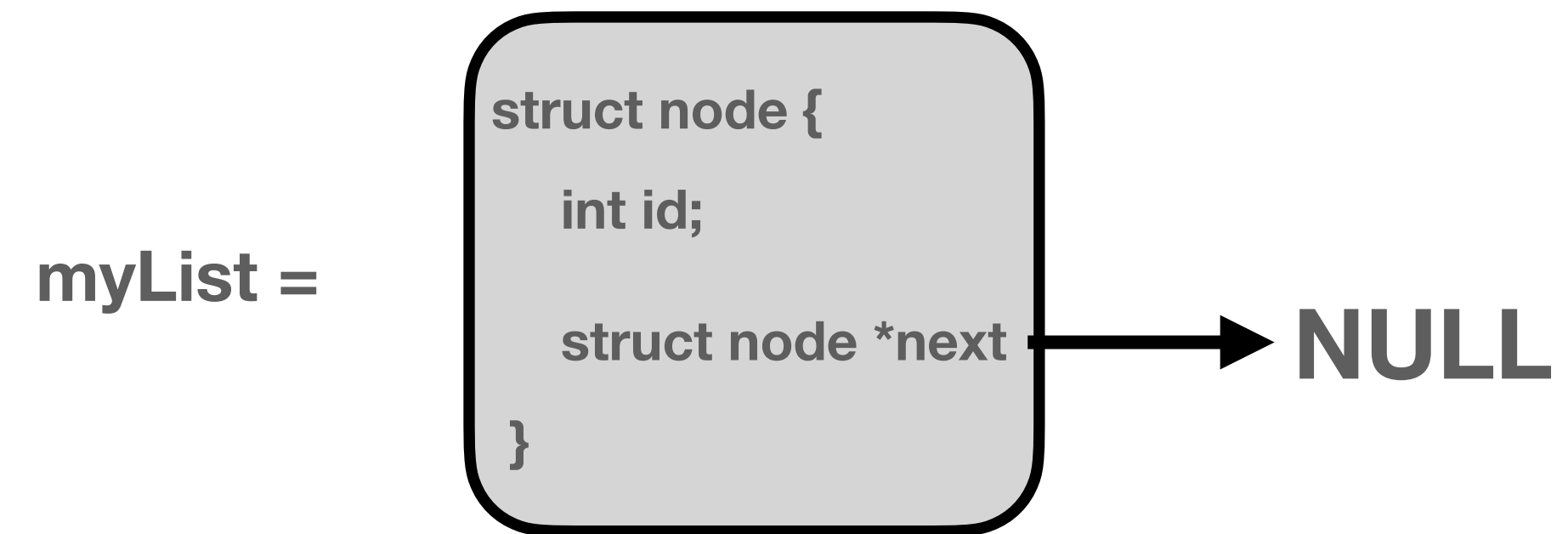


# Länkade listor

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



# Add a node to a linked list

a)

newNode =

```
struct node {  
    int id;  
    struct node *next  
}
```

*/\* allocate memory (malloc) newNode = malloc ... \*/*

b)

newNode =

```
struct node {  
    int id;  
    struct node *next  
}
```

myList

```
struct node {  
    int id;  
    struct node *next  
}
```

NULL

*/\* set the new node->next to the listhead \*/*

c)

myList =

newNode

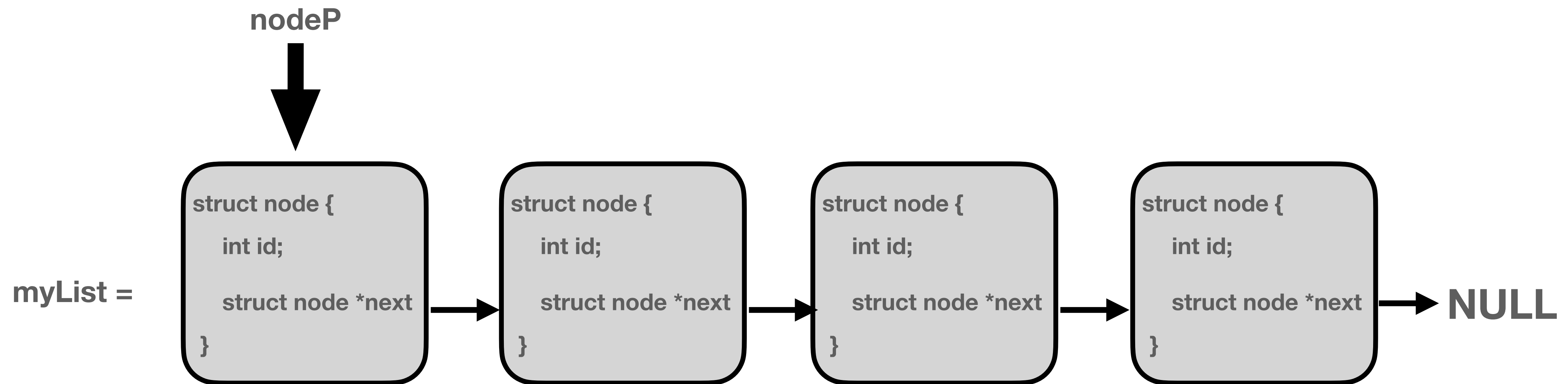
```
struct node {  
    int id;  
    struct node *next  
}
```

```
struct node {  
    int id;  
    struct node *next  
}
```

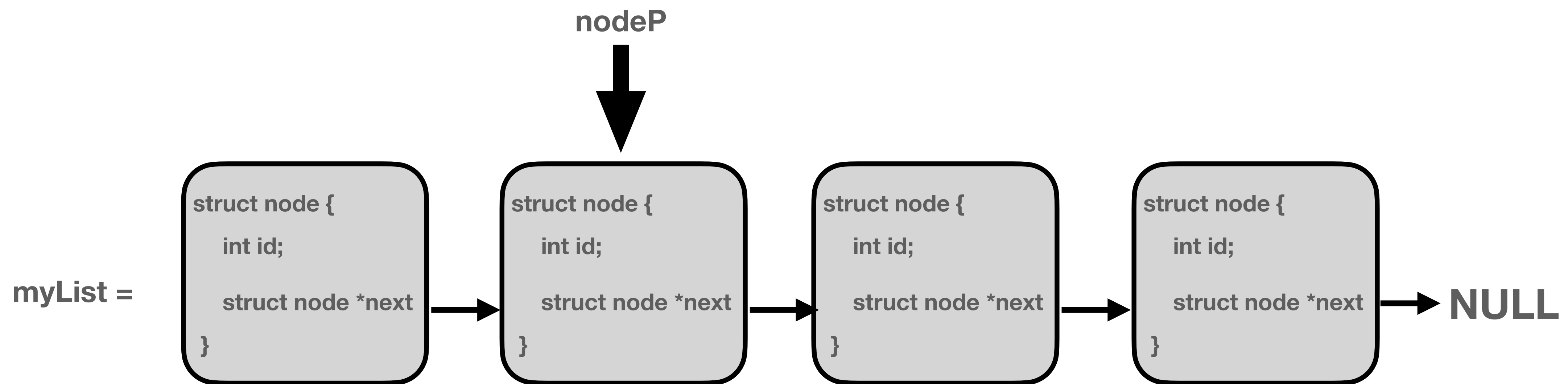
NULL

*/\* set the listhead->next to the new node \*/*

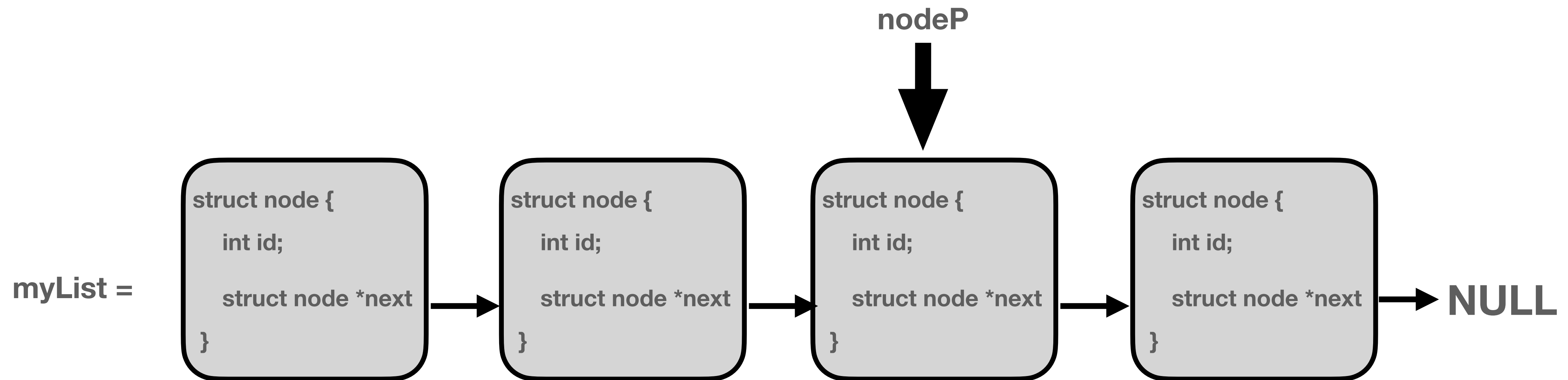
```
for( struct node *nodeP = myList; nodeP != NULL; nodeP = nodeP->next)
{
    printf("node [%p], id: %d\n", nodeP,nodeP->id);
}
```



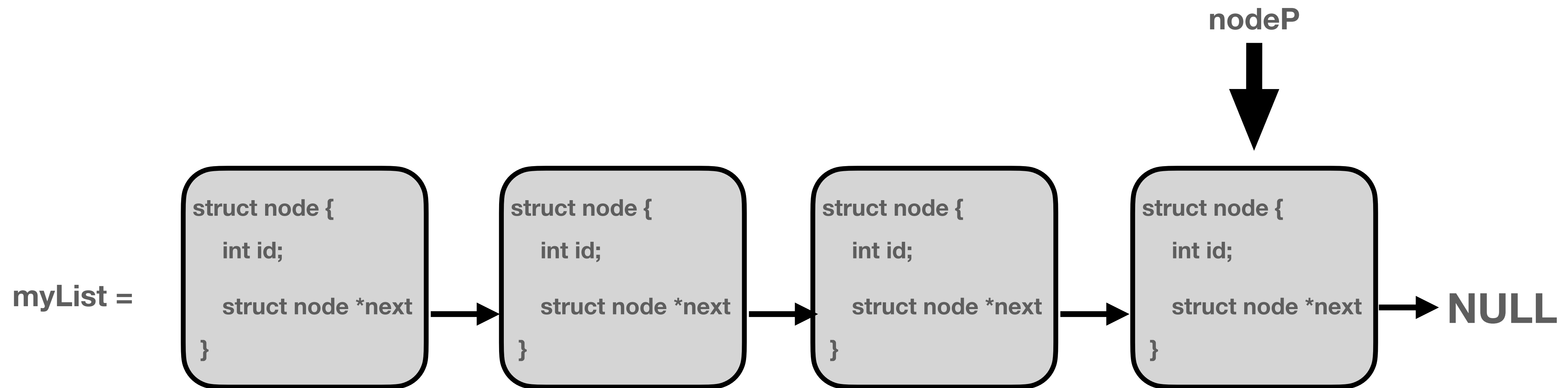
```
for( struct node *nodeP = myList; nodeP != NULL; nodeP = nodeP->next)
{
    printf("node [%p], id: %d\n", nodeP,nodeP->id);
}
```



```
for( struct node *nodeP = myList; nodeP != NULL; nodeP = nodeP->next)
{
    printf("node [%p], id: %d\n", nodeP,nodeP->id);
}
```



```
for( struct node *nodeP = myList; nodeP != NULL; nodeP = nodeP->next)
{
    printf("node [%p], id: %d\n", nodeP,nodeP->id);
}
```



```
for( struct node *nodeP = myList; nodeP != NULL; nodeP = nodeP->next)
{
    printf("node [%p], id: %d\n", nodeP,nodeP->id);
}
```

