



```
struct NodeType
```

```
{
```

```
int nData;
```

```
NodeType *pNext;
```

```
};
```

```
bool CWeirdList::unknown_function( char c )
```

```
{
```

```
NodeType *pNew = new NodeType;
```

```
if( !pNew )
```

```
return false;
```

```
pNew->nData = c;(Step 1)
```

```
pNew->pNext = m_pHead;(Step 2)
```

```
m_pHead = pNew;(Step 3)
```

```
return true;
```

```
}
```