LAPORAN PRAKTIKUM Tugas Pendahuluan Modul 04 "Single Linked List"



Disusun Oleh: Hamidatun Nisa - 21104063 Struktur Data SE07-01

Dosen : Yudha Islami Sulistya

PROGRAM STUDI S1 SOFTWARE ENGINEERING
FAKULTAS INFORMATIKA
UNIVERSITAS TELKOM PURWOKERTO
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1. Berikut ini adalah code single list dari langkah 1-6

File list.h

```
#ifndef LIST_H_INCLUDED
#define LIST_H_INCLUDED

#include <iostream>
#define first(L) L.first
#define next(P) P->next
#define info(P) P->info

using namespace std;

typedef int infotype;
typedef struct elmlist *address;

struct elmlist {
   infotype info;
   address next;
};

struct List {
   address first;
};

void createList(List &L);

address allocate(infotype x);

void insertFirst(List &L, address P);

void printInfo(List L);

#endif
```

File list.cpp

```
#include <iostream>
#include "list.h"
using namespace std;

void createList(List &L) {
    first(L) = NULL;
}

address allocate(infotype x) {
    address p = new elmlist;
    info(p) = x;
    next(p) = NULL;
    return p;
}

void insertFirst(List &L, address P) {
    next(P) = first(L);
    first(L) = P;
}

void printInfo(List L) {
    address p = first(L);
    while (p!= NULL) {
        cout << info(p) << ", ";
        p = next(p);
    }
    cout << endl;
}</pre>
```

File main.cpp dan output

2. Berikut ini adalah hasil untuk langkah no 7

File list.h

```
#ifndef LIST_H_INCLUDED
#define LIST_H_INCLUDED
#define first(L) L.first
#define next(P) P->next
#define info(P) P->info
using namespace std;
typedef int infotype;
typedef struct elmlist *address;
struct elmlist {
   infotype info;
   address next;
struct List {
   address first;
void createList(List &L);
address allocate(infotype x);
void insertFirst(List &L, address P);
void insertLast(List &L, address P);
void insertAfter(List &L, address P, address Prec);
void deleteLast(List &L, address &P);
void deleteAfter(List &L, address &P, address Prec);
address searchInfo(List L, infotype x);
void printInfo(List L);
```

File list.cpp

```
• • •
 #include "list.h"
#include <iostream>
using namespace std;
 address allocate(infotype x) {
   address P = new elmlist;
   info(P) = x;
   next(P) = nullptr;
   return P;
}
 void insertFirst(List &L, address P) {
  next(P) = first(L);
  first(L) = P;
void insertLast(List &L, address P) {
   if (first(L) == nullptr) {
      first(L) = P;
   } else {
      address last = first(L);
      while (next(last) != nullptr) {
            last = next(last);
      }
}
                           }
next(last) = P;
 void insertAfter(List &L, address P, address Prec) {
   if (Prec != nullptr) {
      next(P) = next(Prec);
      next(Prec) = P;
   }
 void deleteLast(List &L, address &P) {
   if (first(L) == nullptr) {
      P = nullptr;
   } else if (next(first(L)) == nullptr) {
      P = first(L);
      first(L) = nullptr;
   } else {
            first(L) = no
} else {
  address prev = nullptr;
  P = first(L);
  while (next(P) != nullptr) {
     prev = P;
     P = next(P);
}
void deleteAfter(List &L, address &P, address Prec) {
   if (Prec != nullptr) {
        P = next(Prec);
        if (P != nullptr) {
            next(Prec) = next(P);
            next(P) = nullptr;
        }
}
 address searchInfo(List L, infotype x) {
  address P = first(L);
  while (P!= nullptr) {
    if (info(P) == x) {
      return P;
    }
}
void printInfo(List L) {
   address P = first(L);
   while (P != nullptr) {
      cout << info(P);
      if (next(P) != nullptr) cout << " -> ";
      P = next(P);
}
```

File main.cpp dan output