

Declone Linked list

Structure = mode
head : type
suivants : n mode

fin Structure

type list = n mode

null in Algo for pointers : nil.

fonction search (L : mode, x : int) : n mode
Var

select : n mode

① to access to the object in
Linked list.

Debut :

select ← L

tant que (select ≠ fin)

si (select.val = x) alors
Retourner select.

fin si

select ← select.suivant

fin tant que

retourner select

Fin

procedure push L (L: mode,)

Debut

tant que L \neq nil faire
 enl (L[^].Val)

Fin tant que

Fin

Inserting in the beginning of the list \rightarrow
given(x), and list L:

The proc insertion head inserts an element in the list.

procedure insert (V: t: Node, x: entier)

Vari
 tmp: t mode

Debut

 Allouer(tmp)

 tmp[^].Val \leftarrow x

 tmp[^].suivant \leftarrow L

 L \leftarrow tmp

Fin

Delete the first element:

procedure Delete (V: L: Node)

Vari
 tmp: t mode

Debut

 si (L \neq nil) Alors

 tmp \leftarrow L

 L \leftarrow L[^].next

 Libérer(tmp)

Fin Si
Fin

- the procedure delete element eliminates an element x of linked list L .

This procedure needs a pointer on element x to be deleted.

we can ^{use} search proc if the pointer is not given.

Delete

procedure Delete (Var L is node, x : entier)

Si ($L \neq nil$) Alors

Si ($L^{\wedge}.Vale = x$) Alors supprime (L)

Sinon

$tmp \leftarrow L$, $concom \leftarrow L$

tant que $tmp^{\wedge}.Vale \neq x$ et $tmp^{\wedge}.suivant \neq nil$) faire

$concom \leftarrow tmp$

$tmp \leftarrow tmp.suivant$

Fin tant que

Si ($tmp^{\wedge}.Vale = x$) alors

$concom^{\wedge}.suivant \leftarrow tmp^{\wedge}.suivant$

liberer (tmp)

fin si

free up the full List:

it's a procedure to free the whole list.

procedure free (for L: mode)

- Debut

tail que monovide (L) pour

Suppleto (L)

Fin tail que

Fin

