

List.h File Reference

```
#include <stdlib.h>
#include "status.h"
```

[Go to the source code of this file.](#)

Data Structures

struct **Node**

struct **List**

Typedefs

typedef struct **Node** **Node**

typedef int(* **compFun**) (void *, void *)

typedef void(* **prFun**) (void *)

typedef struct **List** **List**

Functions

List * **newList** (**compFun**, **prFun**)

void **delList** (**List ***)

status **nthInList** (**List ***, int, void **)

status **addListAt** (**List ***, int, void *)

status **remFromListAt** (**List ***, int, void **)

status **remFromList** (**List ***, void *)

status **displayList** (**List ***)

void **forEach** (**List ***, void(*) (void *))

int **lengthList** (**List ***)

status **addList** (**List ***, void *)

Node * **isInList** (**List ***, void *)

Typedef Documentation

```
typedef int( * compFun) (void *, void *)
```

Comparison function for list elements. Must follow the "strcmp" convention: result is negative if first is less than second, null if both are equal, and positive otherwise.

```
typedef struct List List
```

The list embeds a counter for its size and the two function pointers

```
typedef struct Node Node
```

Creation of a generic (simply linked) **List** structure.

To create a list, one must provide two functions (one function to compare / order elements, one function to display them). Unlike arrays, indices begins with 1. Typical simple link structure: a **Node** is a "value / next" pair

```
typedef void( * prFun) (void *)
```

Display function for list elements

Function Documentation

```
status addList ( List * ,  
                void *  
                )
```

add given element to given list according to comparison function.

Parameters

```
status addListAt ( List * ,  
                  int ,  
                  void *  
                )
```

Insert element at a given position in the list.

Parameters

```
void delList ( List * )
```

destroy the list by deallocating used memory.

Parameters

```
status displayList ( List * )
```

display list the elements according to display function provided during list creation

Parameters

```
void forEach ( List * ,  
              void (*)(void *)  
            )
```

sequentially call given function with each element of given list ($O(N \times F)$).

Parameters

```
Node* isInList ( List * ,  
                void *  
                )
```

tests whether the list contains given element.

Parameters

```
int lengthList ( List * )
```

compute and return the number of elements in given list.

Parameters

```
List* newList ( compFun ,  
               prFun  
               )
```

Empty **List** creation by dynamic memory allocation.

Parameters

```
status nthInList ( List * ,  
                 int      ,  
                 void **  
                 )
```

get the Nth element of the list.

Parameters

```
status remFromList ( List * ,  
                    void *  
                    )
```

remove given element from given list. user should provide a comparison function during list creation.

Parameters

```
status remFromListAt ( List * ,  
                     int ,  
                     void **  
                     )
```

remove the element located at a given position in list.

Parameters