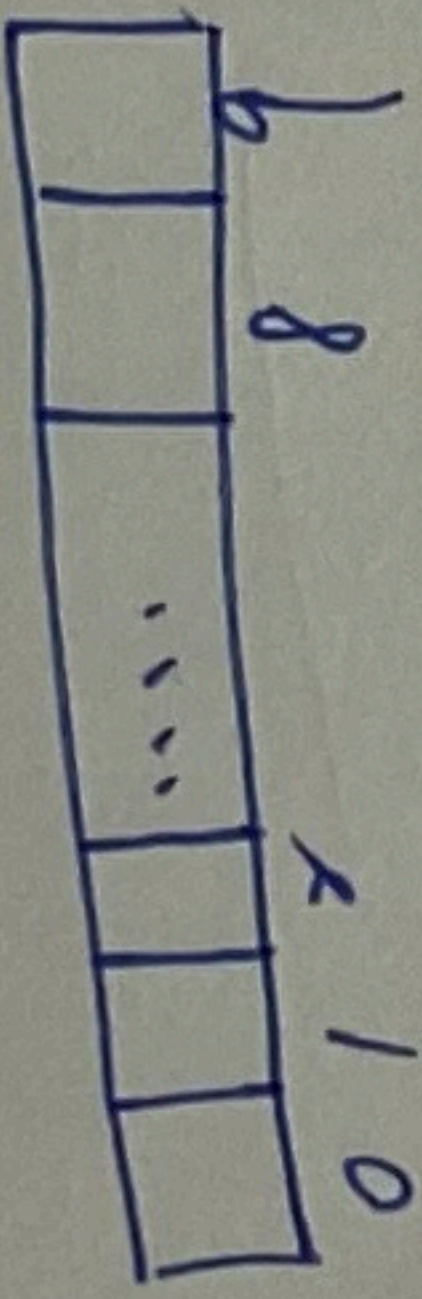


勝 作堂

資料結構 (week03).

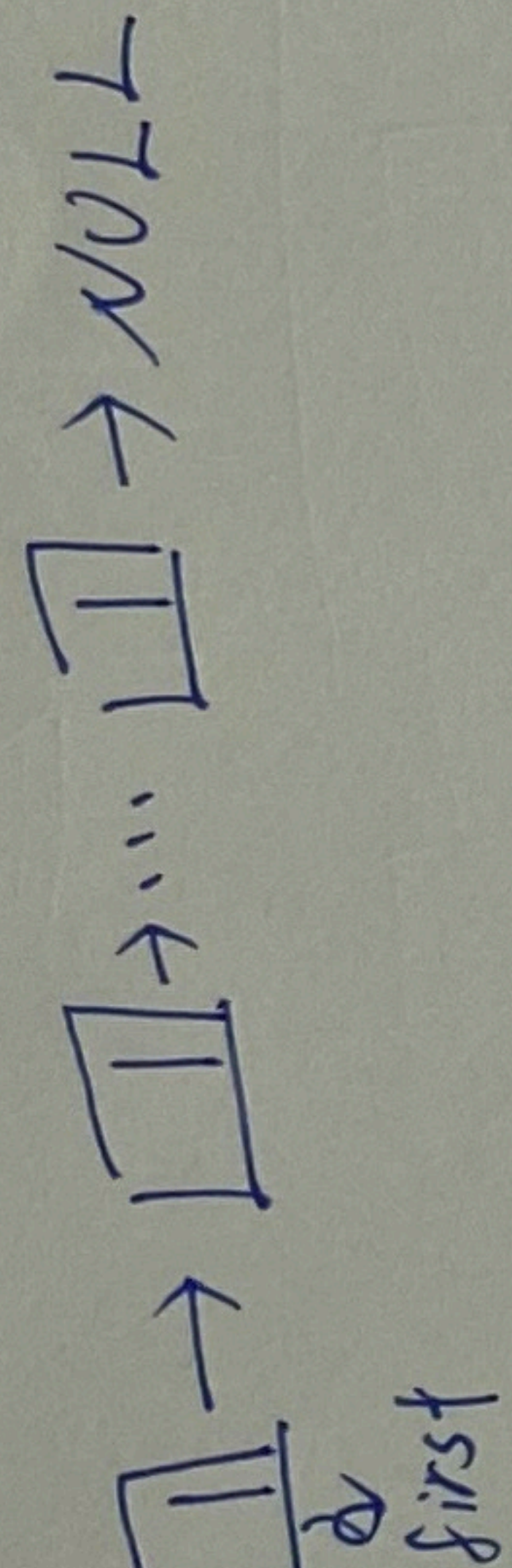
陣列

int data[10];



連結串列

creatList(10, data);



指標 (review).

int x;

int *ptr;

x = 1;

*ptr = x;

本堂題式

1. Ch4-3-h

2. createList.c

3. Ch4-3-1-c

// Ch4-3-h 標頭檔

struct Node {

int data;

struct Node *next;

};

typedef struct Node Node;

typedef Node *List;

List first = NULL;

extern void createList (int len, int *array);

extern int isListEmpty();

;

| 動態 | 陣列 | 連結串列 |
|------|----|------|
| 彈生 | ✓ | ✗ |
| 大量資料 | ✓ | ✗ |

Q1. x = 1 Q4 *ptr = 1

Q2. &x = FF40 Q5 ptr = FF40.

Q3. &ptr = FF50

// Ch4-3-1-c 主程式

```
#include <stdio.h>
#include <stdlib.h>
#include "Ch4-3-h"
#include "createList.c"

int main() {
    int data[6] = {1, 2, 3, 4, 5, 6};
    List ptr;
    createList(6, data);
    printf("是否空? %d", isListEmpty());
    system("PAUSE");
    return 0;
}
```

// createList.c 陣列副程式

```
void createList (int len, int *array) {
    int i;
    List newnode;
    for (i=0; i<len; i++) {
        newnode = (List) malloc (sizeof (Lnode));
        newnode->data = array[i];
        newnode->next = first;
        first = newnode;
    }
}
```