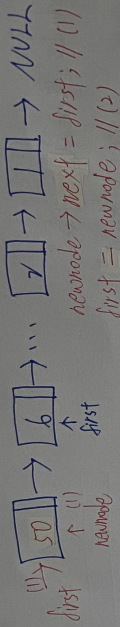
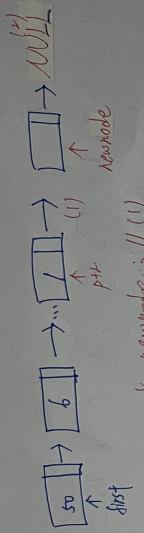


插入節點:

(1) 第1個之前

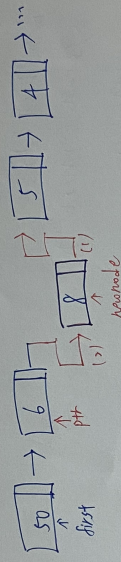
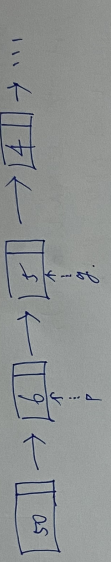


(2) 最後一個節點之後



$ptr \rightarrow next = newnode; // (1)$
 $newnode \rightarrow next = NULL; // (2)$

(3) 中間位置: p.g. 之間



$newnode \rightarrow next = ptr \rightarrow next; // (1)$
 $ptr \rightarrow next = newnode; // (2)$

```
// insertNode.c
void insertNode(List ptr, int d) {
    List newnode;
    newnode = (List) malloc(sizeof(LNode));
    newnode->data = d;
    if (ptr == first) {
        // case 1
    }
    else {
        if (ptr->next == NULL) {
            // case 2
        }
        else {
            // case 3
        }
    }
}
```