```
teori > tugasSingleLinkedList > C+ no1.cpp > ⊘ main()
     #include <iostream>
     using namespace std;
     //Deklarasi List
      struct Node {
        float info;
        Node* next;
     struct List {
 10
      Node* first;
 11
 12
 13
     //Membuat list kosong
 14
     void createList(List &L) {
 15
 16
      L.first = NULL;
 17
 18
 19
     //Membuat elemen baru
 20
     Node* createElement(float X) {
 21
       Node* elm = new Node;
 22
        elm->info = X;
 23
        elm->next = NULL;
        return elm;
 25
 26
      //Menyisipkan elemen secara ascending
      void insertAscending(List &L, Node* elm) {
 28
 29
        if (L.first == NULL) {
 30
         L.first = elm;
 31
 32
         else if (elm->info < L.first->info) {
           elm->next = L.first;
 33
           L.first = elm;
 34
 35
 36
         else {
            Node* p = L.first;
 37
             while (p->next != NULL && p->next->info < elm->info) {
 38
 39
              p = p->next;
 40
 41
             elm->next = p->next;
 42
            p->next = elm;
 43
 44
 45
      void printList(List L) {
        Node* p = L.first;
         while (p != NULL) {
 49
            cout << p->info << " ";
           p = p->next;
 50
 51
         cout << endl;
 52
 53
 54
 55 v int main() {
 56
         createList(List);
 57
 58
           insertAscending(List, createElement(10.5));
 59
            insertAscending(List, createElement(12.0));
 60
            insertAscending(List, createElement(20.9));
 61
            insertAscending(List, createElement(25.1));
 62
           insertAscending(List, createElement(15.5)); // insert tambahan untuk cek urutan
 63
 64
           cout << "Isi Linked List (Ascending): ";</pre>
 65
           printList(List);
 66
 67
           return 0;
 68
 69
```

```
teori > tugasSingleLinkedList > C+ no1.cpp > ⊘ main()
     #include <iostream>
     using namespace std;
      //Deklarasi List
      struct Node {
        float info;
         Node* next;
     struct List {
 10
      Node* first;
 11
 12
 13
     //Membuat list kosong
 14
     void createList(List &L) {
 15
 16
      L.first = NULL;
 17
 18
 19
     //Membuat elemen baru
 20
      Node* createElement(float X) {
 21
        Node* elm = new Node;
 22
         elm->info = X;
 23
        elm->next = NULL;
        return elm;
 25
 26
      //Menyisipkan elemen secara ascending
      void insertAscending(List &L, Node* elm) {
 28
         if (L.first == NULL) {
 29
 30
          L.first = elm;
 31
 32
          else if (elm->info < L.first->info) {
            elm->next = L.first;
 33
            L.first = elm;
 34
 35
 36
          else {
             Node* p = L.first;
 37
             while (p->next != NULL && p->next->info < elm->info) {
 38
 39
               p = p->next;
 40
 41
              elm->next = p->next;
 42
             p->next = elm;
 43
 44
 45
      void printList(List L) {
         Node* p = L.first;
          while (p != NULL) {
 49
             cout << p->info << " ";
 50
            p = p->next;
 51
          cout << endl;
 52
 53
 54
 54
 55
       int main() {
 56
          List L;
 57
          createList(L);
 58
 59
          insertAscending(L, createElement(10.5));
 60
           insertAscending(L, createElement(12.0));
           insertAscending(L, createElement(20.9));
 61
 62
           insertAscending(L, createElement(25.1));
 63
        insertAscending(L, createElement(15.5)); // insert tambahan untuk cek urutan
 64
           cout << "Isi Linked List (Ascending): ";</pre>
 65
 66
           printList(L);
 67
 68
           return 0;
 69
```

70

PS C:\shellyn\kuliah\semester3\strukturData\teori\tugasSingleLinkedList> cd "c:\shellyn\kuliah\s
emester3\strukturData\teori\tugasSingleLinkedList\" ; if (\$?) { g++ no1.cpp -o no1 } ; if (\$?) {
 .\no1 }
 Isi Linked List (Ascending): 10.5 12 15.5 20.9 25.1

PS C:\shellyn\kuliah\semester3\strukturData\teori\tugasSingleLinkedList>

```
teori > tugasSingleLinkedList > C+ no2.cpp > ...
 1 #include <iostream>
     using namespace std;
      struct Node {
        float info;
        Node* next;
  8
     struct List {
 10
      Node* first;
 12
     void createList(List &L) {
 13
 14
      L.first = NULL;
 15
 16
 17
     Node* createElement(float X) {
        Node* elm = new Node;
        elm->info = X;
 19
 20
         elm->next = NULL;
        return elm;
 21
 22
 23
 23
      void insertAscending(List &L, Node* elm) {
 24
 25
        if (L.first == NULL) {
 26
          L.first = elm;
         else if (elm->info < L.first->info) {
 28
           elm->next = L.first;
 29
          L.first = elm;
 30
 31
 32
         else {
 33
           Node* p = L.first;
 34
             while (p->next != NULL && p->next->info < elm->info) {
             p = p->next;
 35
 37
             elm->next = p->next;
 38
            p->next = elm;
 39
 40
 41
 42
      // Fungsi untuk mencari elemen bernilai X
 43
      Node* findElement(List L, float X) {
 44
         Node* p = L.first;
         while (p != NULL && p->info != X) {
          p = p->next;
 47
 48
        return p;
 49
 50
```

```
50
 51
      // Menghapus elemen sesuai kondisi soal
 52
      void deleteByCondition(List &L, float X) {
 53
         Node* p = findElement(L, X);
 54
 55
          if (p == NULL) {
            cout << "Tidak ada elemen bernilai " << X << " dalam list." << endl;
 56
 57
              return;
 58
          // Jika elemen pertama
          if (p == L.first) {
 61
              L.first = p->next;
 62
 63
              delete p;
 64
 65
          // Jika elemen terakhir
          else if (p->next == NULL) {
 67
              Node* q = L.first;
              while (q->next != p) {
 68
              q = q->next;
 69
 70
 71
              q->next = NULL;
 72
             delete p;
 73
          // Jika elemen di tengah → hapus elemen setelah X
 74
 75
          else {
             Node* temp = p->next;
 76
 77
              p->next = temp->next;
 78
              delete temp;
 79
 80
      void printList(List L) {
 83
          Node* p = L.first;
 84
          while (p != NULL) {
 85
           cout << p->info << " ";
 86
            p = p->next;
 87
          cout << endl;</pre>
 88
 89
 90
 91
      int main() {
 92
         List L;
          createList(L);
 95
          insertAscending(L, createElement(10.5));
          insertAscending(L, createElement(12.0));
 96
          insertAscending(L, createElement(20.9));
 97
 98
          insertAscending(L, createElement(25.1));
 99
100
          cout << "Isi awal list: ";
101
         printList(L);
102
         float X;
cout << "Masukkan nilai X untuk dihapus: ";</pre>
103
104
105
          cin >> X:
106
107
        deleteByCondition(L, X);
108
109
          cout << "Isi list setelah proses penghapusan: ";</pre>
110
          printList(L);
111
        return 0;
112
113
```

```
• PS C:\shellyn\kuliah\semester3\strukturData\teori\tugasSingleLinkedList> cd "c:\shellyn\kuliah\semes
 r3\strukturData\teori\tugasSingleLinkedList\"; if ($?) { g++ no2.cpp -o no2 }; if ($?) { .\no2 }
 Isi awal list: 10.5 12 20.9 25.1
 Masukkan nilai X untuk dihapus: 10.5
 Isi list setelah proses penghapusan: 12 20.9 25.1
 PS C:\shellyn\kuliah\semester3\strukturData\teori\tugasSingleLinkedList> cd "c:\shellyn\kuliah\semes
• r3\strukturData\teori\tugasSingleLinkedList\" ; if ($?) { g++ no2.cpp -o no2 } ; if ($?) { .\no2 }
 Isi awal list: 10.5 12 20.9 25.1
 Masukkan nilai X untuk dihapus: 12
 Isi list setelah proses penghapusan: 10.5 12 25.1
 PS C:\shellyn\kuliah\semester3\strukturData\teori\tugasSingleLinkedList> cd "c:\shellyn\kuliah\semes
• r3\strukturData\teori\tugasSingleLinkedList\" ; if ($?) { g++ no2.cpp -o no2 } ; if ($?) { .\no2 }
 Isi awal list: 10.5 12 20.9 25.1
 Masukkan nilai X untuk dihapus: 25.1
 Isi list setelah proses penghapusan: 10.5 12 20.9
OPS C:\shellyn\kuliah\semester3\strukturData\teori\tugasSingleLinkedList>
```