Вивід в консолі:

Are both the same struct?: 1
>
Name: Hello world
Price: 1000.00 UAH
Pages: 255
Weight: 2.00 kg
Year 2003
Language: Ukrainian
>
>
Name: La lingua italiana
Price: 333.30 UAH
Pages: 255
Weight: 1.10 kg
Year 2010
Language: Italian
>
>
Name: Babyland
Price: 80.00 UAH
Pages: 25
Weight: 0.10 kg
Year 2020
Language: English
>
>
Name: Hello world
Price: 1000.00 UAH
Pages: 255
Weight: 2.00 kg
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>

```
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| Name: Babyland
| Price: 80.00 UAH
| Pages: 25
| Weight: 0.10 kg
| Year 2020
| Language: English
| Name: History of Ukraine
| Price: 1936.10 UAH
| Pages: 1000
| Weight: 2.00 kg
| Year 2020
| Language: Ukrainian
| Name: cpp for beginers
| Price: 345.00 UAH
| Pages: 345
| Weight: 4.00 kg
| Year 2000
| Language: English
```

Код:

```
#include *finclude *linkedList.h*

#include *linkedList.h*
#include *book.h*

#include *book.h*

#int main() {
LinkedList *list = createLinkedList();

Book book1 = { price: 1000, pageNumber: 255, Janguage: UA, weight: 2, publicationYear: 2003, name: *Hello world*};

Book book2 = { price: 80, pageNumber: 255, Janguage: UT, weight: 1.1, publicationYear: 2010, name: *La lingua italiana*};

Book book3 = { price: 80, pageNumber: 256, Janguage: UK, weight: 0.1, publicationYear: 2020, name: *Babyland*};

Book book4 = { price: 345, pageNumber: 1000, Janguage: UK, weight: 2, publicationYear: 2020, name: *History of Ukraine*};

Book book5 = { price: 345, pageNumber: 345, Janguage: US, weight: 4, publicationYear: 2020, name: *Cpp for beginers*};

Book *book5[] = { [0] &book1, [1] &book2, [2] &book3, [3] &book4, [4] &book5};

pushAll( data: books, length: sizeof(books) / sizeof(books[0]), lelist);

Book *book44 = pop( lelist);

printf( format: *Are both the same struct?: %d\n*, book44 == &book4); // true

pushAll( data: books, length: sizeof(books) / sizeof(books[0]), lelist);

printlist( toString: printBook, lelist);

freeList( lelist);

freeList( lelist);
```

• LinkedList.h

```
#ifndef LINKED_LIST_H
#define LINKED_LIST_H
typedef struct {
    int index;
    struct Node *next;
    struct Node *prev;
    void *data;
} Node;
typedef struct {
   Node *head;
   Node *tail;
} LinkedList;
LinkedList *createLinkedList();
void pushAll(void **data, int length, LinkedList *l);
void push(void *data, LinkedList *l);
void* pop(LinkedList *l);
void _createNode(Node *node, void *data, LinkedList *l);
void insert(Node *node, int i, LinkedList *l);
void delete(int i, LinkedList *l);
void freeList(LinkedList *l);
void printList(void (*toString)(void *data), LinkedList *l);
```

• LinkedList.c

```
#include <malloc.h>
#include "linkedList.h"
LinkedList *createLinkedList(){
    LinkedList *linkedList = malloc( Size: sizeof(LinkedList));
    linkedList->head = NULL;
    linkedList->tail = NULL;
   linkedList->size = 0;
   return linkedList;
void pushAll(void **data, int length, LinkedList *l){
    for (int i = 0; i < length; i++) {</pre>
        push( data: data[i], l);
void push(void *data, LinkedList *l){
    if(l->head == NULL){
       l->head = (Node *)malloc( Size: sizeof(Node));
        _createNode( node: l->head, data, l);
    Node *prev = l->tail;
    l->tail = (Node *)malloc( Size: sizeof(Node));
    _createNode( node: l->tail, data, l);
    prev->next = l->tail;
   l->tail->prev = prev;
```

```
void* pop(LinkedList *l){
    if(l->head == NULL) return NULL;
   Node *prevTail = l->tail;
   l->tail = (Node *) l->tail->prev;
   if (l->tail != NULL)l->tail->next = NULL;
   else {
       return NULL;
   void *data = prevTail->data;
   free( Memory: prevTail);
   return data;
void printList(void (*toString)(void *data), LinkedList *l){
   Node *node = l->head;
   while(node != NULL){
        toString(node -> data);
       node = (Node *) node->next;
void _createNode(Node *node, void *data, LinkedList *l){
   node->data = data;
   node->index = l->size++;
   node->next = NULL;
   node->prev = NULL;
void freeList(LinkedList *l){
    Node *node = l->head;
    while (node != NULL){
        Node *prevNode = node;
        node = (Node *) node->next;
        free( Memory: prevNode);
    free( Memory: 1);
```

• Book.h

• Book.c

```
#include <stdio.h>
#include "book.h"
void printBook(void *book){
    Book *b = (Book*) book;
    printf( format: "|------
    printf( format: "| Name: %s\n", b->name);
    printf( format: "| Price: %.2f UAH\n", b->price);
    printf( format: "| Pages: %d\n", b->pageNumber);
    printf( format: "| Weight: %.2f kg\n", b->weight);
    printf( format: "| Year %d\n", b->publicationYear);
    printLanguage( |: b->language);
    printf( format: "|----->\n");
};
void printLanguage(enum Language l){
    printf( format: "| Language: ");
    switch (l) {
        case UA:
            printf( format: "Ukrainian");
            break;
        case IT:
            printf( format: "Italian");
            break;
        case US:
        case UK:
            printf( format: "English");
            break;
    printf( format: "\n");
```