

Семинар №11

ФАКТ 2020

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November 15, 2020

Связный список



```
struct node
{
    int value;
    struct node* next;
};
typedef struct node Node;
```

head

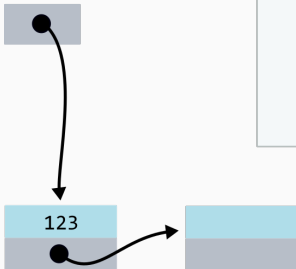


```
Node* head = malloc(sizeof(Node));
```



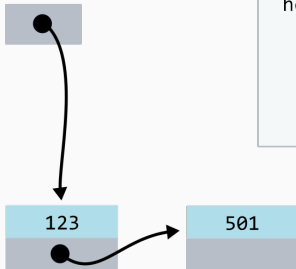
```
Node* head = malloc(sizeof(Node));  
head->value = 123;
```

head



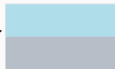
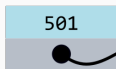
```
Node* head = malloc(sizeof(Node));  
head->value = 123;  
head->next = malloc(sizeof(Node));
```

head



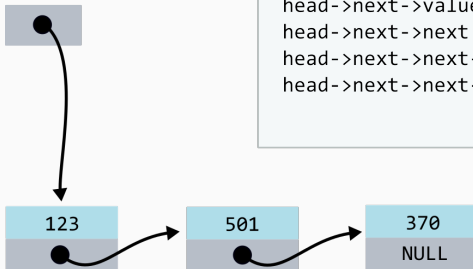
```
Node* head = malloc(sizeof(Node));  
head->value = 123;  
head->next = malloc(sizeof(Node));  
head->next->value = 501;
```

head



```
Node* head = malloc(sizeof(Node));  
head->value = 123;  
head->next = malloc(sizeof(Node));  
head->next->value = 501;  
head->next->next = malloc(sizeof(Node));
```


head

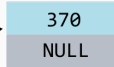
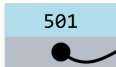


```
Node* head = malloc(sizeof(Node));
head->value = 123;
head->next = malloc(sizeof(Node));
head->next->value = 501;
head->next->next = malloc(sizeof(Node));
head->next->next->value = 370;
head->next->next->next = NULL;
```

Добавление элемента в конец связного списка

Добавление элемента в конец связанного списка

head

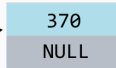
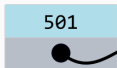


```
Node* p = malloc(sizeof(Node));  
p->value = 100;  
p->next = NULL;
```

```
Node* ptr = head;  
while (ptr->next != NULL)  
    ptr = ptr->next;  
ptr->next = p;
```

Добавление элемента в конец связанного списка

head



p



```
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```

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p->value = 100;
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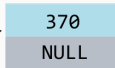
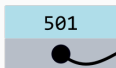
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Node* ptr = head;
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while (ptr->next != NULL)
```

```
    ptr = ptr->next;
```

```
ptr->next = p;
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head



p



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p->next = NULL;
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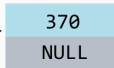
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Node* ptr = head;
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while (ptr->next != NULL)
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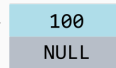
```
    ptr = ptr->next;
```

```
ptr->next = p;
```

head

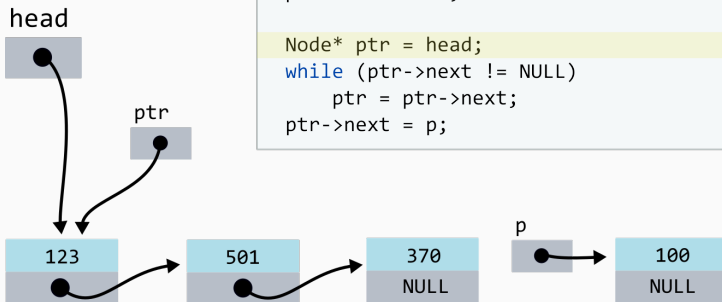


p



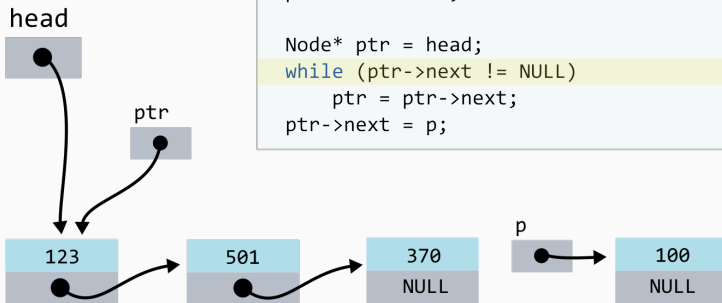
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p->next = NULL;
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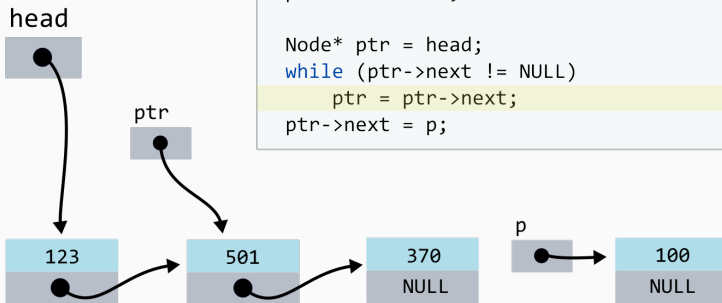
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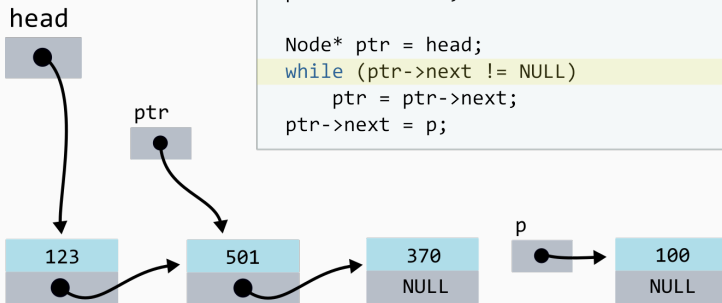


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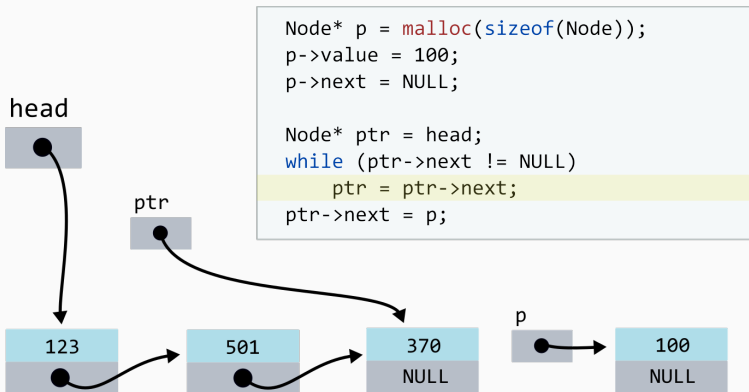


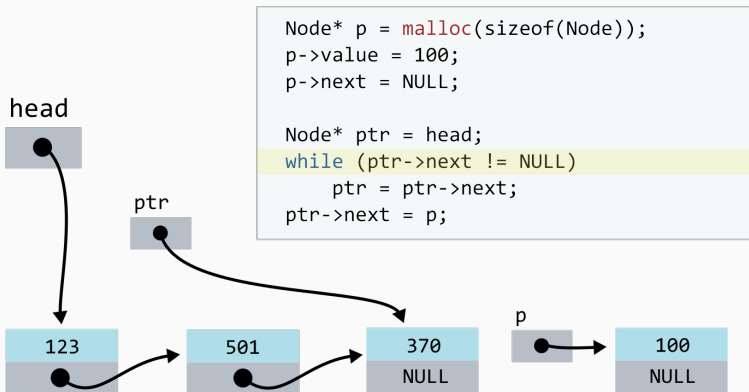


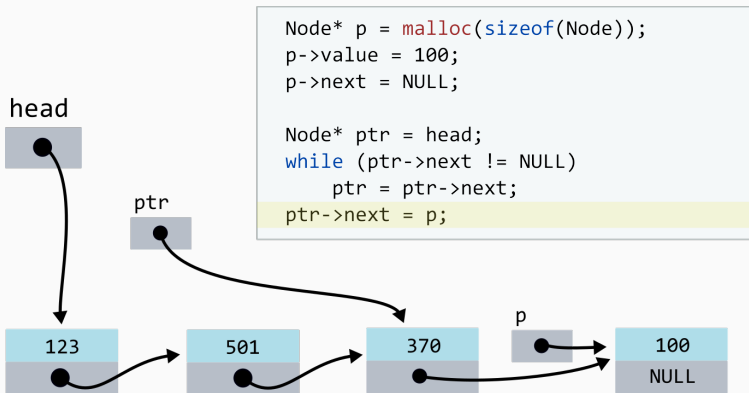


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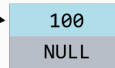
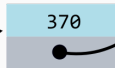
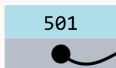
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