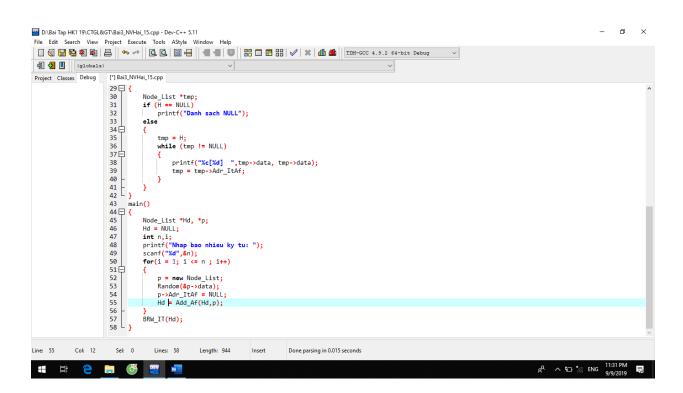
Bài Tập CTGL & GT

Code bài 3:

```
D:\Bai Tap HK1 19\CTGL&GT\Bai3_NVHai_15.cpp - Dev-C++ 5.11
                                                                                                                                                               File Edit Search View Project Execute Tools AStyle Window Help
 □ 🔞 🔛 🔁 🚳 📵 🔠 🕒 🗎 🖴 → 🕴 🔯 🖫 🔠 🖶 📗 🖷 📲 📗 📳 🛗 🔡 🔡 🔡 🔛 🔛 🔛 💮 🖽 🕍 🚵 📗 TDM-GCC 4.9.2 64-bit Debug
 (globals)
Project Classes Debug [*] Bai3_NVHai_15.cpp
                     1 #include <stdio.h>
2 #include <string.h>
3 #include <stdlib.h>
                          struct Node List
                      5 □ {
                              char data;
Node_List *Adr_ItAf;
                     16
17
18
                              if( H == NULL)
                              H = It;
else
                     19 ់
                                 Node_List *tmp;

tmp = H;

while (tmp->Adr_ItAf != NULL)
                     20
21
22
23
24
25
                                  tm p= tmp->Adr_ItAf;
tmp->Adr_ItAf = It;
                              return H;
                     28 void BRW_IT(Node_List *H)
29 🖯 {
                              Node_List *tmp;
                      Sel: 0 Lines: 58
                                                                     Done parsing in 0.015 seconds
Line: 55
           Col: 12
                                            Length: 944
                                                         Insert
                                                                                                                                          R<sup>R</sup> Λ 1 7 ENG 11:30 PM 9/9/2019
             e
 ₩ Ħ
```



Kết quả:

