

CSc 352

Basic Linked List

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Implement a very simple LinkedList

- In this problem we should implement a very simple linked list
- A node will be represented by:

```
typedef void* lln;
```
- Will have very simple functionality:

```
lln lln_create(int value);  
void lln_add(lln node, int value);  
void lln_print(lln node);
```
- Then, test it in main!

```
typedef void* lln;
```

```
lln lln_create(int value) {  
    ?  
}
```

```
void lln_add(lln node, int value) {  
    ?  
}
```

```
void lln_print(lln node) {  
    ?  
}
```

```
int main() {  
    lln numbers;  
    numbers = lln_create(10);  
    lln_print(numbers);  
    lln_add(numbers, 20);  
    lln_add(numbers, 50);  
    lln_add(numbers, 30);  
    lln_print(numbers);  
    return 0;  
}
```

```
typedef void* lln;
```

```
lln lln_create(int value) {  
    ?  
}
```

```
void lln_add(lln node, int value) {  
    ?  
}
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```
void lln_print(lln node) {  
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    lln_add(numbers, 30);  
    lln_print(numbers);  
    return 0;  
}
```

data (sizeof(int) bytes)	next (sizeof(void*) bytes)
----------------------------	-----------------------------

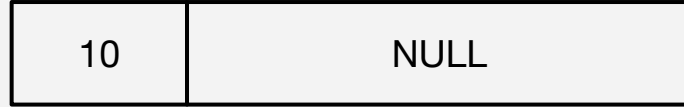
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```
lln lln_create(int value) {  
    ?  
}
```

```
void lln_add(lln node, int value) {  
    ?  
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void lln_print(lln node) {  
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    lln_add(numbers, 50);  
    lln_add(numbers, 30);  
    lln_print(numbers);  
    return 0;  
}
```



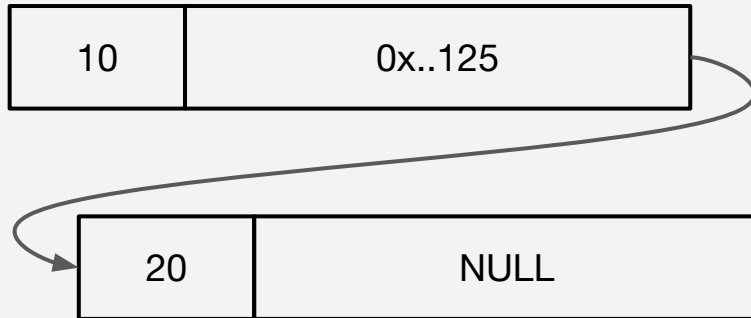
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lln lln_create(int value) {  
    ?  
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```
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    ?  
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void lln_print(lln node) {  
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    lln_add(numbers, 30);  
    lln_print(numbers);  
    return 0;  
}
```



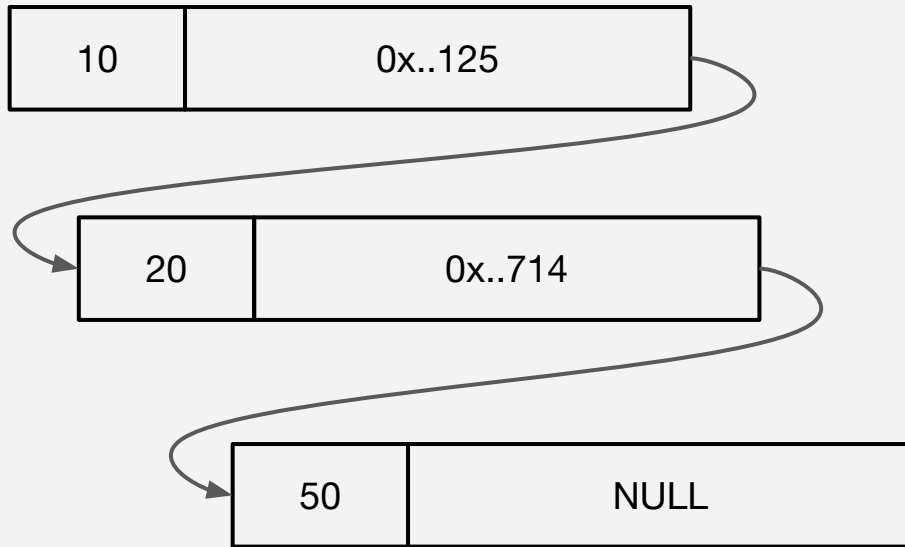
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typedef void* lln;
```

```
lln lln_create(int value) {  
    ?  
}
```

```
void lln_add(lln node, int value) {  
    ?  
}
```

```
void lln_print(lln node) {  
    ?  
}
```

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int main() {  
    lln numbers;  
    numbers = lln_create(10);  
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    lln_add(numbers, 30);  
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}
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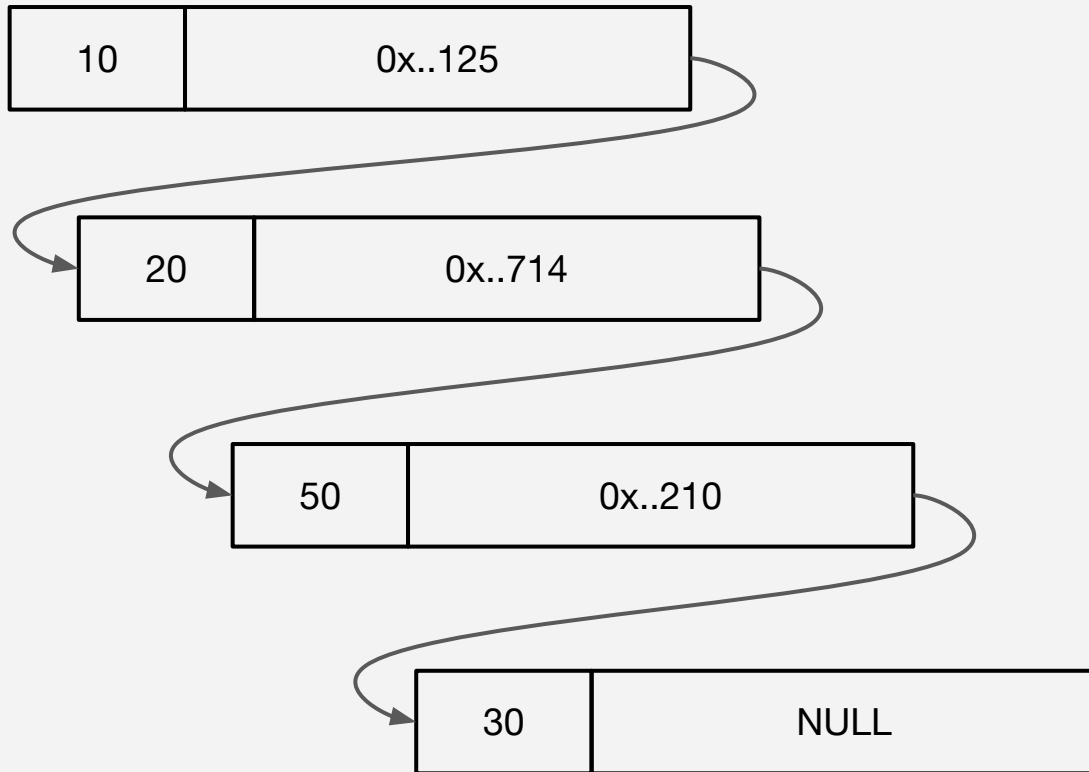
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typedef void* lln;
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lln lln_create(int value) {  
    ?  
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void lln_add(lln node, int value) {  
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    lln_print(numbers);  
    return 0;  
}
```




```

typedef void* lln;

lln lln_create(int value) {
    lln node = malloc(sizeof(int) + sizeof(lln));
    if (node == NULL) {
        fprintf(stderr, "ISSUE ALLOCATING NODE\n");
        exit(1);
    }
    int* int_addr = ((int*)node);
    lln* next_addr = (lln)(int_addr+1);
    *int_addr = value;
    *next_addr = NULL;
    return node;
}

void lln_add(lln node, int value) {
    int* int_addr = ((int*)node);
    lln* next_addr = (lln)(int_addr+1);
    if (*next_addr != NULL) {
        lln_add(*next_addr, value);
    } else {
        *next_addr = lln_create(value);
    }
}

```

```

void lln_print(lln node) {
    int* int_addr = ((int*)node);
    lln* next_addr = (lln)(int_addr+1);
    if (*next_addr != NULL) {
        printf("[NODE (value=%d)] -> ", *int_addr);
        lln_print(*next_addr);
    } else {
        printf("[NODE (value=%d)]\n", *int_addr);
    }
}

int main() {
    lln numbers;
    numbers = lln_create(10);
    lln_print(numbers);
    lln_add(numbers, 20);
    lln_add(numbers, 50);
    lln_add(numbers, 30);
    lln_print(numbers);
    return 0;
}

```