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IT_46-02
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SLL.cpp

```
#include <iostream>
#include "SLL.h"

void createList_1303223086(list L){
    first(L) = NULL;
}

address alokasi_1303223086(infotype data){
    address P = new elmlist;
    info(P) = data;
    next(P) = NULL;
    return P;
}

void insertFirst_1303223086(list &L ,address P){
    next(P) = first(L);
    first(L) = P;
}

void insertLast_1303223086(list &L ,address P){
    if (first(L) == NULL){
        first(L) = P;
    } else{
        address Q = first(L);
        while (next(Q) !=NULL) {
            Q = next(Q);
        }
        next(Q) = P;
    }
}

void insertAfter_1303223086(list &L ,address prec, address P){
    next(P) = next(prec);
    next(prec) = P;
}

void deleteFirst_1303223086(list L ,address P){
```

```

P = first(L);
first(L) = next(P);
next(P) = NULL;
}
void deleteLast_1303223086(list &L ,address P){
    if(first(L) == NULL){
        cout << "List Kosong";

    } else if(next(first(L)) == NULL){
        P = first(L);
        first(L) = NULL;
    }else{
        address Q = first(L);
        while(next(next(Q)) != NULL){
            Q = next(Q);
        }
        P = next(Q);
        next(Q) = NULL;
    }
}
void deleteAfter_1303223086(list &L ,address prec ,address P){
    P = next(prec);
    next(prec) = next(P);
    next(P) = NULL;
}
void show_1303223086(list L){
    address P = first(L);
    while(P != NULL){
        cout << info(P) << " , "
        P = next(P);
    }
    cout << endl;
}
address findInfo_1303223086(list L){
    infotype data;
    cin >> data;
    address P = first(L);
    while(P != NULL){
        if (info(P) == data){
            return(P);
        }
        P = next(P);
    }
    return NULL
}

```

}

- SLL.h

```
SLL.cpp x *SLL.h x main.cpp x
1  #ifndef SLL_H_INCLUDED
2  #define SLL_H_INCLUDED
3  #define first(L) L.first
4  #define next(P) P->next
5  #define info(P) P->info
6
7  using namespace std;
8  typedef int infotype;
9  typedef struct elmlist *address;
10
11 struct elmlist {
12     infotype info;
13     address next;
14 };
15
16 struct list{
17     address first;
18 };
19
20 void createList_1303223086(list L);
21 address alokasi_1303223086(infotype data);
22 void insertFirst_1303223086(list &L ,address P);
23 void insertLast_1303223086(list &L ,address P);
24 void insertAfter_1303223086(class list {...} prec, address P);
25 void deleteFirst_1303223086(list &L ,address P);
26 void deleteLast_1303223086(list &L ,address P);
27 void deleteAfter_1303223086(list &L ,address prec ,address P);
28 void show_1303223086(list L);
29 address findInfo_1303223086(list L);
30 #endif // SLL_H_INCLUDED
```

main.cpp

```
SLL.cpp X *SLL.h X main.cpp X
1      #include <iostream>
2
3      using namespace std;
4
5      int main()
6      {
7          list L;
8          createList_1303223086(L);
9
10         int angka;
11         cout << " Masukkan angka pertama: ";
12         cin >> angka;
13         address elemen1 = alokasi_1303223086(angka)
14         insertFirst_1303223086(L, elemen1)
15     }
16
```