

single_list.cpp

```
#include <stdio.h>
#include <stdlib.h>

//
struct Node
{
    int value;
    Node *next;
};

Node *head;

//
void InitList()
{
    head=(Node *)malloc(sizeof(Node));
    head->next=NULL;
}

// Target
Node *InsertNode(Node *Target,Node *aNode)
{
    Node *New;

    New=(Node *)malloc(sizeof(Node));
    *New=*aNode;

    New->next=Target->next;
    Target->next=New;
    return New;
}

// Target
bool DeleteNode(Node *Target)
{
    Node *Del;
```

```
Del=Target->next;
if (Del==NULL) {
    return false;
}
Target->next=Del->next;
free(Del);
return true;
}

// 
void UnInitList()
{
    while (DeleteNode(head)) {;}

    free(head);
    head=NULL;
}

void main()
{
    int i;
    Node *Now,Temp;

    InitList();

    //
    Now=head;
    for (i=1;i<=5;i++) {
        Temp.value=i;
        Now=InsertNode(Now,&Temp);
    }

    //
    DeleteNode(head->next);

    //
    for (Now=head->next;Now;Now=Now->next) {
        printf("%d\t",Now->value);
    }
    printf("\n");

    UnInitList();
}
```

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