

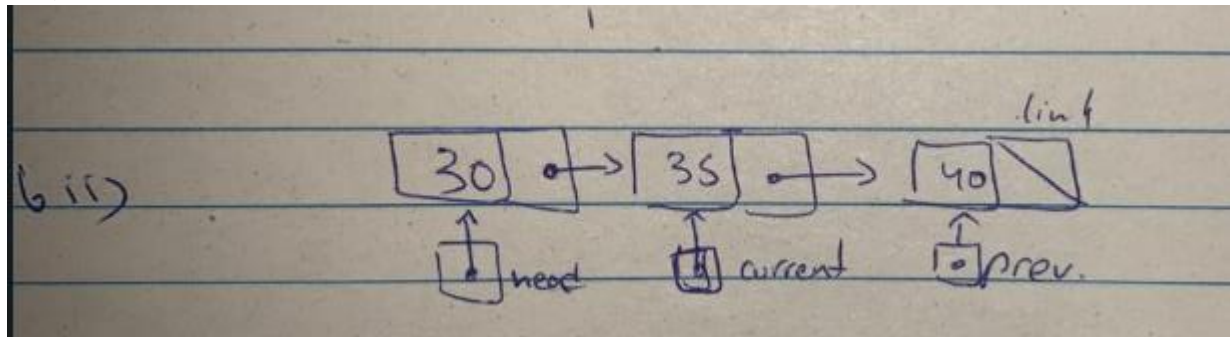
LE2 PART A

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b i)

```
Node* List::insertNode(double x)
{
    int cIndex= 0;
    Node* cNode= head;
    Node* pNode= NULL;
    while(cNode&& x > cNode->data){
        pNode=cNode;
        cNode=cNode->next;
        cIndex++;
    }
    Node* newNode= new Node;
    newNode->data=x;
    if(cIndex==0)
    {
        newNode->next=head;
        head= newNode;
    }
    else{
        newNode->next=pNode->next;
        pNode->next=newNode->next;
    }
    return newNode;
}
```

}B ii)



c)

```
Node *List::DelNode(double x)
```

```
{
```

```
    int cIndex = 1;
```

```
    Node *cNode = head;
```

```
    Node *pNode = NULL;
```

```
    while (cNode && cNode->data!=x)
```

```
    {
```

```
        pNode = cNode;
```

```
        cNode = cNode->next;
```

```
        cIndex++;
```

```
    }
```

```
    if (cNode){
```

```
        if (pNode){
```

```
            pNode->next=cNode->next;
```

```
            delete cNode;
```

```
        }
```

```
    else{
```

```
        head=cNode->next;
```

```
        delete cNode;
```

```
    }
```

```
    return cIndex;
```

}

return 0;

}

d)

