

Einfügen

```
void List::Add(ItemType a) {  
    Element * help;  
    help = new Element;  
    help->next = head;  
    help->value = a;  
    head = help;  
}
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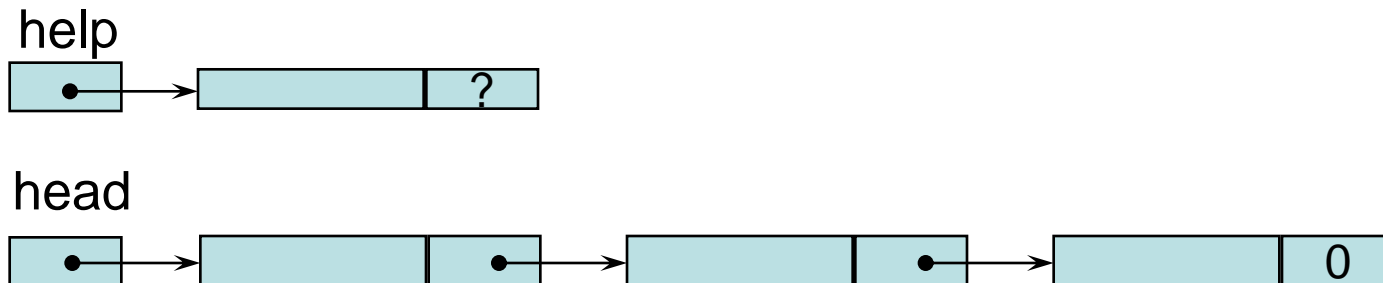
help


head



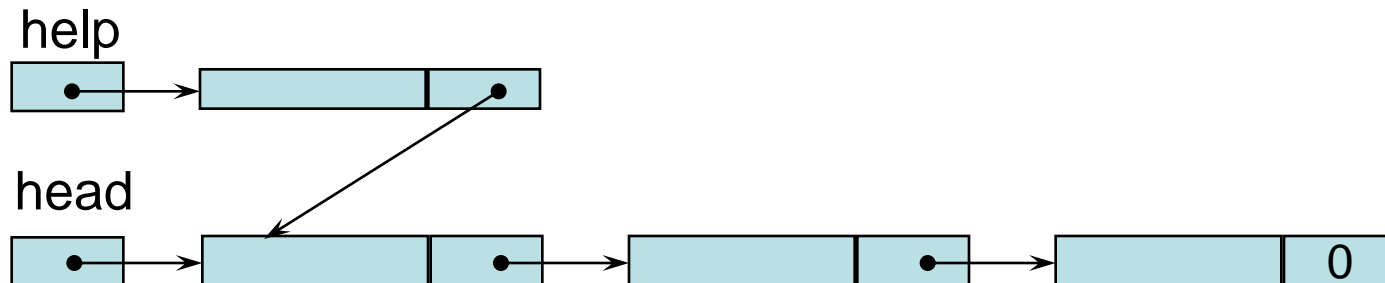
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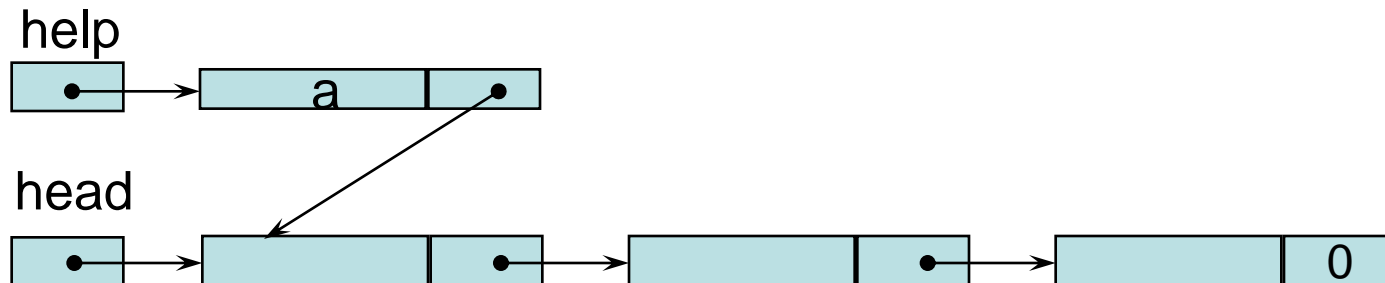
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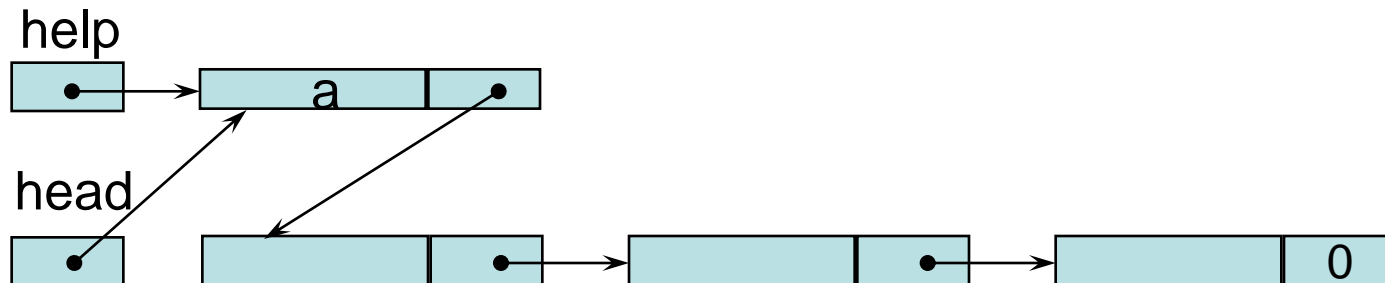
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