

## Einfügen

```
void List::Add(ItemType a) {  
    if(p < 8) {  
        list[p] = a;  
        p++;  
    }  
    else cout << "Error-add\n";  
}
```

```
List list;
```

p: 0

list

0	
1	
2	
3	
4	
5	
6	
7	

## Einfügen

```
void List::Add(ItemType a) {  
    if(p < 8) {  
        list[p] = a;  
        p++;  
    }  
    else cout << "Error-add\n";  
}
```

```
List list;  
list.Add(4) ;
```

p: 0

list

0	
1	
2	
3	
4	
5	
6	
7	

## Einfügen

```
void List::Add(ItemType a) {  
    if(p < 8) {  
        list[p] = a;  
        p++;  
    }  
    else cout << "Error-add\n";  
}
```

```
List list;  
list.Add(4) ;
```

p: 0

list

0	
1	
2	
3	
4	
5	
6	
7	

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```
void List::Add(ItemType a) {  
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        list[p] = a;  
        p++;  
    }  
    else cout << "Error-add\n";  
}
```

```
List list;  
list.Add(4) ;
```

p: 0

list

0	4
1	
2	
3	
4	
5	
6	
7	

## Einfügen

```
void List::Add(ItemType a) {  
    if(p < 8) {  
        list[p] = a;  
        p++;  
    }  
    else cout << "Error-add\n";  
}
```

```
List list;  
list.Add(4) ;
```

p: 1

list

0	4
1	
2	
3	
4	
5	
6	
7	

## Einfügen

```
void List::Add(ItemType a) {  
    if(p < 8) {  
        list[p] = a;  
        p++;  
    }  
    else cout << "Error-add\n";  
}
```

```
List list;  
list.Add(4) ;
```

p: 1

list

0	4
1	
2	
3	
4	
5	
6	
7	

## Einfügen

```
void List::Add(ItemType a) {  
    if(p < 8) {  
        list[p] = a;  
        p++;  
    }  
    else cout << "Error-add\n";  
}
```

```
List list;  
list.Add(4);  
list.Add(2);
```

p: 1

list

0	4
1	
2	
3	
4	
5	
6	
7	

## Einfügen

```
void List::Add(ItemType a) {  
    if(p < 8) {  
        list[p] = a;  
        p++;  
    }  
    else cout << "Error-add\n";  
}
```

```
List list;  
list.Add(4);  
list.Add(2);
```

p: 1

list

0	4
1	
2	
3	
4	
5	
6	
7	



## Einfügen

```
void List::Add(ItemType a) {  
    if(p < 8) {  
        list[p] = a;  
        p++;  
    }  
    else cout << "Error-add\n";  
}
```

```
List list;  
list.Add(4);  
list.Add(2);
```

p: 1

list

0	4
1	2
2	
3	
4	
5	
6	
7	

## Einfügen

```
void List::Add(ItemType a) {  
    if(p < 8) {  
        list[p] = a;  
        p++;  
    }  
    else cout << "Error-add\n";  
}
```

```
List list;  
list.Add(4);  
list.Add(2);
```

p: 2

list

0	4
1	2
2	
3	
4	
5	
6	
7	

## Einfügen

```
void List::Add(ItemType a) {  
    if(p < 8) {  
        list[p] = a;  
        p++;  
    }  
    else cout << "Error-add\n";  
}
```

```
List list;  
list.Add(4);  
list.Add(2);
```

p: 2

list	
0	4
1	2
2	
3	
4	
5	
6	
7	

