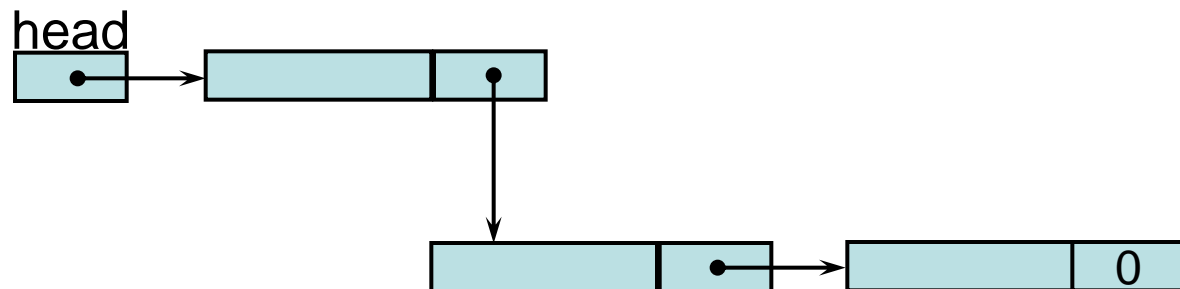


```
void List::AddElement(ItemType a, int pos) {  
    Element* pred, * act;  
    int actpos = 2;  
    if(pos == 1) Add(a);  
    else {  
        pred = head;  
        act = head->next;  
        while(act != 0 && actpos < pos) {  
            pred = act;  
            act = act->next;  
            actpos++;  
        }  
        pred->next = new Element;  
        pred->next->value = a;  
        pred->next->next = act;  
    }  
}
```

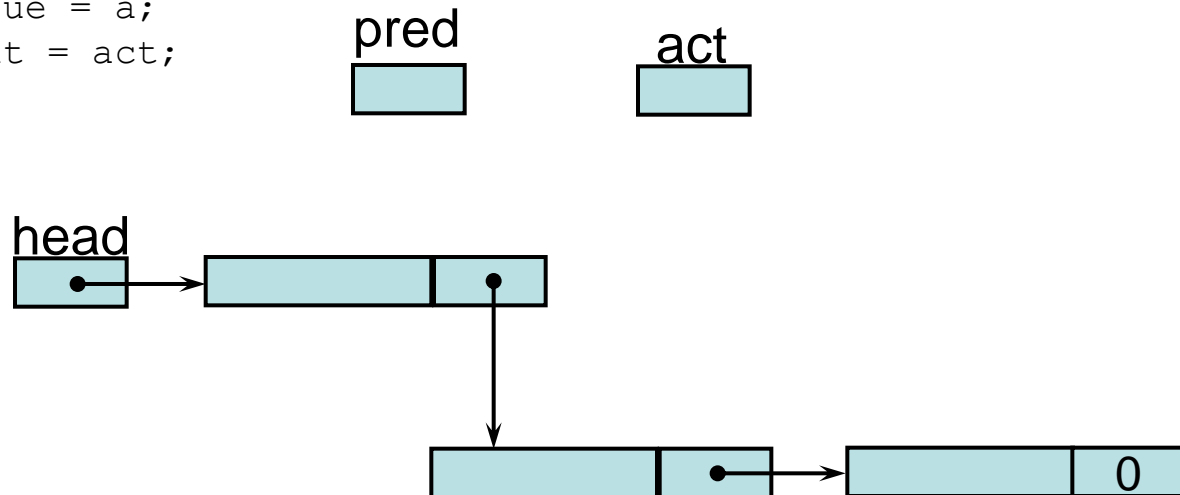


# Queue - dynamisch – AddElement (2)



```
void List::AddElement(ItemType a, int pos) {  
    Element* pred, * act;  
    int actpos = 2;  
    if(pos == 1) Add(a);  
    else {  
        pred = head;  
        act = head->next;  
        while(act != 0 && actpos < pos) {  
            pred = act;  
            act = act->next;  
            actpos++;  
        }  
        pred->next = new Element;  
        pred->next->value = a;  
        pred->next->next = act;  
    }  
}
```

pos = 3



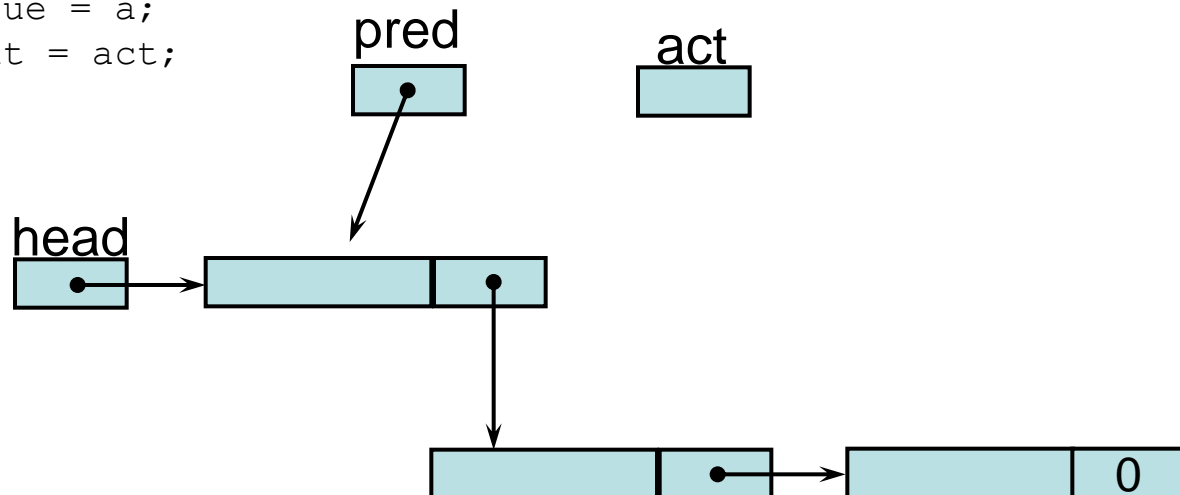
# Queue - dynamisch – AddElement (3)



```
void List::AddElement(ItemType a, int pos) {  
    Element* pred, * act;  
    int actpos = 2;  
    if(pos == 1) Add(a);  
    else {  
        pred = head;  
        act = head->next;  
        while(act != 0 && actpos < pos) {  
            pred = act;  
            act = act->next;  
            actpos++;  
        }  
        pred->next = new Element;  
        pred->next->value = a;  
        pred->next->next = act;  
    }  
}
```

pos = 3

actpos = 1



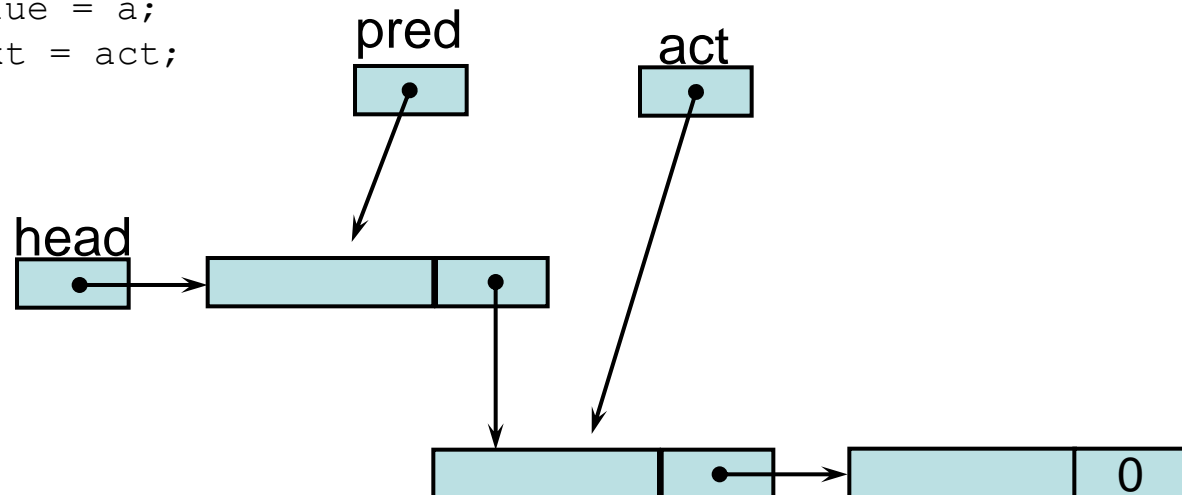
# Queue - dynamisch – AddElement (4)



```
void List::AddElement(ItemType a, int pos) {  
    Element* pred, * act;  
    int actpos = 2;  
    if(pos == 1) Add(a);  
    else {  
        pred = head;  
        act = head->next;  
        while(act != 0 && actpos < pos) {  
            pred = act;  
            act = act->next;  
            actpos++;  
        }  
        pred->next = new Element;  
        pred->next->value = a;  
        pred->next->next = act;  
    }  
}
```

pos = 3

actpos = 2



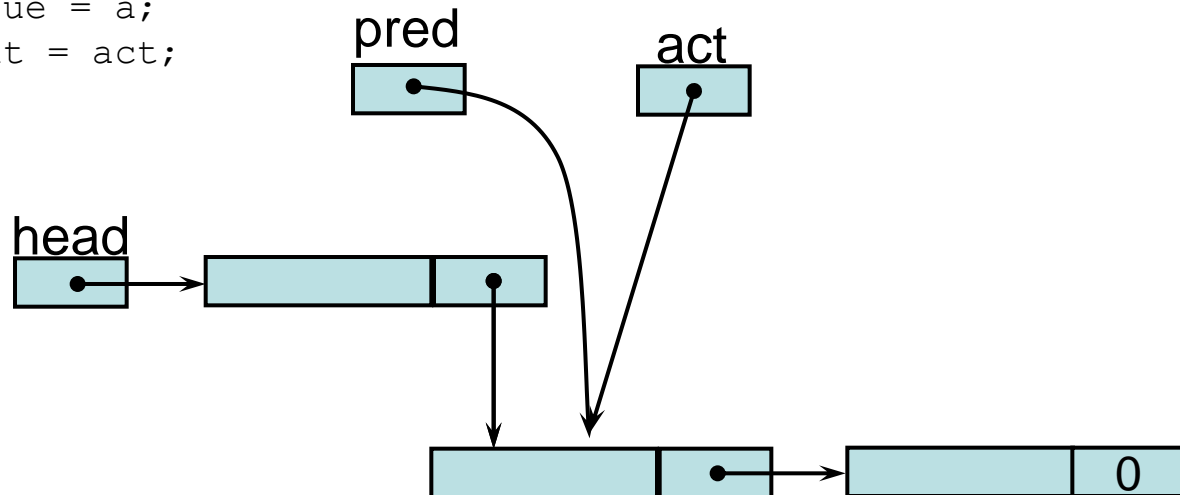
# Queue - dynamisch – AddElement (5)



```
void List::AddElement(ItemType a, int pos) {  
    Element* pred, * act;  
    int actpos = 2;  
    if(pos == 1) Add(a);  
    else {  
        pred = head;  
        act = head->next;  
        while(act != 0 && actpos < pos) {  
            pred = act;  
            act = act->next;  
            actpos++;  
        }  
        pred->next = new Element;  
        pred->next->value = a;  
        pred->next->next = act;  
    }  
}
```

pos = 3

actpos = 2



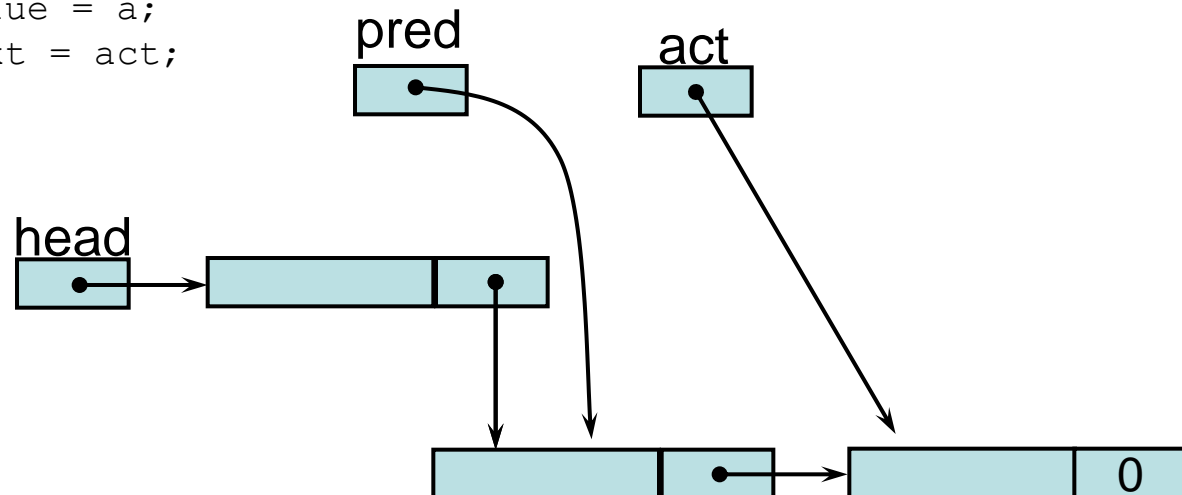
# Queue - dynamisch – AddElement (6)



```
void List::AddElement(ItemType a, int pos) {  
    Element* pred, * act;  
    int actpos = 2;  
    if(pos == 1) Add(a);  
    else {  
        pred = head;  
        act = head->next;  
        while(act != 0 && actpos < pos) {  
            pred = act;  
            act = act->next;  
            actpos++;  
        }  
        pred->next = new Element;  
        pred->next->value = a;  
        pred->next->next = act;  
    }  
}
```

pos = 3

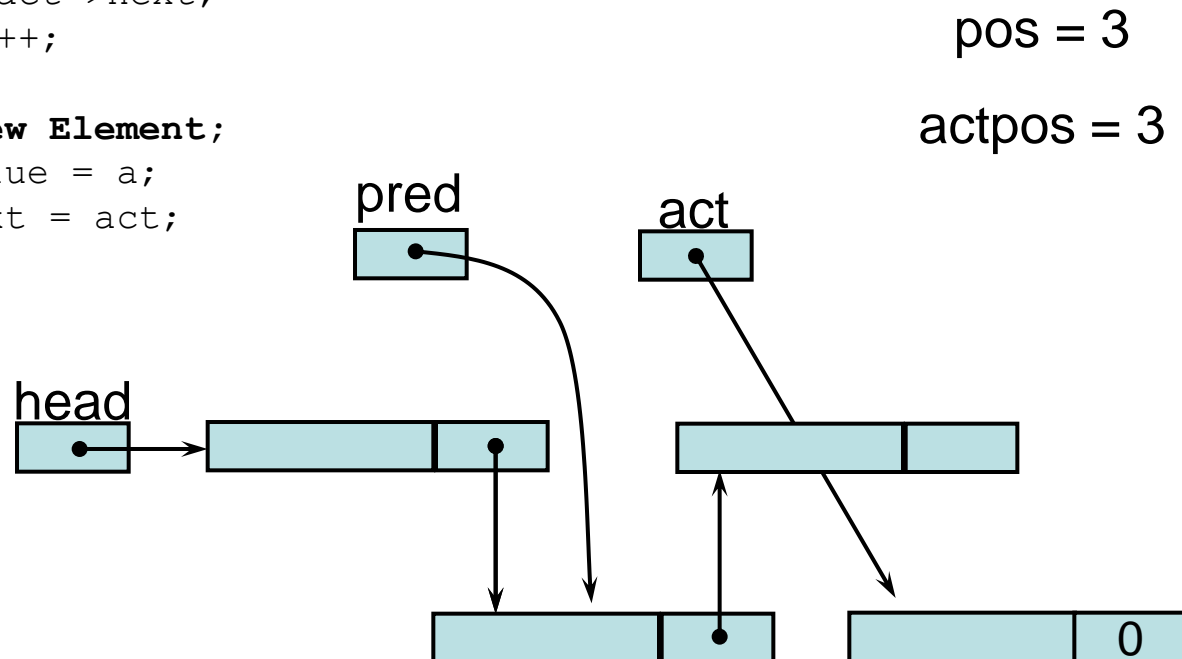
actpos = 3



# Queue - dynamisch – AddElement (7)



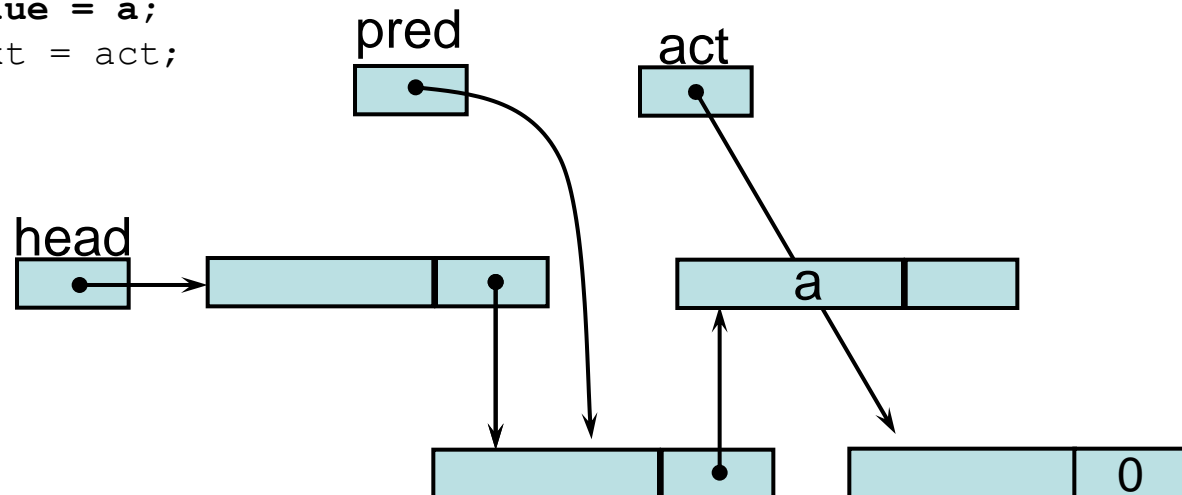
```
void List::AddElement(ItemType a, int pos) {  
    Element* pred, * act;  
    int actpos = 2;  
    if(pos == 1) Add(a);  
    else {  
        pred = head;  
        act = head->next;  
        while(act != 0 && actpos < pos) {  
            pred = act;  
            act = act->next;  
            actpos++;  
        }  
        pred->next = new Element;  
        pred->next->value = a;  
        pred->next->next = act;  
    }  
}
```



```
void List::AddElement(ItemType a, int pos) {  
    Element* pred, * act;  
    int actpos = 2;  
    if(pos == 1) Add(a);  
    else {  
        pred = head;  
        act = head->next;  
        while(act != 0 && actpos < pos) {  
            pred = act;  
            act = act->next;  
            actpos++;  
        }  
        pred->next = new Element;  
        pred->next->value = a;  
        pred->next->next = act;  
    }  
}
```

pos = 3

actpos = 3





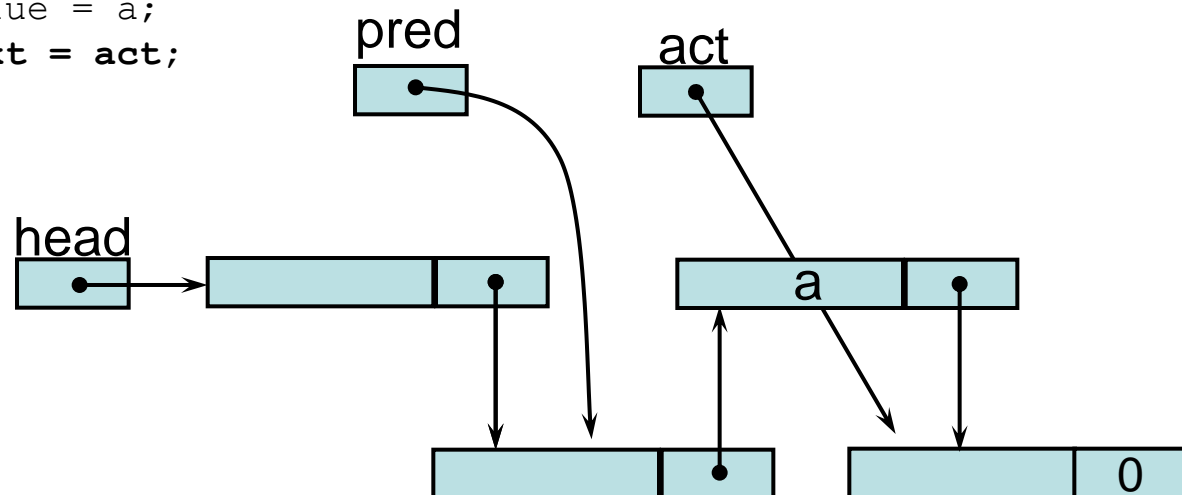
# Queue - dynamisch – AddElement (9)



```
void List::AddElement(ItemType a, int pos) {  
    Element* pred, * act;  
    int actpos = 2;  
    if(pos == 1) Add(a);  
    else {  
        pred = head;  
        act = head->next;  
        while(act != 0 && actpos < pos) {  
            pred = act;  
            act = act->next;  
            actpos++;  
        }  
        pred->next = new Element;  
        pred->next->value = a;  
        pred->next->next = act;  
    }  
}
```

pos = 3

actpos = 3



# Queue - dynamisch – AddElement (10)



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```
void List::AddElement(ItemType a, int pos) {  
    Element* pred, * act;  
    int actpos = 2;  
    if(pos == 1) Add(a);  
    else {  
        pred = head;  
        act = head->next;  
        while(act != 0 && actpos < pos) {  
            pred = act;  
            act = act->next;  
            actpos++;  
        }  
        pred->next = new Element;  
        pred->next->value = a;  
        pred->next->next = act;  
    }  
}
```

