

Länge

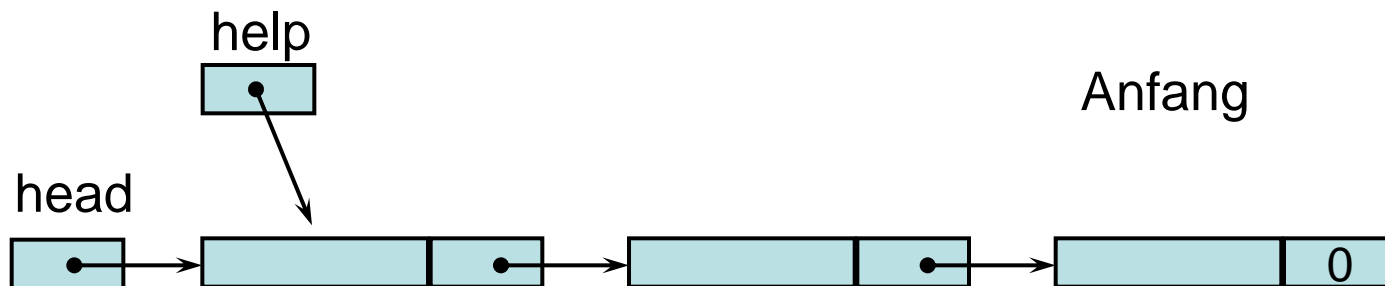
```
int List::Length() {  
    Element* help = head;  
    int length = 0;  
    while(help != 0) {  
        length++;  
        help = help->next;  
    }  
    return length;  
}
```

Vor dem Durchlauf



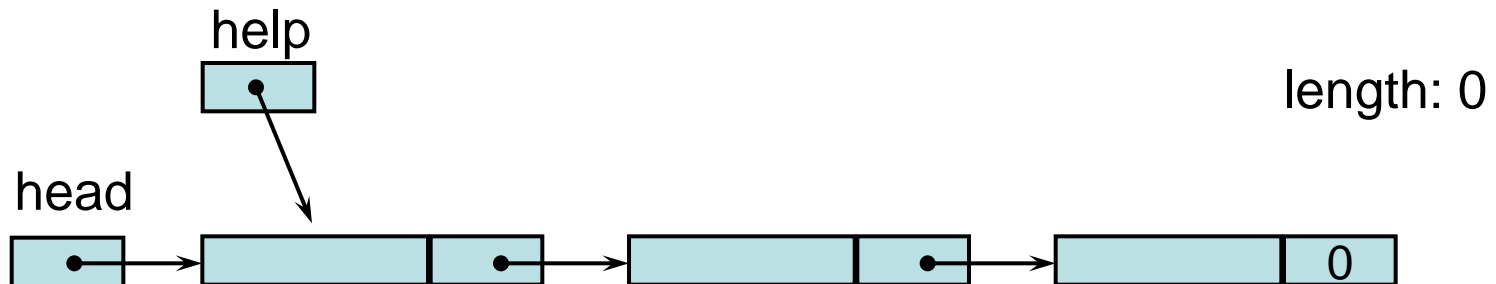
Länge

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    Element* help = head;  
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    while(help != 0) {  
        length++;  
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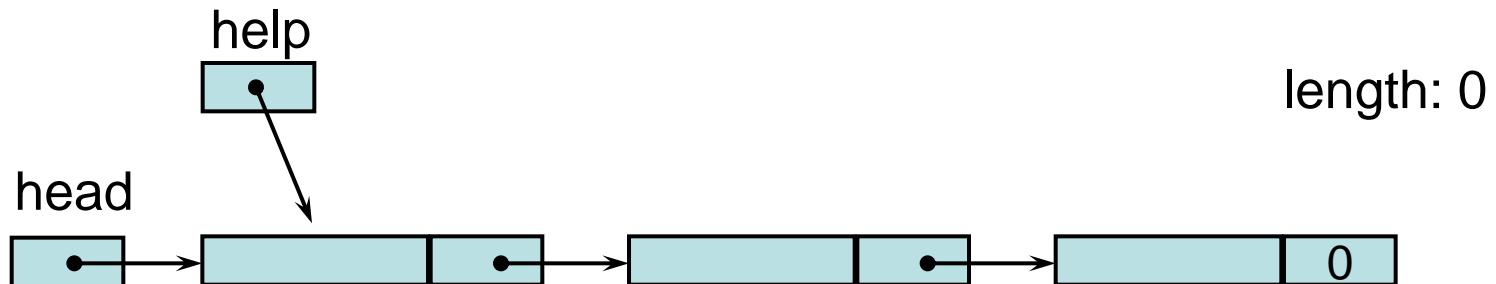
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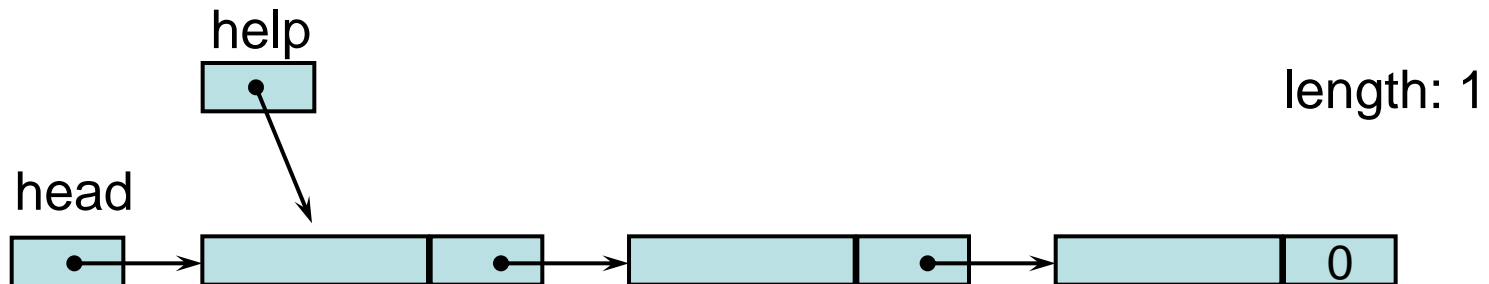
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    return length;  
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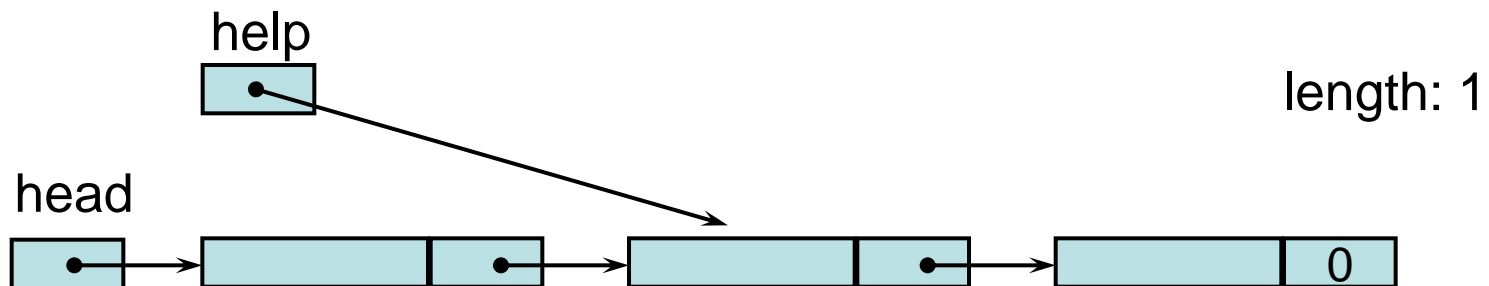
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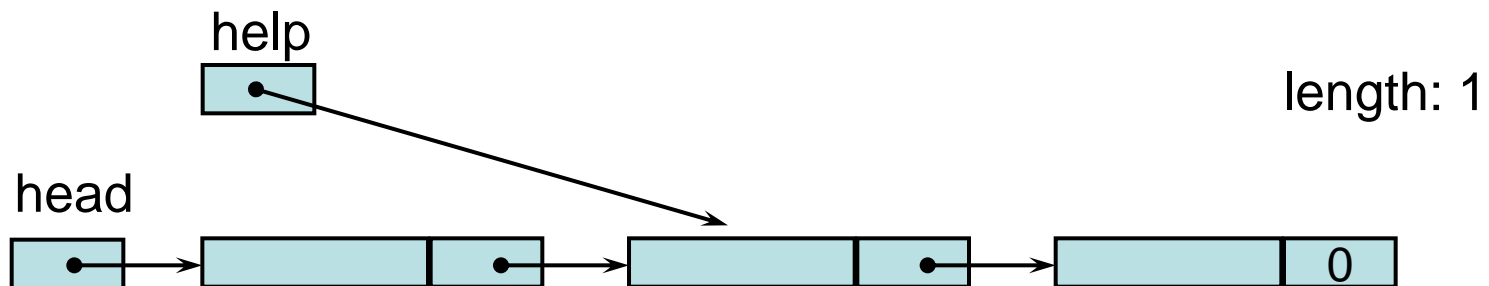
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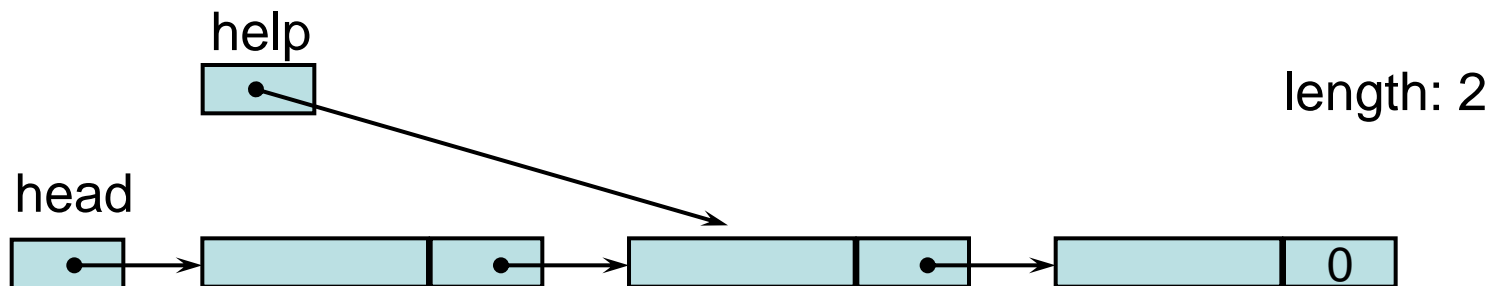
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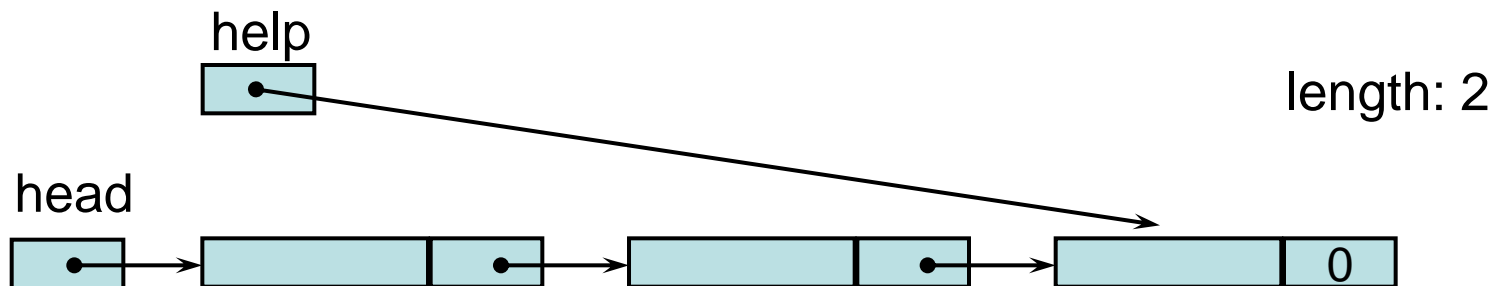
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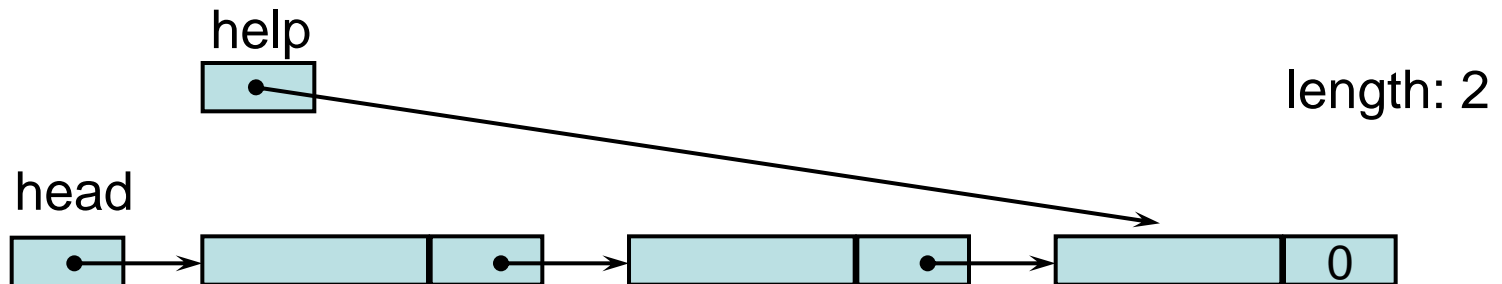
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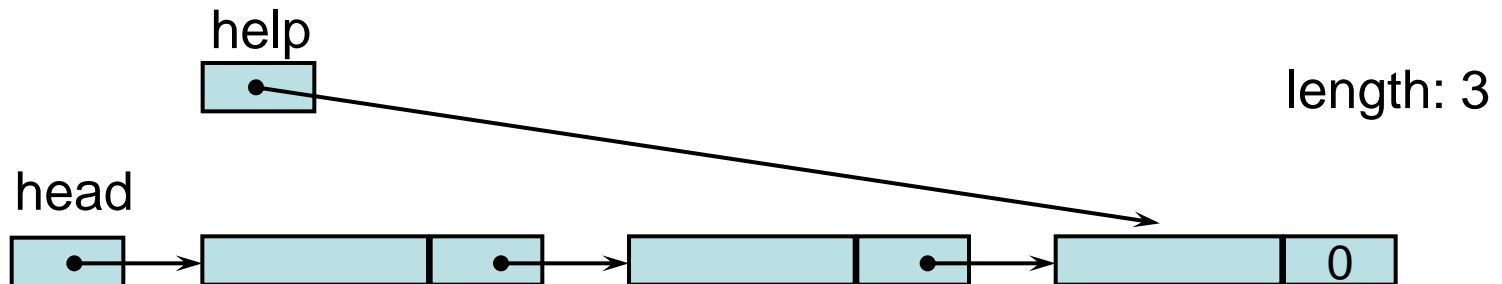
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    Element* help = head;  
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    while(help != 0) {  
        length++;  
        help = help->next;  
    }  
    return length;  
}
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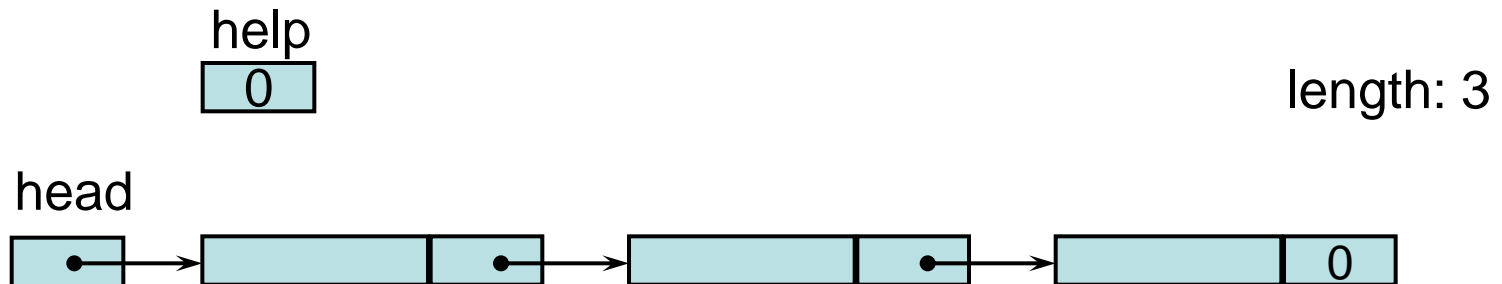
Länge

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int List::Length() {  
    Element* help = head;  
    int length = 0;  
    while(help != 0) {  
        length++;  
        help = help->next;  
    }  
    return length;  
}
```



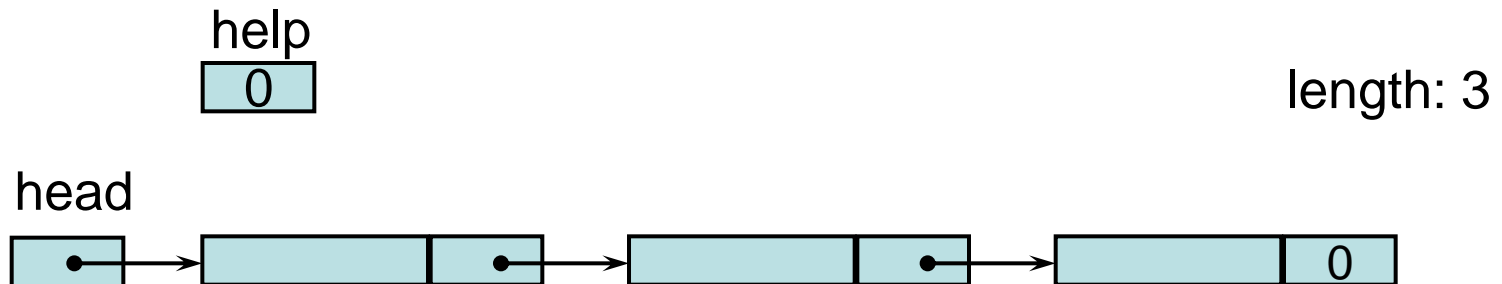
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        length++;  
        help = help->next;  
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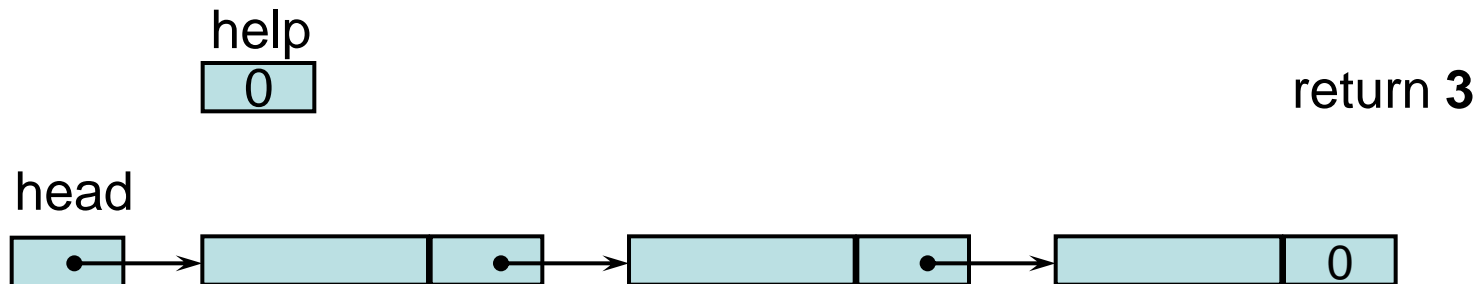
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    }  
    return length;  
}
```

return length: 3

