

28/04/04

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ri.h

```
#ifndef _RILISTAS
#define _RILISTAS
typedef struct slist
{
    int flag;
    union
    {
        struct
        {
            int s1;
            struct slist *s2;
        } p1;
        struct
        {
            int p2;
        } p2;
    };
} List;

#define P1 2001
#define P2 2002
List consP1 (int s1, List s2);
List consP2 ();
#endif
```

```
void rec_z ()
{
    List v1;
    v1 = rec_List ();
    rec_term (v1);
    showList (v1);
    printf ("Somatório = %d", sumList (v1));
}
```

listasem.h

```
#include "ri.h"
void showList (List l);
int sumList (List l);
```

listasem.c

```
#include "listasem.h"
void showList (List l)
{
    if (l)
        switch (l->flag)
        {
            case P1: printf ("%d", l->u.p1.s1);
                    showList (l->u.p1.s2);
            case P2: break;
        }
}

int sumList (List l)
{
    if (l)
        if (l->flag == P2)
            return 0;
        else
            return (l->u.p1.s1 + sumList (l->u.p1.s2));
    }
}

? -> List 'P'
List -> 'L' list 2
```