

CONTOH PROGRAM POINTER.....

DEKLARASI PROGRAM.....

```
program fifo;
uses crt;
Const=4;
Type
  Point = ^RecPoint;
  Recpoint = Record
      nama : string;
      umur : integer;
      Next : Point;
  End;
Var
  Head, Tail, Now : Point;
  n:String;
  u,pilih:integer;
```

MEMBUAT POINTER BARU

```
Procedure Create;
  Begin
    Head:=nil;
    Tail:=nil;
  End;
```

MENAMBAH DATA

```
Procedure INSERT(elemen1:string;elemen2:integer);
Var Now:Point;
  Begin
    New(Now);
    If head = nil then
      Head:=now
    else
      Tail^.next:=now;
      Tail:=Now;
      Tail^.next:=nil;
      Now^.nama:=elemen1;
      Now^.umur:=elemen2;
  End;
```

MENGECEK POSISI HEAD, TAIL DAN NOW

```
Procedure Cekpointer;
begin
Writeln
```

```

('nama now ',now^.nama);
Writeln
('umur now ',now^.umur);
writeln('nama head ',head^.nama);
writeln('umur head ',head^.umur);
writeln('nama tail ',tail^.nama);
writeln('umur tail ',tail^.umur);
readln;
End;

```

PENGECEKAN

Function Empty : Boolean;

```

Begin
    If head = nil then
        Empty:= true
    else
        empty:= false;
end;

```

Function Full : Boolean;

```

Begin
    If head = max then
        Full:= true
    else
        Full:= false;
end;

```

MEMINDAH NOW KE HEAD

Procedure Find_First;

```

Begin
    Now:= head;
End;

```

MEMINDAH NOW KE DATA SESUDAHNYA

Procedure Find_Next;

```

Begin
    If Now^.next <> nil then
        Now:= Now^.next;
End;

```

MENYIMPAB DATA NOW KE TEMP

Procedure Retrieve;

```

Begin
    n:= Now^.nama;
    u:= now^.umur;
End;

```

MENGUBAH DATA NOW

Procedure Update(elemen1: string; elemen2:integer);

Begin

 Now^.nama:=elemen1;
 now^.umur:=elemen2;

End;

MENGHAPUS NOW

Procedure DeleteNow;

Var x : point;

 Begin

 If now<>head then

 Begin

 x:=head;
 while x^.next<>now do
 x:=x^.next;
 x^.next:=now^.next;

 end

 else head:= head^.next;
 dispose(Now);

 Now:= head;

 End;

MENGHAPUS HEAD

Procedure DeleteHead;

 Begin

 If head<>nil then

 Begin

 Now:=head;
 Head:=Head^.next;
 Dispose(Now);
 Now:=Head;

 End;

 End;

MENGHAPUS SEMUA

Procedure Clear;

 Begin

 While head <> nil do

 Begin

 Now:=head;
 Head:=head^.next;
 Dispose(Now);

 End;

End.