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single_list.cpp

```cpp
#include <stdio.h>
#include <stdlib.h>

//
struct Node
{
    int value;
    Node *next;
};
Node *head;

//                    -                    .
void InitList()
{
    head=(Node *)malloc(sizeof(Node));
    head->next=NULL;
}

// Target                    .
Node *InsertNode(Node *Target,Node *aNode)
{
    Node *New;

    New=(Node *)malloc(sizeof(Node));
    *New=*aNode;

    New->next=Target->next;
    Target->next=New;
    return New;
}

// Target                    .
bool DeleteNode(Node *Target)
{
    Node *Del;
```

```c
        Del=Target->next;
        if (Del==NULL) {
            return false;
        }
        Target->next=Del->next;
        free(Del);
        return true;
}

//
void UnInitList()
{
        while (DeleteNode(head)) {;}

        free(head);
        head=NULL;
}

void main()
{
        int i;
        Node *Now,Temp;

        InitList();

        //
        Now=head;
        for (i=1;i<=5;i++) {
            Temp.value=i;
            Now=InsertNode(Now,&Temp);
        }

        //
        DeleteNode(head->next);

        //
        for (Now=head->next;Now;Now=Now->next) {
            printf("%d\t",Now->value);
        }
        printf("\n");

        UnInitList();
}
```
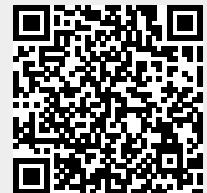
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