Linked Lists

Use the following datatype for implementing singly-linked lists in C:

```
typedef int value_type;
typedef struct _cons { value_type head;
                           struct _cons * tail;
                        } nonEmptyList;
typedef nonEmptyList * list; // NULL used as Nil
#define Nil NULL
/*@
  logic list Nil =  null;
  inductive hasSuffix\{L\} (list xs, list ys) {
    case hasSuffix_refl \{L\}:
      \forall list xs; hasSuffix(xs,xs);
    case hasSuffix_next{L}:
      \forall list xs, ys;
         \operatorname{valid}(xs) \Rightarrow \operatorname{hasSuffix}(xs \rightarrow tail, ys) \Rightarrow \operatorname{hasSuffix}(xs, ys);
  }
  predicate finite{L}(list xs) = hasSuffix(xs,Nil);
*/
nonEmptyList * cons(value_type x, list xs) { // NULL used as error
  nonEmptyList * result = malloc(sizeof(struct \_cons));
  if (result)
    { result\rightarrowhead = x;
      \mathbf{result} \rightarrow tail = xs;
    }
  return result;
}
```

Note:

• _*cons* is a struct name.

This name starts with un underscore to document that it should not be used by users of this declaration.

- **struct** _*cons* is a type, the same type as:
- **struct** { **value_type** *head*; **struct** _*cons* * *tail*; }.
- The **typedef** ... nonEmptyList makes "nonEmptyList" another name for that type.
- *list* is the type of (possibly empty!) lists!

The code listings above have been produced by including, before \begin{document}, the following:

```
\usepackage{listings}
\usepackage{listingsACSL}
\lstset{%
  language=[ACSL]C,
  frame=single,
  identifierstyle=\slshape,
  columns=flexible}
```

I am using no other packages that might be interfering — if you run into trouble, perhaps comment out some \usepackage{...} lines you don't need?