



Programa educativo:

**Licenciatura en Ingeniería en Tecnologías de la
Información e Innovación Digital**

Materia:

Estructura de datos

Unidad II:

Docente:

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Grupo:

GTID141

Participantes:

Luis Angel valencia jantes

Fecha y Lugar de Entrega:

03 de Octubre del 2025, Dolores Hidalgo C.I.N., Gto.

Visualgo .NET / EN LOGIN

Do You Know? Visualgo loads fast for first-time visitors (we use Cloudflare global CDN), but it loads 'almost instantly' for returning visitors as we also cache lots of static content of Visualgo 3. So, do not use Incognito or private browsing mode to keep the cache. Moreover, for NUS students with Visualgo accounts, we will load Visualgo according to your preferences/class setup after you login.

Visualgo .NET / EN
visualising data structures and algorithms through animation

Search

NUS Computing

Featured story: Visualizing Algorithms with a Click

Featured blog: Digitising as many static Computer Science textbooks examples into equivalent Visualgo animation

Optiver

Visualgo project continues to be funded by Optiver (started mid 2023 to continue to mid 2025 and possibly beyond). The focus this AY24/25 is to make Visualgo much more mobile-friendly and to improve the online quiz capabilities.



Create(A)

Search

Insert

Remove

$i = 0$ (Head), specify $v =$

$i = N$ (After Tail), specify $v =$

specify both i in $[1..N-1]$ and $v =$



Create(A)

Search

Insert

Remove

i = 0 (Head), specify v =

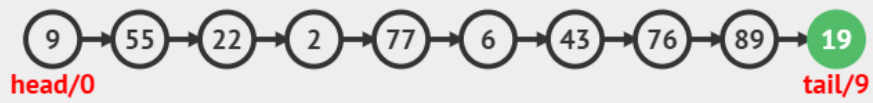
v = 9

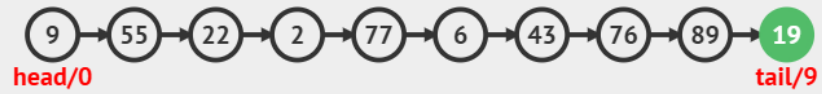


Go

i = N (After Tail), specify v =

specify both i in [1..N-1] and v =





i = 0 (Head), specify v =

i = N (After Tail), specify v =
v = 91 Go

specify both i in [1..N-1] and v =



Search 10

So tmp advances to the next vertex.
tmp is not null, continue searching.

```

if empty, return NOT_FOUND
index = 0, tmp = head
while (tmp.item != v)
    index++, tmp = tmp.next
if tmp == null
    return NOT_FOUND
return index
  
```



), specify v = i = N (After Tail), specify v = specify both i in [1..N-1] and v =
i = 0 v = 71 Go

