

# Linked List practical

## Using Default Java Class

// Java code for Linked List implementation

```
import java.util.*;
```

```
public class Test
```

```
{
```

```
    public static void main(String args[])
```

```
    {
```

```
        // Creating object of class linked list
```

```
        LinkedList<String> object = new LinkedList<String>();
```

```
        // Adding elements to the linked list
```

```
        object.add("A");
```

```
        object.add("B");
```

```
        object.addLast("C");
```

```
        object.addFirst("D");
```

```
        object.add(2, "E");
```

```
        object.add("F");
```

```
        object.add("G");
```

```
        System.out.println("Linked list : " + object);
```

```
        // Removing elements from the linked list
```

```
        object.remove("B");
```

```
        object.remove(3);
```

```
        object.removeFirst();
```

```
        object.removeLast();
```

```
        System.out.println("Linked list after deletion: " + object);
```

```
        // Finding elements in the linked list
```

```
        boolean status = object.contains("E");
```

```

    if(status)
        System.out.println("List contains the element 'E' ");
    else
        System.out.println("List doesn't contain the element 'E'");

    // Number of elements in the linked list
    int size = object.size();
    System.out.println("Size of linked list = " + size);

    // Get and set elements from linked list
    Object element = object.get(2);

    System.out.println("Element returned by get() : " + element);
    object.set(2, "Y");
    System.out.println("Linked list after change : " + object);
}

```

## Simple Linked List

```

class
LinkedList
{
    //Class variables for the Linked List

```

```

private static Node head;

private static int numNodes;


public static void main(String [] args)
{
    System.out.println("/=/=/=/= TESTING
/=/=/=/=");
    LinkedList ll = new LinkedList(10);
    ll.addAtHead(11);
    ll.addAtHead(12);
    ll.addAtHead(13);
    ll.addAtTail(8);
    ll.addAtTail(7);
    ll.addAtIndex(4,9);
    ll.addAtIndex(4,9);
    ll.deleteAtIndex(4);
    ll.printList();
}


public LinkedList(Object dat)
{
    head = new Node(dat);
}

```

```
public void addAtHead(Object dat)
{
    Node temp = head;
    head = new Node(dat);
    head.next = temp;
    numNodes++;
}
```

```
public void addAtTail(Object dat)
{
    Node temp = head;
    while(temp.next != null)
    {
        temp = temp.next;
    }

    temp.next = new Node(dat);
    numNodes++;
}
```

```
public void addAtIndex(int index, Object dat)
{
    Node temp = head;
    Node holder;
```

```

        for(int i=0; i < index-1 && temp.next !=
null; i++)
        {
            temp = temp.next;
        }
        holder = temp.next;
        temp.next = new Node(dat);
        temp.next.next = holder;
        numNodes++;
    }

```

```

public void deleteAtIndex(int index)
{
    Node temp = head;
    for(int i=0; i< index - 1 && temp.next !=
null; i++)
    {
        temp = temp.next;
    }
    temp.next = temp.next.next;
    numNodes--;
}

```

```

public static int find(Node n)

```

```
{  
    Node t = head;  
    int index = 0;  
    while(t != n)  
    {  
        index++;  
        t = t.next;  
    }  
    return index;  
}
```

```
public static Node find(int index)  
{  
    Node temp=head;  
    for(int i=0; i<index; i++)  
    {  
        temp = temp.next;  
    }  
    return temp;  
}
```

```
public static void printList()  
{  
    Node temp = head;
```

```
while(temp != null)
{
    System.out.println(temp.data);
    temp = temp.next;
}
}
```

```
public static int getSize()
{
    return numNodes;
}
```

```
class Node
{
    //Declare class variables
    private Node next;
    private Object data;

    public Node(Object dat)
    {
        data = dat;
    }

    public Object getData()
```

```
    {  
        return data;  
    }  
}
```