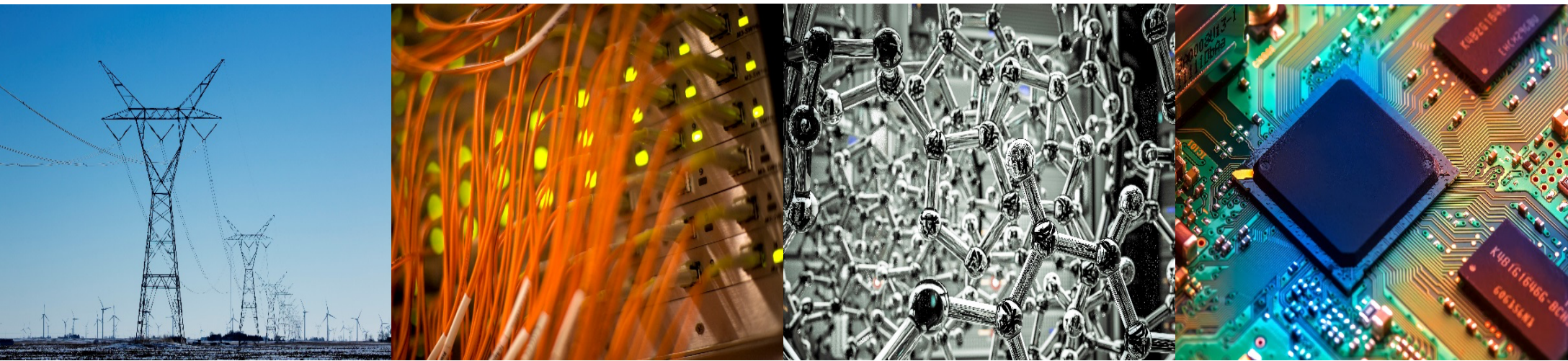


# ECE 220 Computer Systems & Programming

## Lecture 26 – Linked List

July 22, 2020



**I** ILLINOIS

Electrical & Computer Engineering

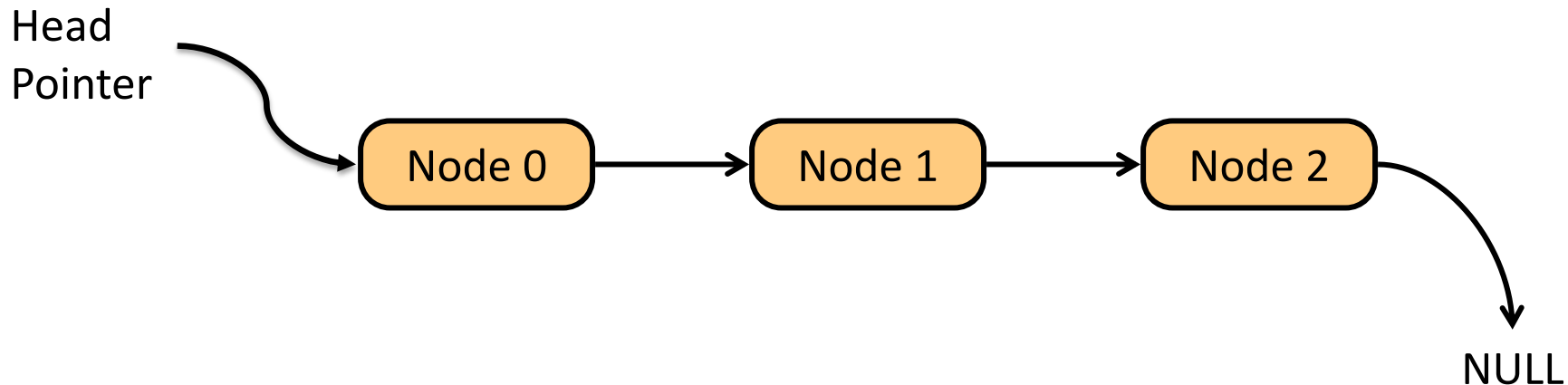
GRAINGER COLLEGE OF ENGINEERING

- MT2 this Friday

# The Linked List Data Structure

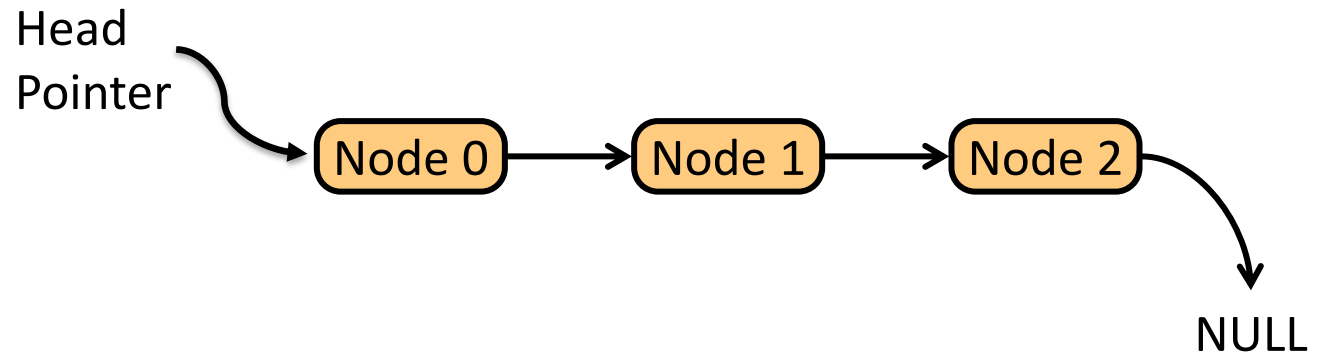
A **linked list** is an ordered collection of **nodes**, each of which contains some data, connected using **pointers**.

- Each node points to the next node in the list.
- The first node in the list is called the \_\_\_\_\_
- The last node in the list is called the \_\_\_\_\_



# Array vs. Linked List

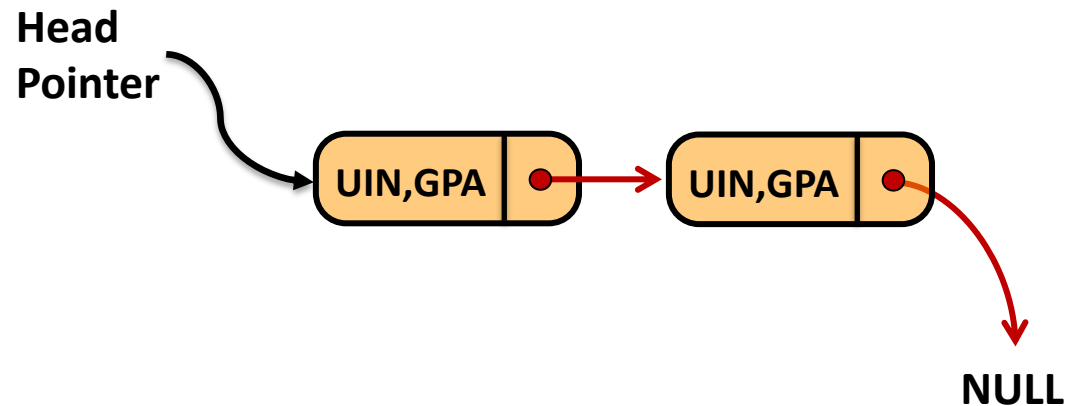
Element 0
Element 1
Element 2



	Array	Linked List
Memory Allocation		
Memory Structure		
Memory Overhead		
Order of Access		
Insertion/Deletion		

# Example: A List of Student Record

```
typedef struct studentStruct Node;  
struct studentStruct{  
    int UIN;  
    float GPA;  
    Node *next;  
};
```

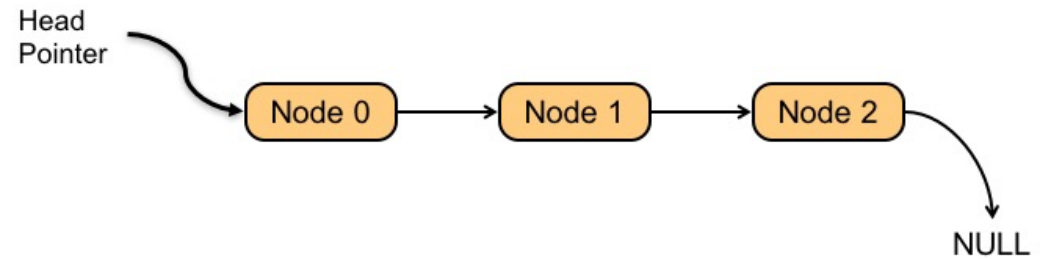


We have a list of 200 student records (nodes) sorted by UIN

1. Find a particular student record by UIN
2. Add a new student record to the sorted list at the correct location
3. Delete a student record from the list

# Find a student record by UIN in a sorted list

```
/* If matching UIN is found, print "record found" and return a pointer  
to this node, otherwise print "record not found" and return NULL */  
Node *find_node(Node *head, int find_UIN){
```

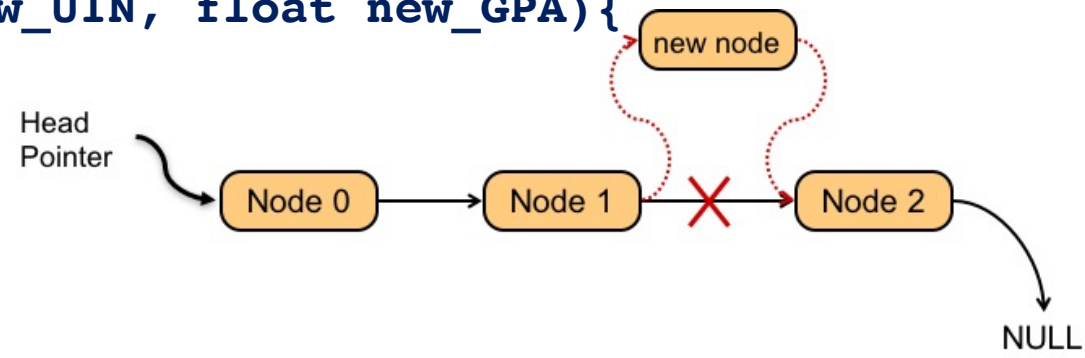


```
}
```

# Add a new student record to a sorted list

```
/* add a new node to a sorted list at the correct location */
```

```
void add_node(Node **list, int new_UIN, float new_GPA){
```

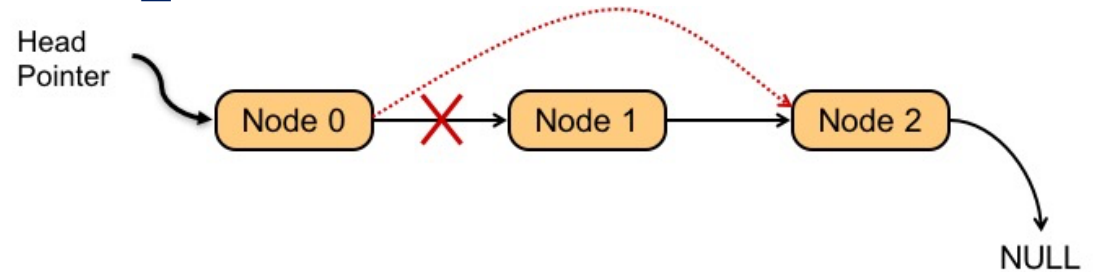


```
}
```

# Delete an existing student record from a sorted list

```
/* remove a node from a sorted list */
```

```
void remove_node(Node **list, int old_UIN){
```



```
}
```