

SLL - Add at specific position

27 October 2023 16:36

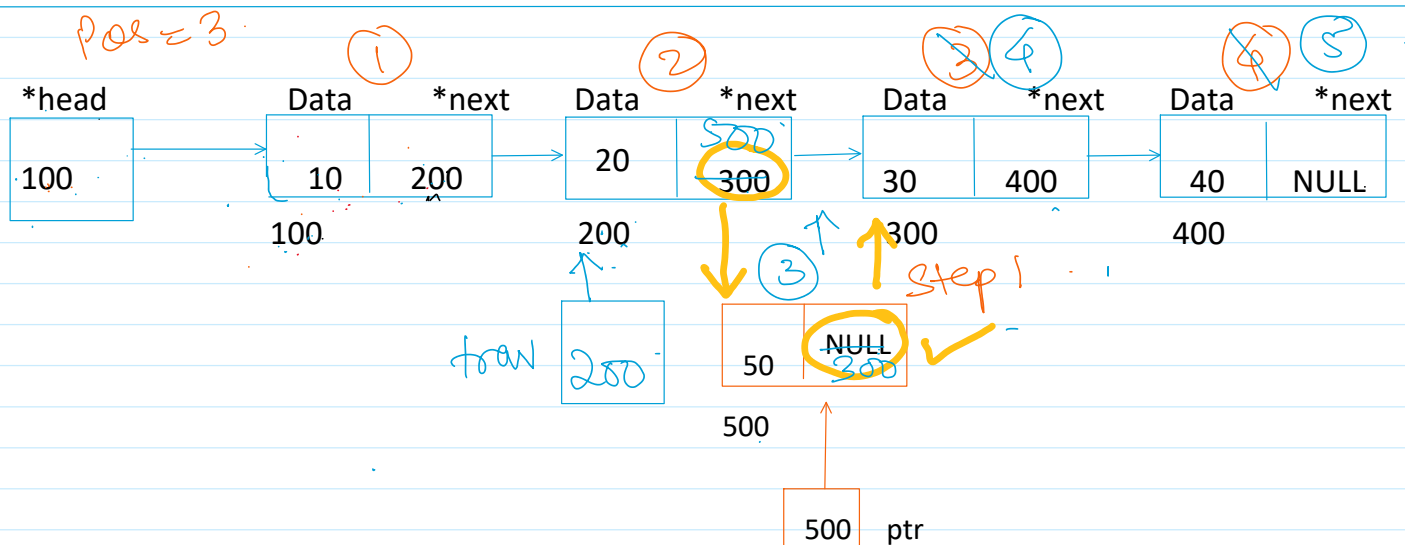
- ① Create
- ② Attach

pos = 3 · if (head == NULL)
If List is empty
pos = 1
printf("List is Empty");

If pos == 1 → addfirst()

If pos == count+1
pos = 9 → addlast()

If pos < 1 or pos > count+1 → printf("Invalid");
-3 -6
X 0 12



① Traverse till pos - 1.

struct node * trav = head;

```

for (int i = 1; i < pos - 1; i++)
{
    trav = trav -> next;
}
  
```

② Attach the newnode to the 3rd node.

$500 \rightarrow \text{next} = 300;$

$\text{pte} \rightarrow \text{next} = 200 \rightarrow \text{next};$

✓ $\text{pte} \rightarrow \text{next} = \text{trav} \rightarrow \text{next};$

③ Attach the 2nd node to the new node.

$\text{trav} \rightarrow \text{next} = \text{pte};$