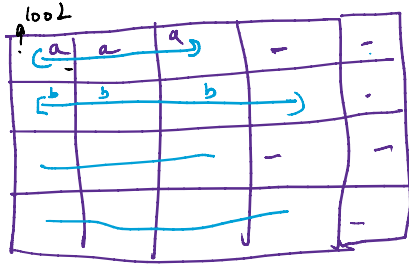


## Linked List :-

Array :-



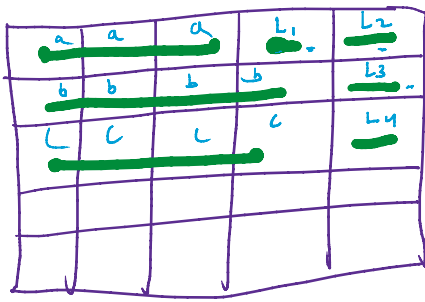
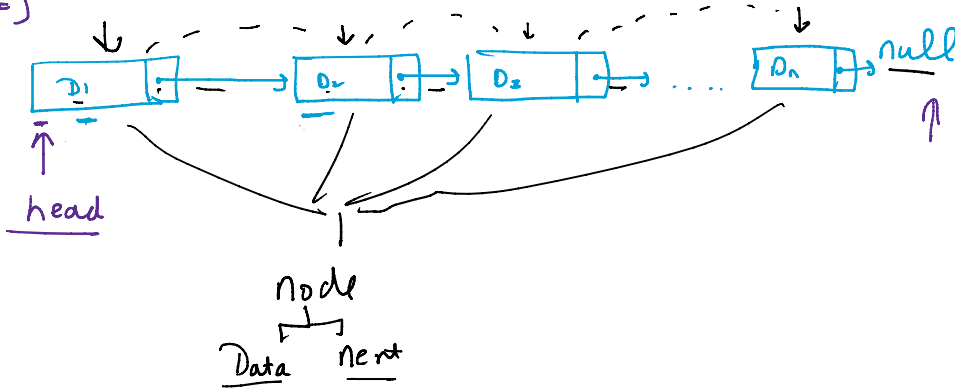
1.  $a = \text{int}[3]$  // 1002-1010

2.  $b = \text{int}[4]$

$\text{int} = 4$

0 1 2  
1002 1006 1010

LL =



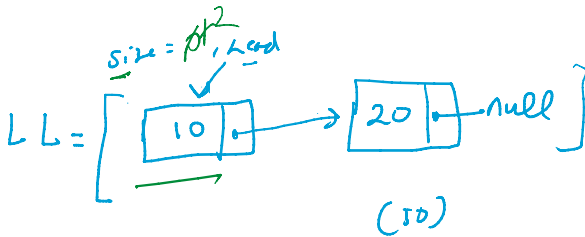
1.  $a = \text{int}[3]$

2.  $b = \text{int}[4]$

3.  $c = \text{int}[2]$

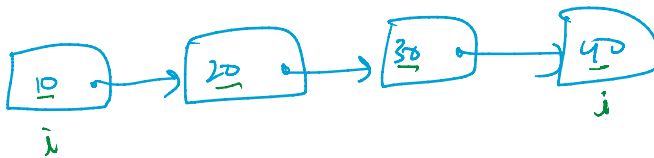
4.  $L = 10 \rightarrow 20 \rightarrow 30 \rightarrow 40$

data  
next 6



T.C =  $O(n)$

Add :-



$i = \text{head}$

$\text{while}(i.\text{next} \neq \text{null}) \{$

$\quad i = i.\text{next};$

$\}$

$\text{while}(i \neq \text{null}) \{$

$\quad \text{cout}(\quad)$

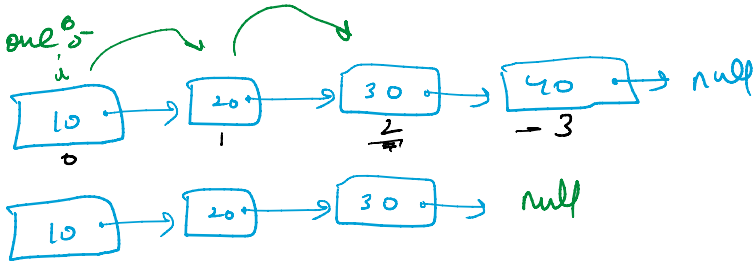
$\quad i = i.\text{next};$

$\}$

$(i=0 \text{ to } n-1)$

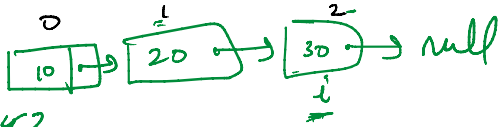
T.C =  $O(n)$

Remove %



$T.C \Rightarrow O(n)$

Size = 4

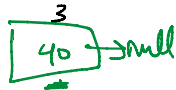


size = 3

$i = 2$

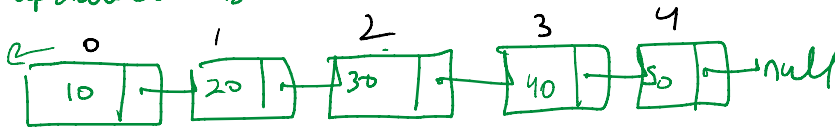
sl = 10 20 30

ans = 40



```
public Node remove() {
    if (this.size == 0) return null;
    else if (this.size == 1) {
        Node ans = this.head;
        this.head = null;
        this.size--;
        return ans;
    }
    int i = 0;
    Node secondLast = this.head;
    while (i < this.size - 2) {
        i++;
        secondLast = secondLast.next;
    }
    Node ans = secondLast.next;
    secondLast.next = null;
    this.size--;
    return ans;
}
```

update Data %



size = 5  $T.C \Rightarrow O(n)$

idn = 3, data = 100

```
updateData(idn, data) {
    if (idn < 0 || idn >= size) {
        cout << "Invalid";
        return null;
    }
    i = 0, node = head;
    while (i < idn) {
        i++;
        node = node.next;
    }
    node.data = data;
    return node;
}
```

H.W

add first (data)  
remove first()

add At (idn, data)  
remove At (idn)  
get At (idn)



add first (data)  
remove first ()

add At (idn, data)  
remove At (idn)  
get At (idn)

