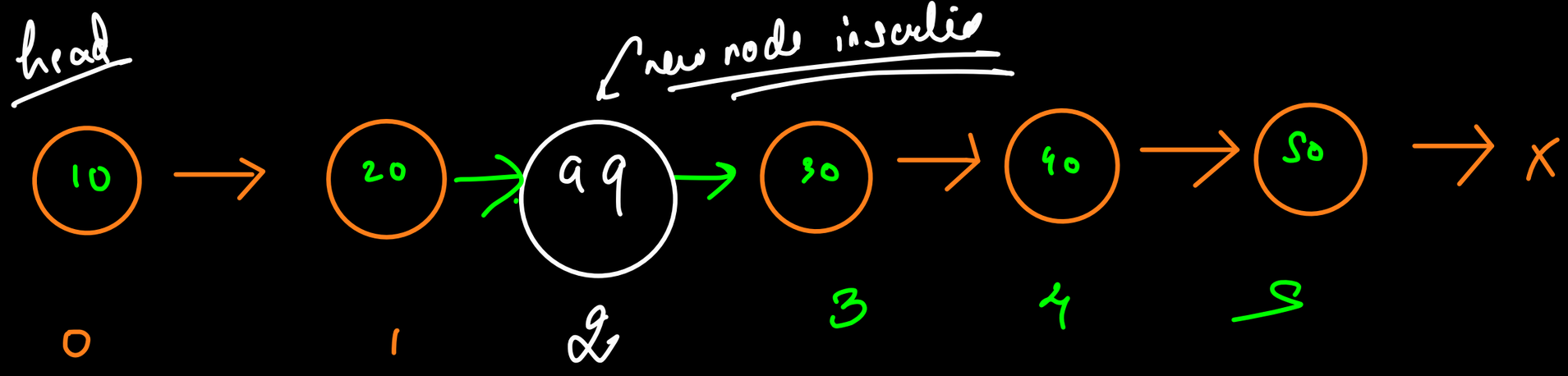
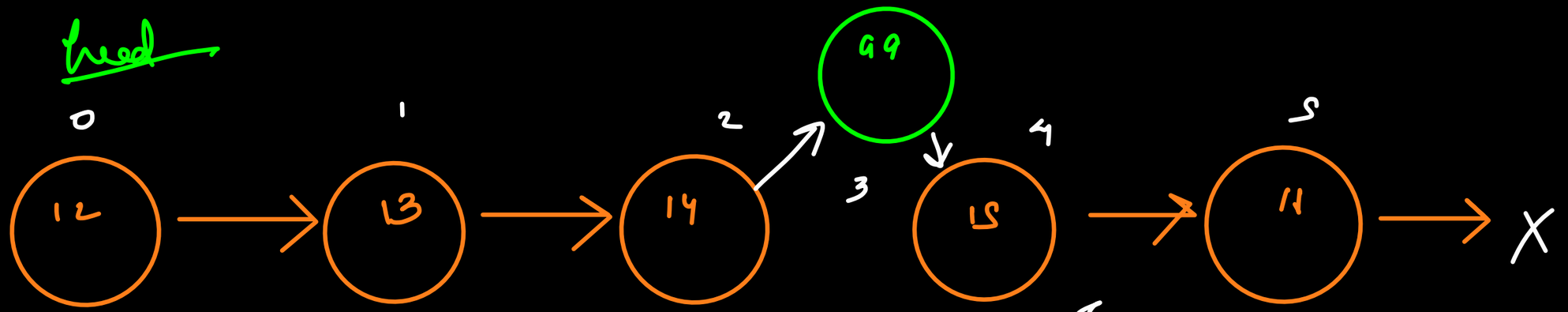


addAt (head, i, data)

addAt (head, 2, 99)

Singly

head



count = 0 1 2

3 loop ends here → while (count < (i-1))

find the node at (i-1)th index

addAt (3, 45);

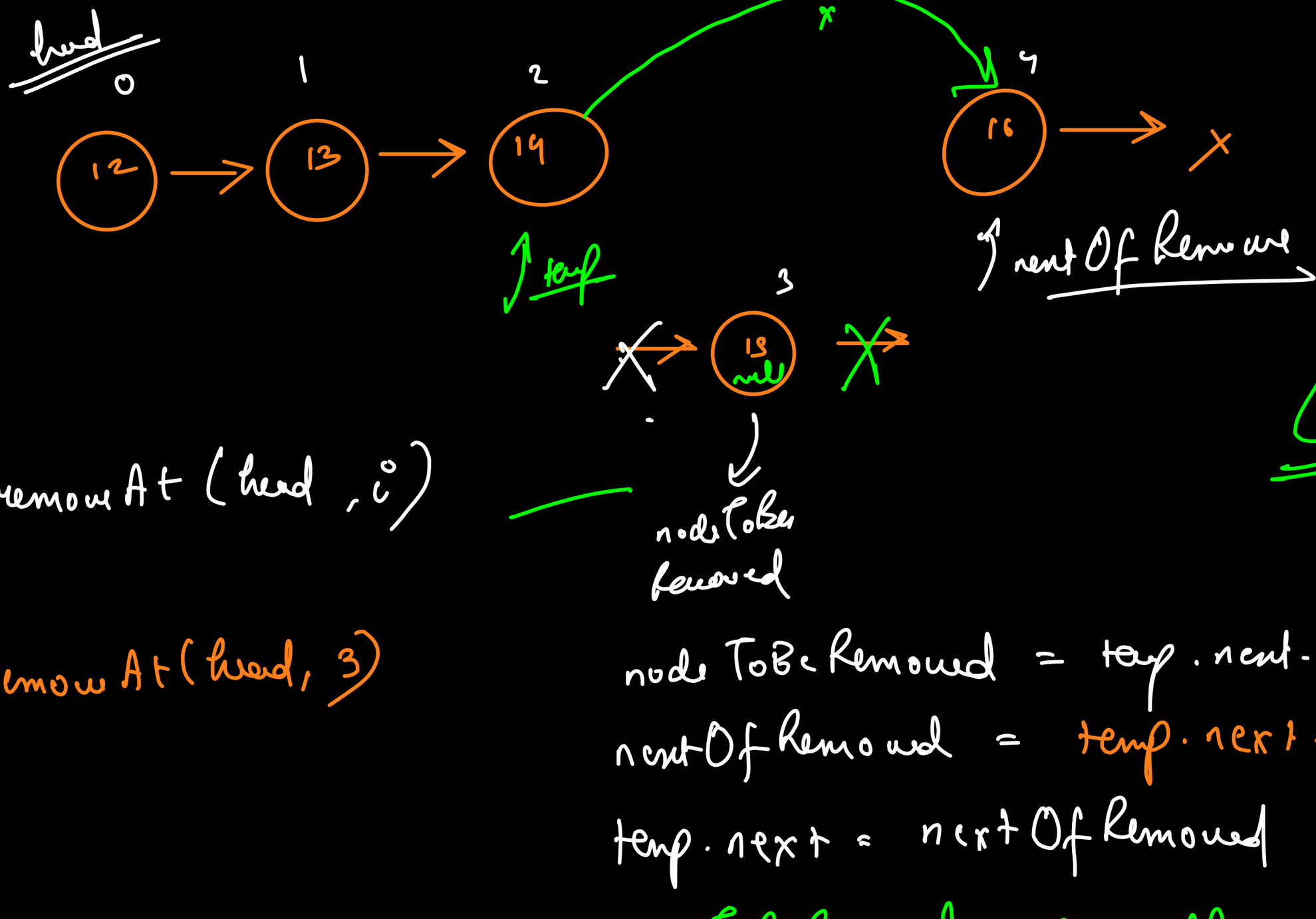
2^0 data

newNode = createNode (99)

prevI = temp.next

temp.next = newNode

newNode.next = prevI



O(n)

removeAt(head, 3)

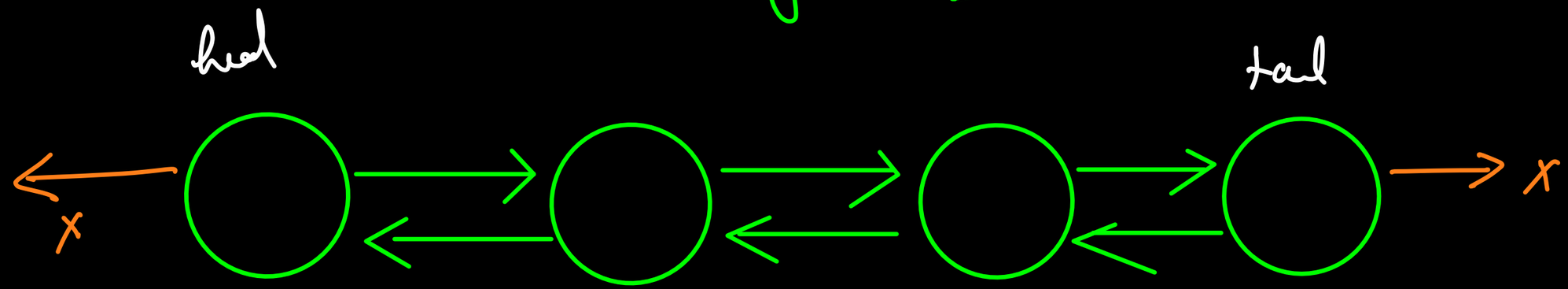
nodeToBeRemoved = temp.next.

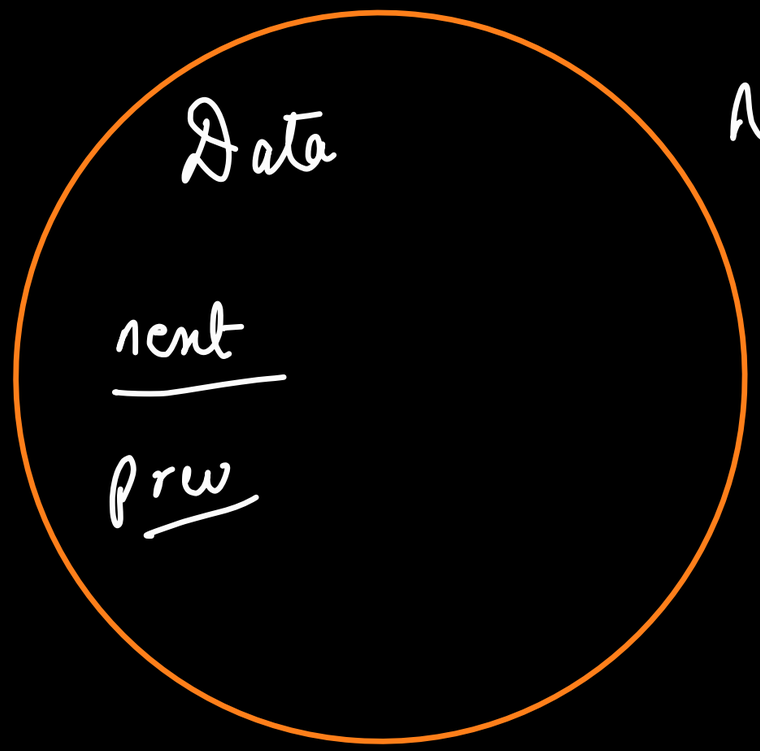
nextOfRemoved = temp.next.next;

temp.next = nextOfRemoved

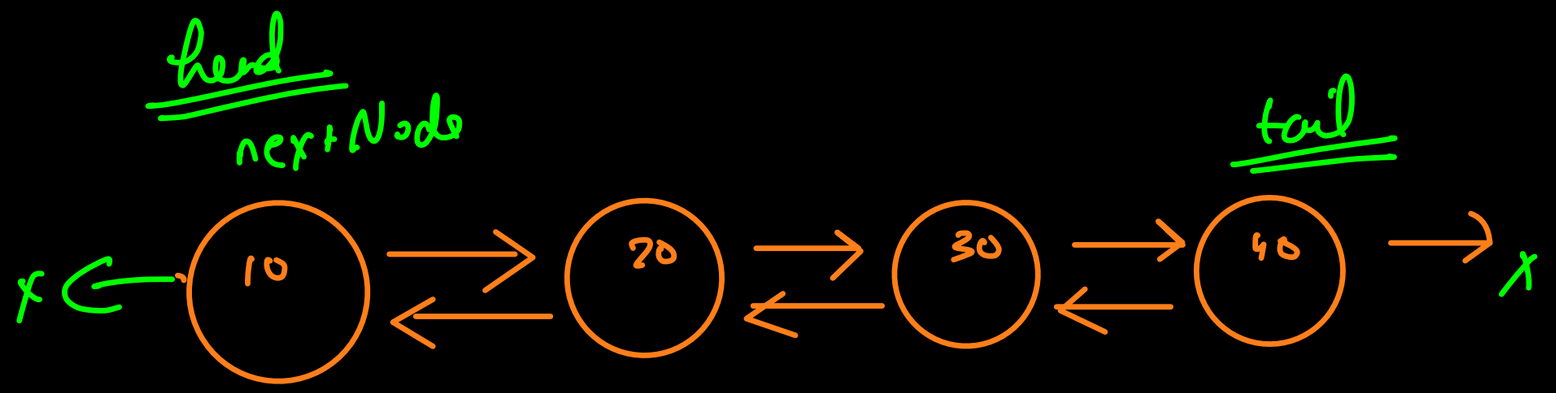
nodeToBeRemoved.next = null;

Doubly Linked List





addAtHead
removeAtHead
addAtTail
removeAtTail



y

head == null

newNode.next = head

head.prev = newNode

head = newNode

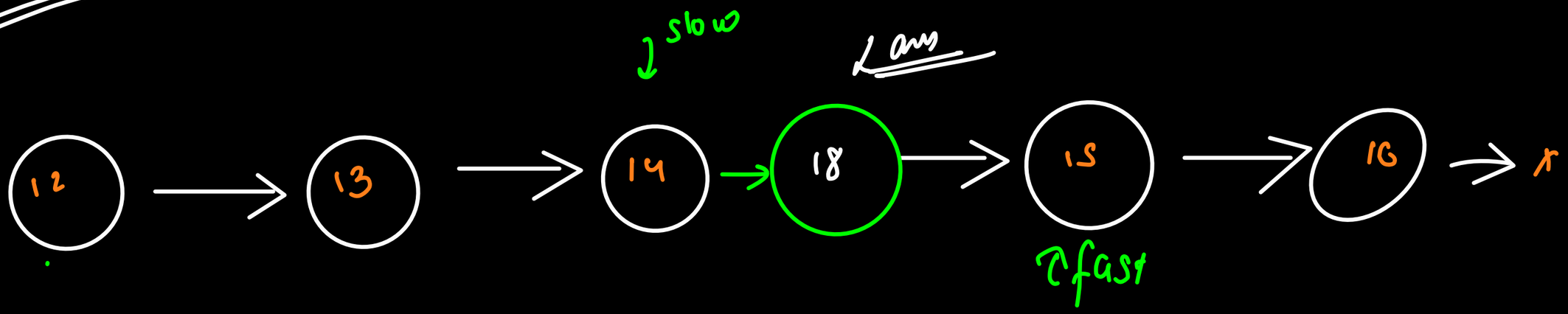
nextNode = head.next

head.next = null;

nextNode.prev = null

head = nextNode;

Race & rabbit



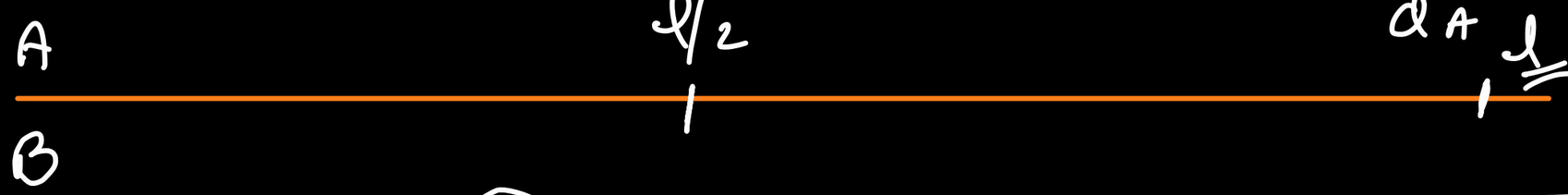
length → l

middle → $l/2$

$d_B = 2 \times t$ — (1)

$d_A = x \times t$ — (2)

$\frac{d_B}{d_A} = \frac{2}{1}$



A → x m/s

B → $2x$ m/s

$\frac{d_B}{2} = d_A$

Both runs for t unit of time and B completes the track in t unit of time,

$s = \frac{d}{t} \rightarrow d = s \times t$

slow = head

fast = head

$\longrightarrow$ O(N) O(1)

while (fast . next != null and fast.next.next (=null)){

slow = slow.next ;

fast = fast.next.next ;

}

if (fast.next == null) → odd length ll

return slow

else

return &slow.next ;