# Linked List

# Linked Lists

#### What is a Linked List?

A linear data structure where each element is a separate object.

Each element (node) contains:

- Data
- A reference (or link) to the next node in the sequence.

### Linked Lists

- •Types of Linked Lists:
- •Singly Linked List: Each node points to the next node.
- •Doubly Linked List: Each node points to both the next and previous nodes.
- •Circular Linked List: The last node points back to the first node.

## Linked Lists

### **Benefits:**

- Dynamic size
- Efficient insertions and deletions

#### **Drawbacks:**

- •Extra memory for pointers
- •Sequential access, no direct access to elements

### Insert at End of Linked List

### **Objective:**

Add a new node to the end of the linked list.

- •Create a new node with the data to be inserted.
- •Traverse the linked list to find the last node.
- •Update the last node's next pointer to point to
- the new node.
- •Set the new node's next pointer to null (end of the list).

### Insert at End of Linked List

- 1. Create a new node with the given data.
- 2. If the list is empty, set head to the new node.
- 3. Else, traverse the list to find the last node.
- 4. Set the last node's next to the new node.
- 5. Set the new node's next to null.

# Display of Linked List

### **Objective:**

Print all nodes in the linked list.

- Start from the head of the linked list.
- •Traverse through each node, printing the data.
- •Move to the next node until you reach the end (null).

- Initialize a current node as head.
- While the current node is not null:
  - Print the data of the current node.
  - Move to the next node.
- End when the current node is null.

### Insert at Start of Linked List

### **Objective:**

Add a new node at the beginning of the linked list.

- •Create a new node with the data to be inserted.
- •Set the new node's next pointer to point to the current head.
- •Update the head to point to the new node.
  - 1. Create a new node with the given data.
  - Set the new node's next to head.
  - Update head to the new node.

# Insert After a Specific Value

### **Objective:**

Insert a new node after a node with a specific value.

- •Search for the node with the specific value.
- •Create a new node with the data to be inserted.
- •Update the new node's next pointer to point to the current node's next.
- •Update the current node's next pointer to point to the new node.
- 1. Search for the node with the given value.
- 2. If found, create a new node with the data to be inserted.
- Set the new node's next to the current node's next.
- Update the current node's next to the new node.
- 5. If not found, handle the case (e.g., show an error).

# References

Animation of Linked List:

https://visualgo.net/en/list