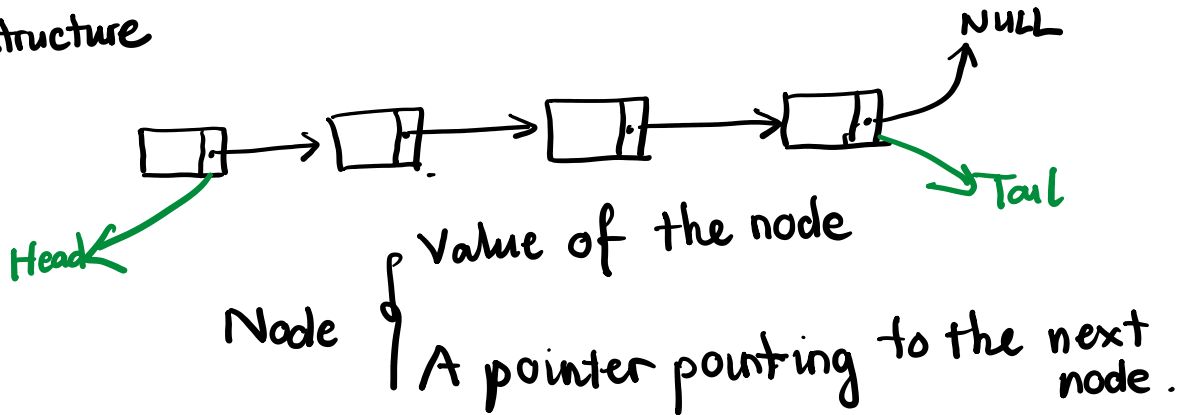
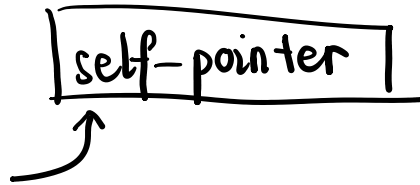


1) Node structure



```

→ struct Node
{
    int value;
    Node* next;
};
    
```



2) Create a linked list

- Node
- List
- Insert a value into a node

struct Node

```

{
    int val;
    Node* next;
};
    
```

struct List

```

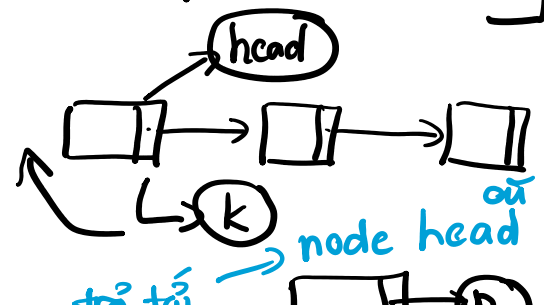
{
    node* head, tail;
};
    
```

node* getNode(int x)

```

node* p = new Node();
p->value = x;
p->next = NULL;
return p;
    
```

void addHead(List &L, int b)



}

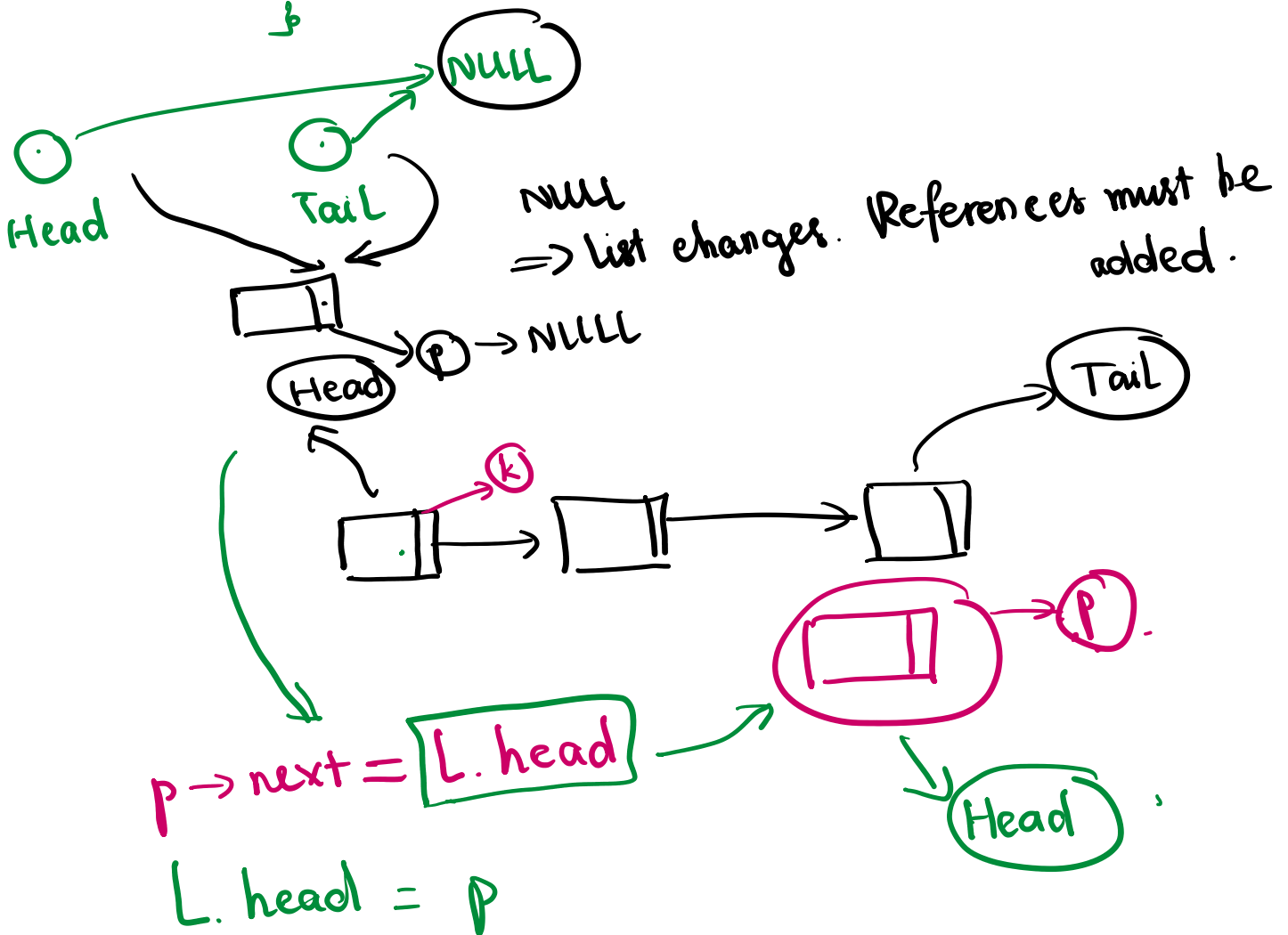
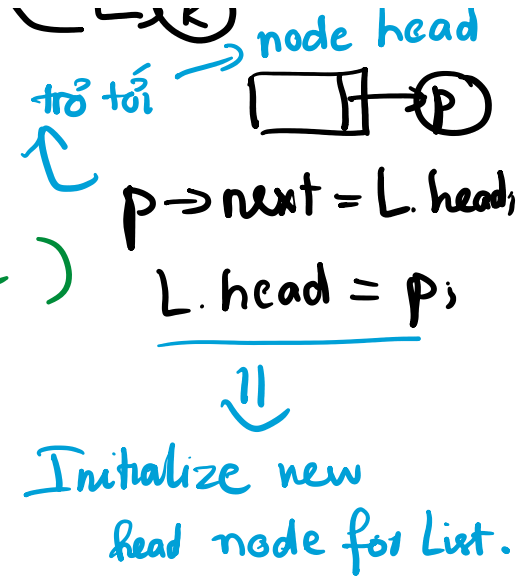
node *p = getNode(b)

if(L.head = L.tail = NULL)

L.tail = L.head = p

else
{

}

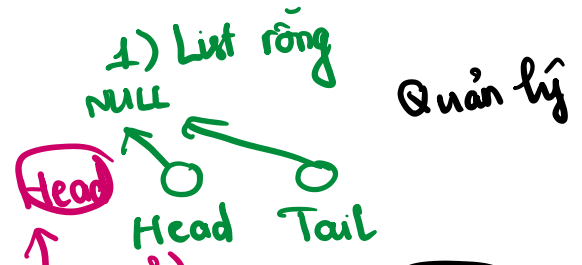


void AddTail(List &L, int k)

{

node *p = getNode(k);

// KT Node



```

node *p = getNode(k);
if ( L.head = L.tail = NULL )
    L.tail = p;
else
{
    L.tail->NEXT = p;
    L.tail = p;
}

```

// KT Node Head

Head Tail

