

# Linked List Implementation: Concept Challenge



# Concept Challenge: Procedure

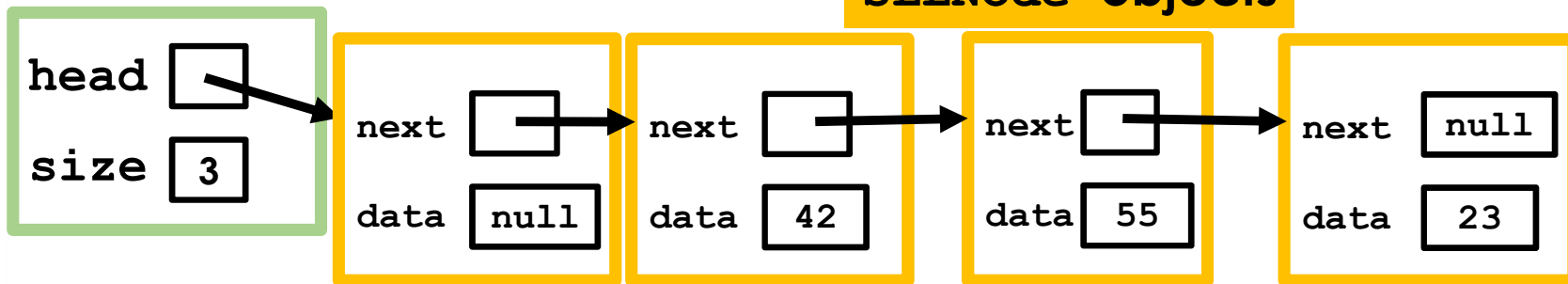
- **Pause** Try to solve the problem yourself
- **Discuss** with other learners (if you can)
- **Watch** the UC San Diego learners video
- **Answer** the question again
- **Confirm** your understanding with our explanation



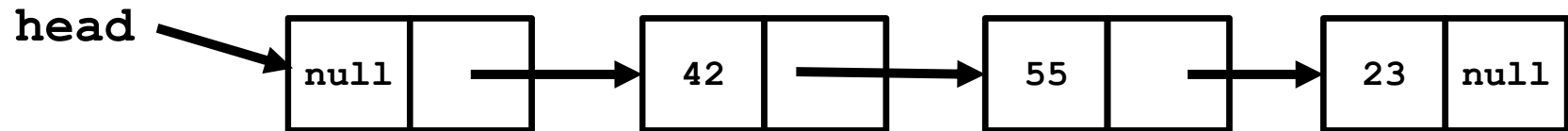
# Implementing a Singly Linked List in Java

SLinkedList  
object

SLLNode objects



# Implementing a Singly Linked List in Java



```
class SLLNode<E> {
    SLLNode<E> next;
    E data;

    public SLLNode(E theData) {
        this.data = theData;
    }
    public SLLNode(E theData,
                   SLLNode<E> prevNode) {
        this(theData);
        this.next = prevNode.next;
        prevNode.next = this;
    }
}
```

```
public static void main(String[] args)
{
    SLLNode<Integer> n0 =
        new SLLNode<Integer>();
    SLLNode<Integer> n1=
        new SLLNode(1,n0);
    SLLNode<Integer> n2 =
        new SLLNode(2,n0);
}
```

```
class SLLNode<E> {
    SLLNode<E> next;
    E data;

    public SLLNode() {
        this.next = null;
        this.data = null;
    }

    public SLLNode(E theData) {
        this.data = theData;
    }

    public SLLNode(E theData,
                   SLLNode<E> prevNode) {
        this(theData);
        this.next = prevNode.next;
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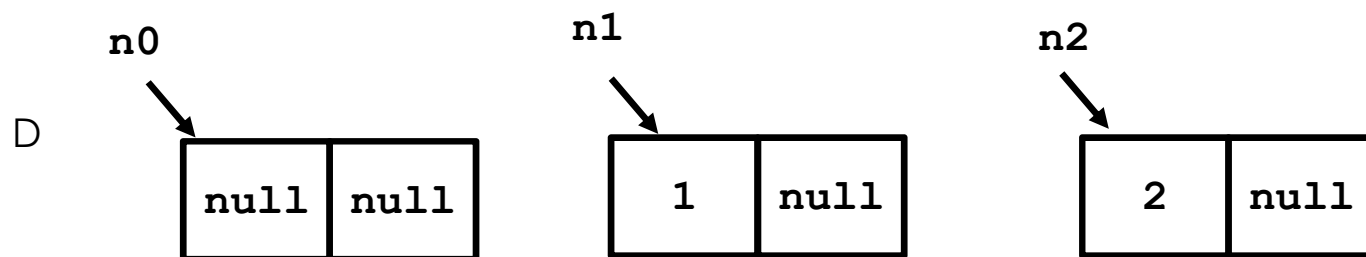
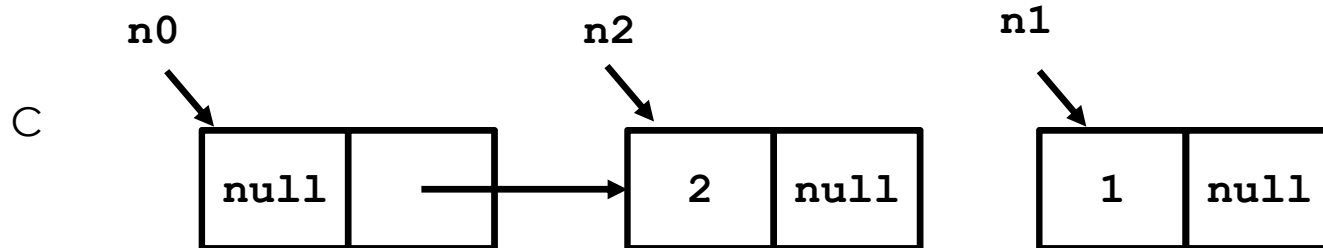
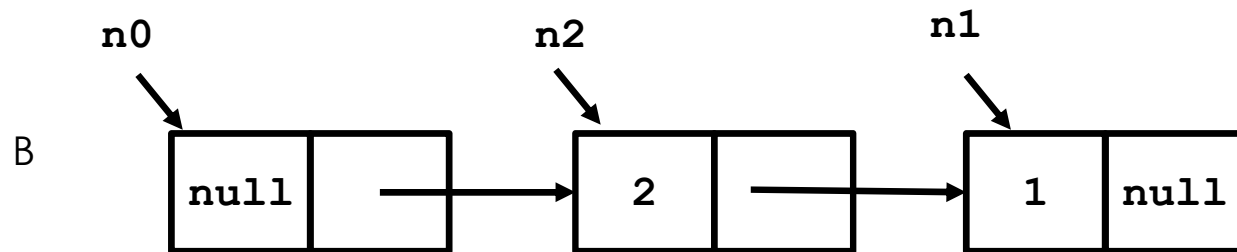
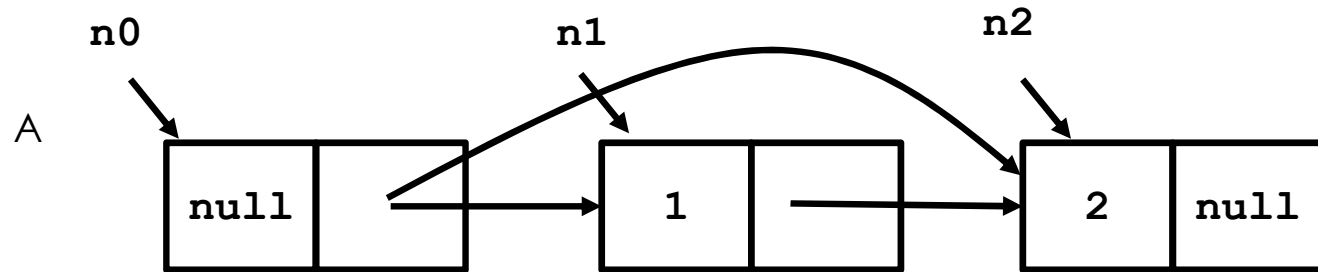
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{
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    SLLNode<Integer> n2 =
        new SLLNode(2,n0);
}

```

**What does the list of nodes look like at the end of main?**



E Null pointer exception



Learner video here



```

class SLLNode<E> {
    SLLNode<E> next;
    E data;

    public SLLNode() {
        this.next = null;
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    }

    public SLLNode(E theData,
        SLLNode<E> prevNode) {
        this(theData);
        this.next = prevNode.next;
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```


```

public static void main(String[] args)
{
    SLLNode<Integer> n0 =
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    SLLNode<Integer> n1 =
        new SLLNode<Integer>(1, n0);
    SLLNode<Integer> n2 =
        new SLLNode<Integer>(2, n0);
}

```

**Let's draw the diagram  
one line at a time**

```
SLLNode<Integer> n0 = new SLLNode<Integer>();
```

n0 

```
SLLNode<Integer> n0 = new SLLNode<Integer>();
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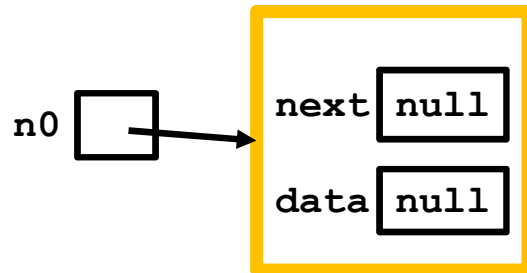
**No-arg constructor**

```
public SLLNode() {  
    this.next = null;  
    this.data = null;  
}
```

n0



```
SLLNode<Integer> n0 = new SLLNode<Integer>();
```

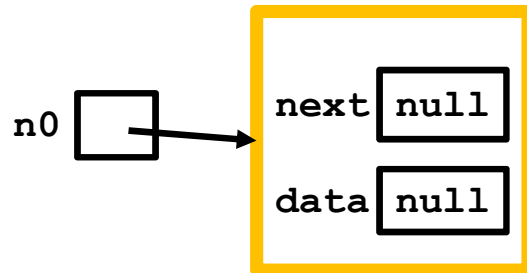


### No-arg constructor

```
public SLLNode() {  
    this.next = null;  
    this.data = null;  
}
```


```
SLLNode<Integer> n1 = new SLLNode(1, n0);
```

```
public SLLNode(E theData,  
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    this.next = prevNode.next;  
    prevNode.next = this;  
}
```

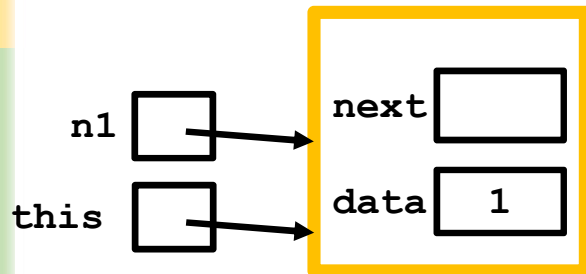
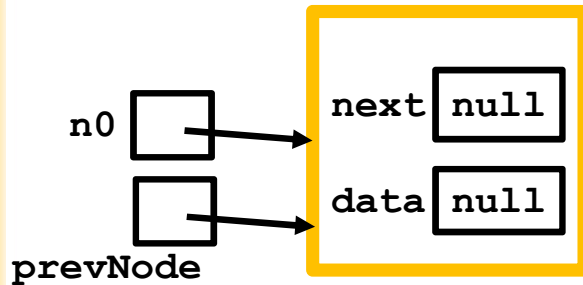


`n1` 

```
SLLNode<Integer> n1 = new SLLNode(1,n0);
```

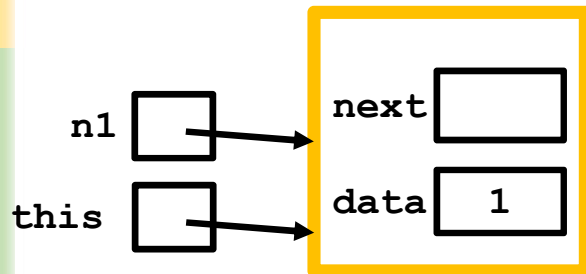
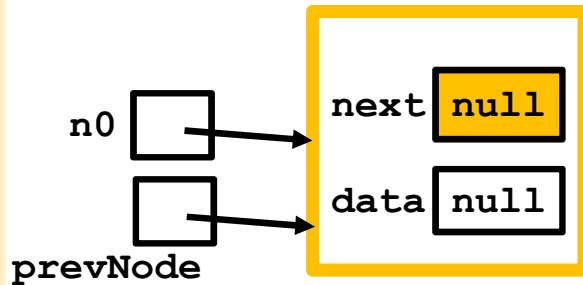


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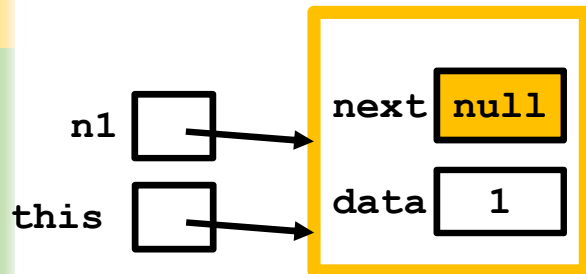
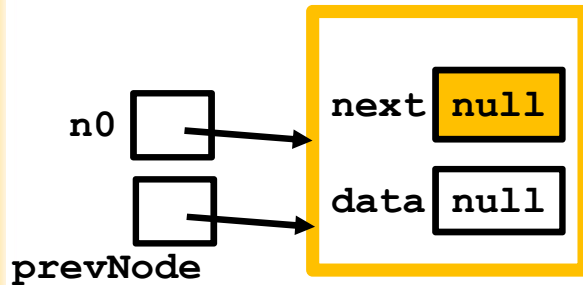
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    this.next = prevNode.next;  
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```





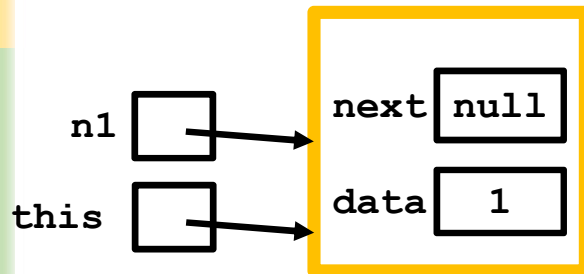
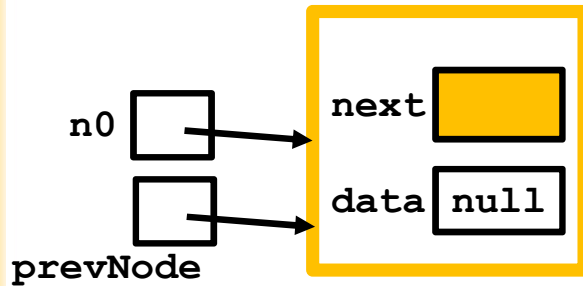
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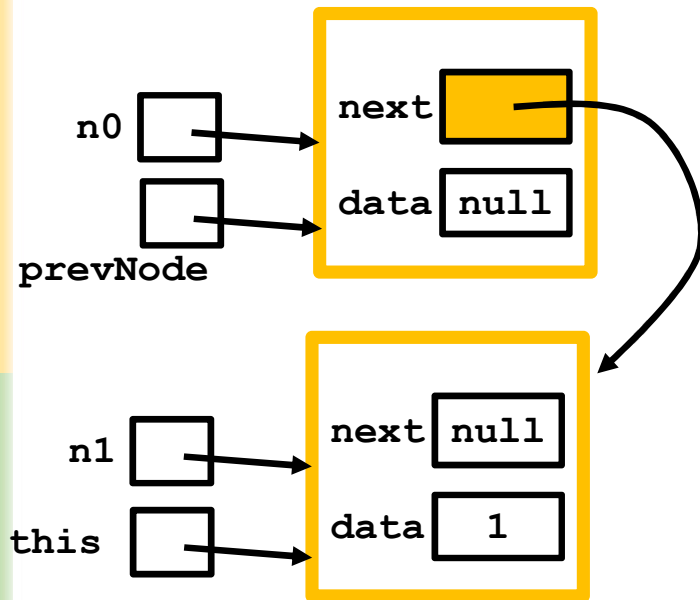
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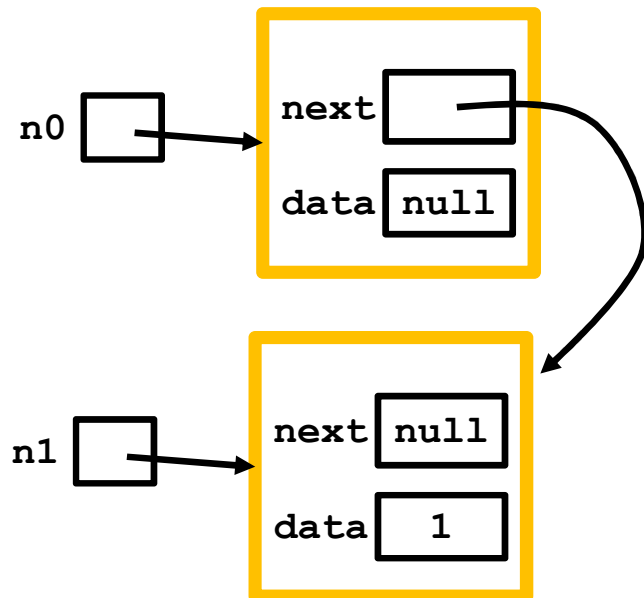


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    this.next = prevNode.next;  
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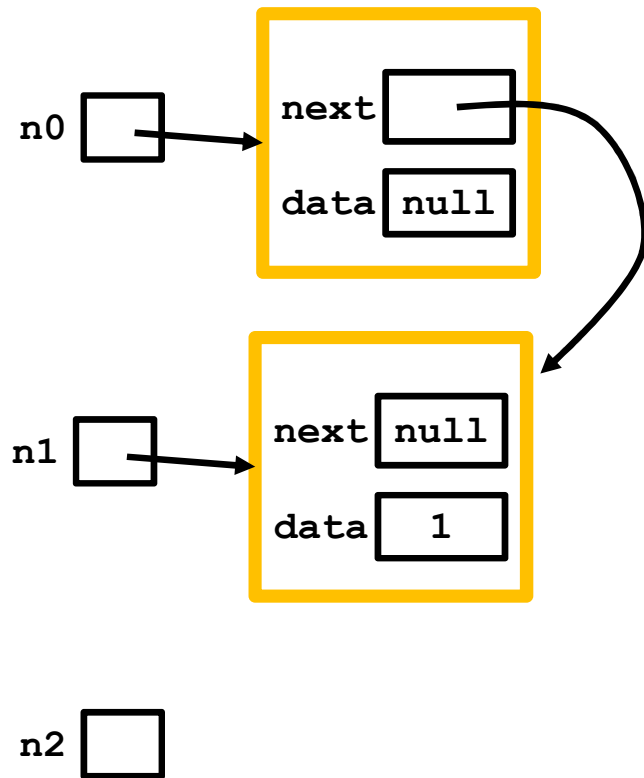


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SLLNode<Integer> n1 = new SLLNode(1, n0);
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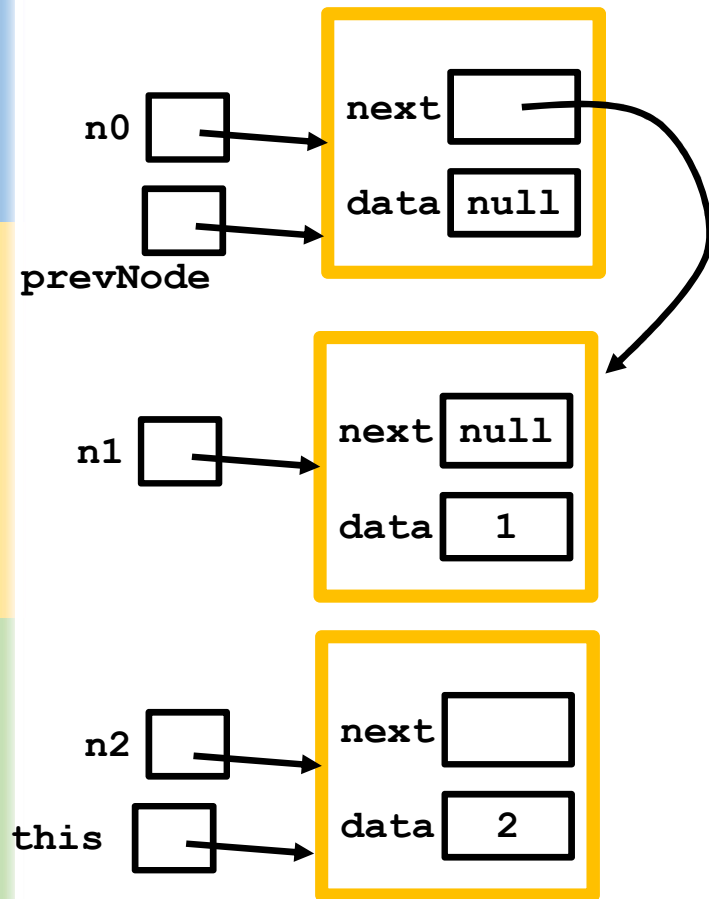
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    this(theData);  
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}
```

```
SLLNode<Integer> n2 = new SLLNode(2, n0);
```



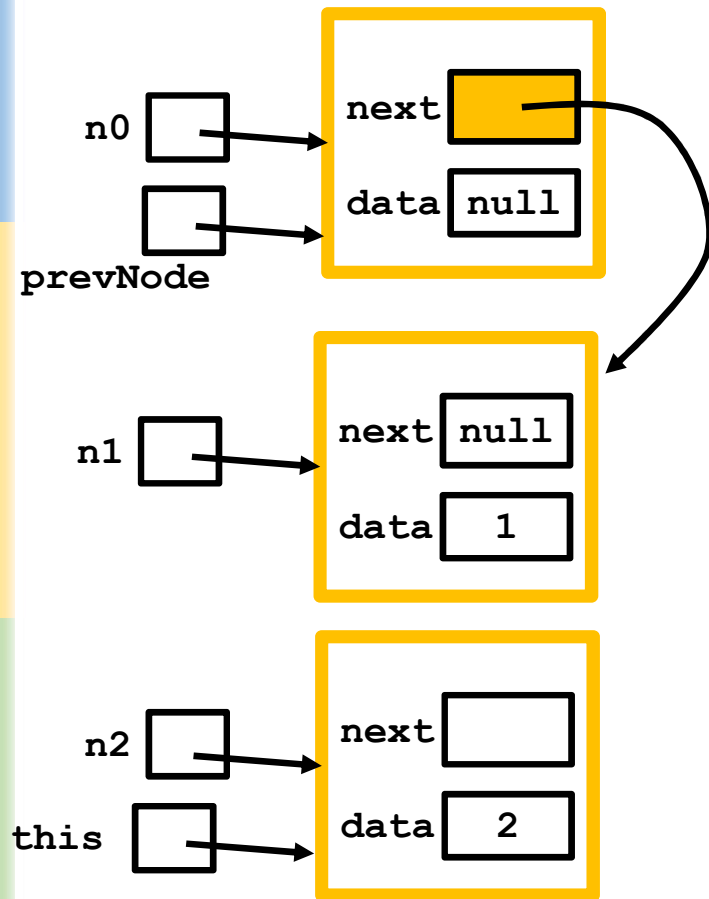
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}
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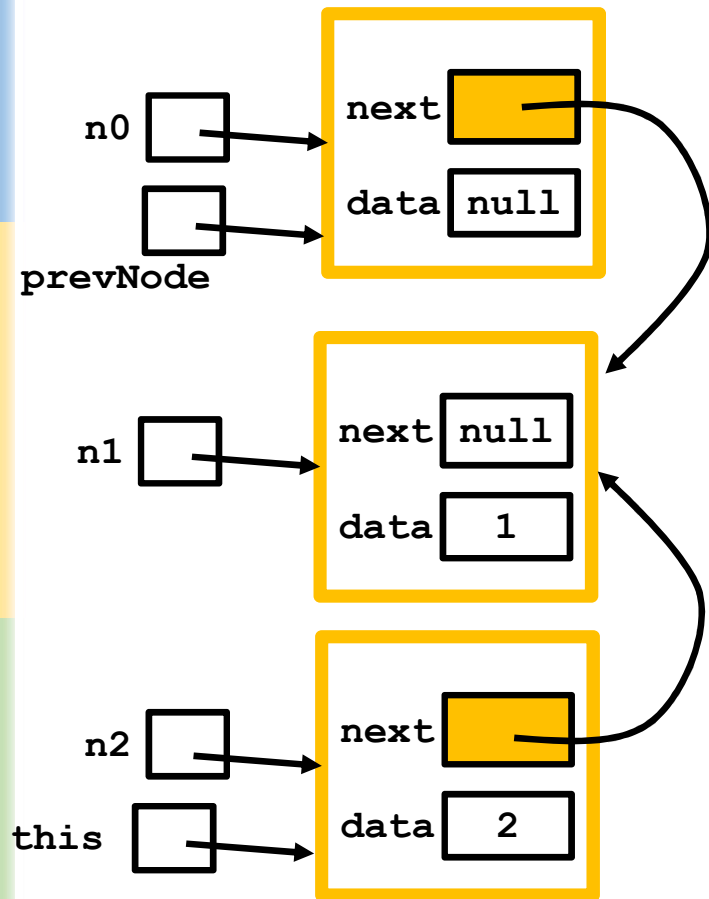
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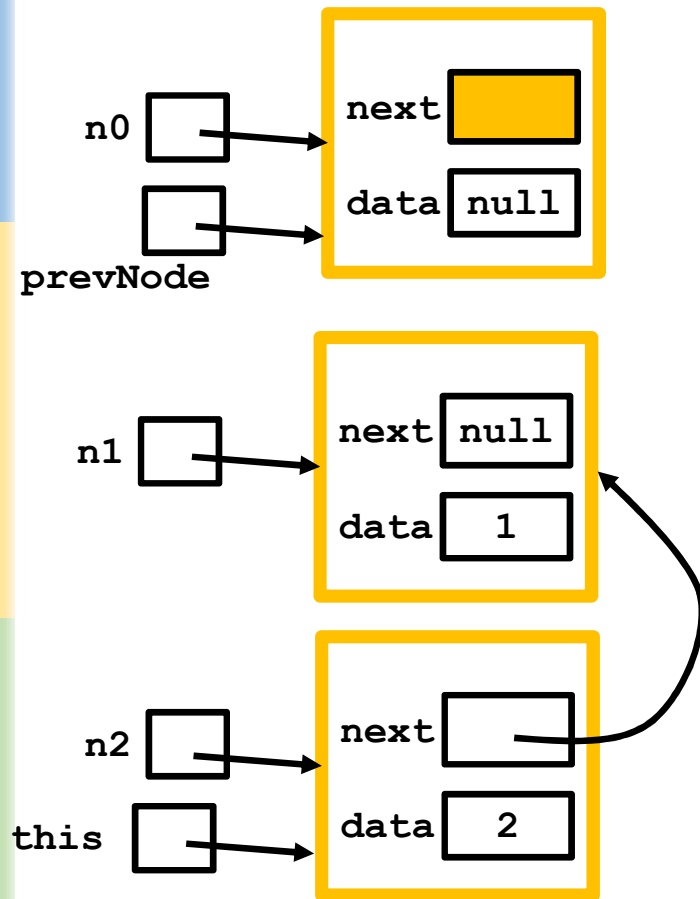
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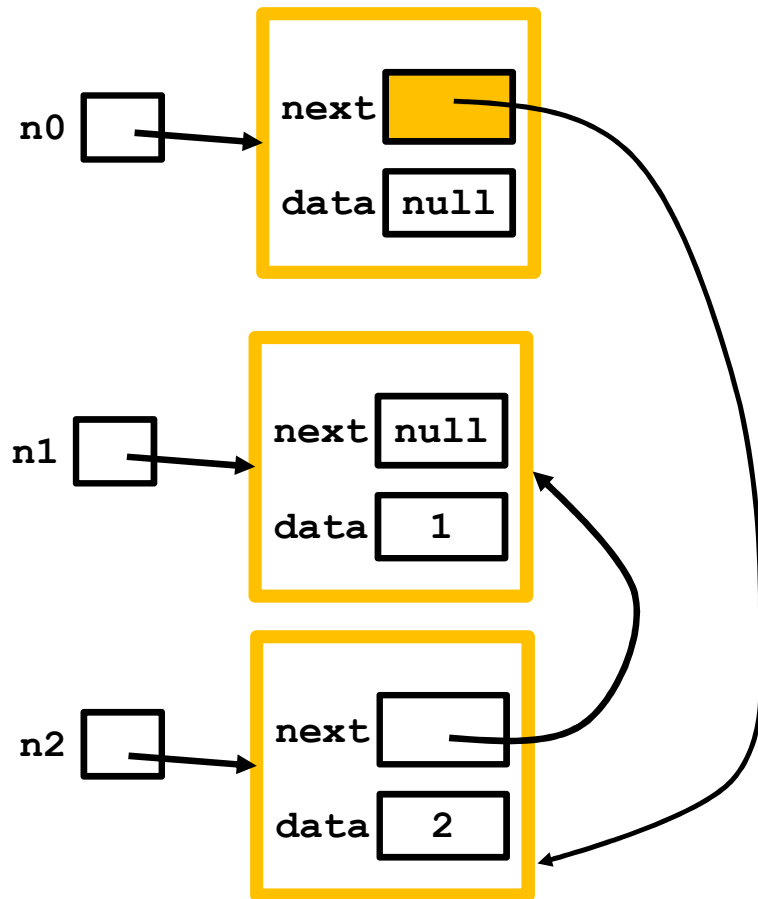


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