Linked List

(One-way Linked List-Insertion and Deletion)

Data
10/20/2 Structure

Insertion into a Linked List

- 1. Insertion at the beginning of the list
- 2. Insertion before a given node
- 3. Insertion of a node with a given location
- 4. Insertion into a sorted list.

Insertion at the beginning of the list

Insert_Begin(Info, Link, Start, Item)

- 1. Set Info[New] := Item
- 2. Set Link[New] := Start
- 3. Set Start := New.
- 4. Return

10/20/2 Structure

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Insertion before a given node

Insert_Before_Node(Info, Link, Start, Item, Given_Item)

- 1. Set Info[New] := Item
- 2. If Info[Start] = Given_Item then
- 3. Link[New] := Start and Start := New and Return.
- 4. Set Save := Start and PTR := Link[Start]
- 5. While PTR \neq NULL and Info[PTR] \neq Given_Item do step 6
- 6. Save := PTR and PTR := Link[PTR]
- 7. If PTR = NULL then Write: "Given Item is not in the List" and Return.
- 8. Link[New] := PTR or Link[Save] := New.
- 9. Return

Data

10/20/2 Structure

Insertion with a given location

Insert_In_LOC(Info, Link, Start, Item, LOC)

- 1. Set Info[New] := Item
- 2. If LOC=1 then Link[New] := Start and Start := New and Return.
- 3. Set Save := Start and PTR := Link[Start] and Count := 1.
- 4. While PTR \neq NULL and Count+1 \neq LOC do step 5
- 5. Save := PTR and PTR := Link[PTR] and Count := Count+1.
- 6. Link[New] := PTR and Link[Save] := New.
- 7. Return

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Insertion into a Sorted List

Insert_Sorted_List_(Info, Link, Start, Item, LOC)

- 1. Set Info[New] := Item
- 2. If Item < Info[Start] then Link[New] := Start and Start := New and Return.
- 3. Set Save := Start and PTR := Link[Start].
- 4. While PTR \neq NULL do steps 5 and 6
- 5. If Item > Info[PTR] then Save := PTR and PTR := Link[PTR].
- 6. If Item <= Info[PTR] then Link[New] := PTR and Link[Save] := New and Return
- 7. If PTR = NULL then Link[New] := PTR and Link[Save] := New.
- 8. Return

Data

10/20/2 Structure

Deletion From a One-Way Linked List

- 1. Deletion of the first node
- 1. Deletion of a node with a given location
- 2. Deleiton of a node with given value

Deletion of First Node

Suppose we want to delete the first node N from the one way list.

Delete_First(Info, Link, Start)

- 1. If Start = NULL then Return
- 2. Set Start := Link[Start]

3. Return

10/20/2

Structure

Data

Deletion of a Node with Given Location

Suppose we want to delete a node N with location N from the list.

Delete_Node_LOC(Info, Link, Start, LOC)

- 1. If LOC = 1 then Start := Link[Start] and Return.
- 2. Set Save := Start and PTR := Link[Start] ans Count := 1
- 3. While PTR!=NULL and Count + $1 \neq LOC$ do step 4
- 4. Save := PTR and PTR := Link[PTR] and Count := Count + 1.
- 5. If PTR = NULL then Write: "Location not found" and Return.
- 6. Set Save := Link[PTR]

Data

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Deletion of a Node with Given Value

Suppose we want to delete a node N with a given value from the list.

Delete_Node_Value(Info, Link, Start, Item)

- 1. If Item = Info[Start] then Start := Link[Start] and Return.
- 2. Set Save := Start and PTR := Link[Start]
- 3. While PTR!=NULL and Info[PTR] \neq Item do step 4
- 4. Save := PTR and PTR := Link[PTR].
- 5. If PTR = NULL then Write: "Item not in the List" and Return.
- 6. Set Link[Save] := Link[PTR] Data
- 7. Return.

10/20/2 Structure

END

Data
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