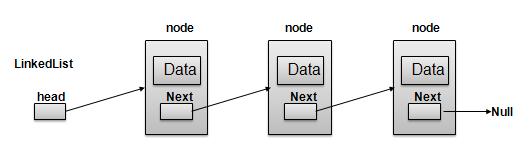
**Linked List Basics**

A linked-list is a sequence of data structures which are connected together via links.

Linked List is a sequence of links which contains items. Each link contains a connection to another link. Linked list the second most used data structure after array. Following are important terms to understand the concepts of Linked List.

* **Link** − Each Link of a linked list can store a data called an element.
* **Next** − Each Link of a linked list contain a link to next link called Next.
* **LinkedList** − A LinkedList contains the connection link to the first Link called First.

Linked List Representation



As per above shown illustration, following are the important points to be considered.

* LinkedList contains an link element called first.
* Each Link carries a data field(s) and a Link Field called next.
* Each Link is linked with its next link using its next link.
* Last Link carries a Link as null to mark the end of the list.

**Types of Linked List**

Following are the various flavours of linked list.

* **Simple Linked List** − Item Navigation is forward only.
* **Doubly Linked List** − Items can be navigated forward and backward way.
* **Circular Linked List** − Last item contains link of the first element as next and and first element has link to last element as prev.

**Basic Operations**

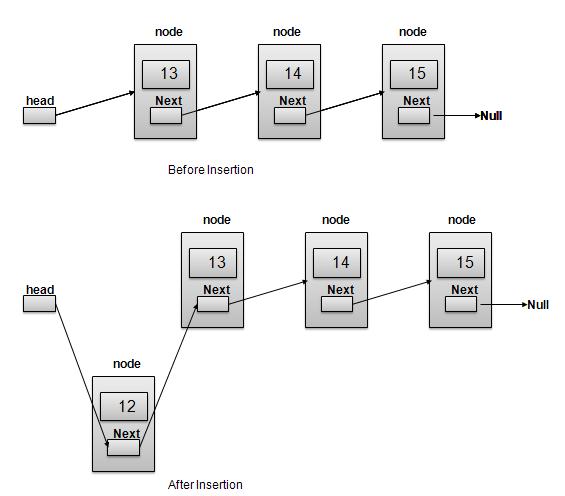
Following are the basic operations supported by a list.

* **Insertion** − add an element at the beginning of the list.
* **Deletion** − delete an element at the beginning of the list.
* **Display** − displaying complete list.
* **Search** − search an element using given key.
* **Delete** − delete an element using given key.

**Insertion Operation**

Insertion is a three step process −

* Create a new Link with provided data.
* Point New Link to old First Link.
* Point First Link to this New Link.



//insert link at the first location

void insertFirst(int key, int data){

//create a link

struct node \*link = (struct node\*) malloc(sizeof(struct node));

link->key = key;

link->data = data;

//point it to old first node

link->next = head;

//point first to new first node

head = link;

}