

Linked list

11	3	23	7
0	1	2	3

11

3

23

7



11

3

23

7

head



11

3

23

7

head



11

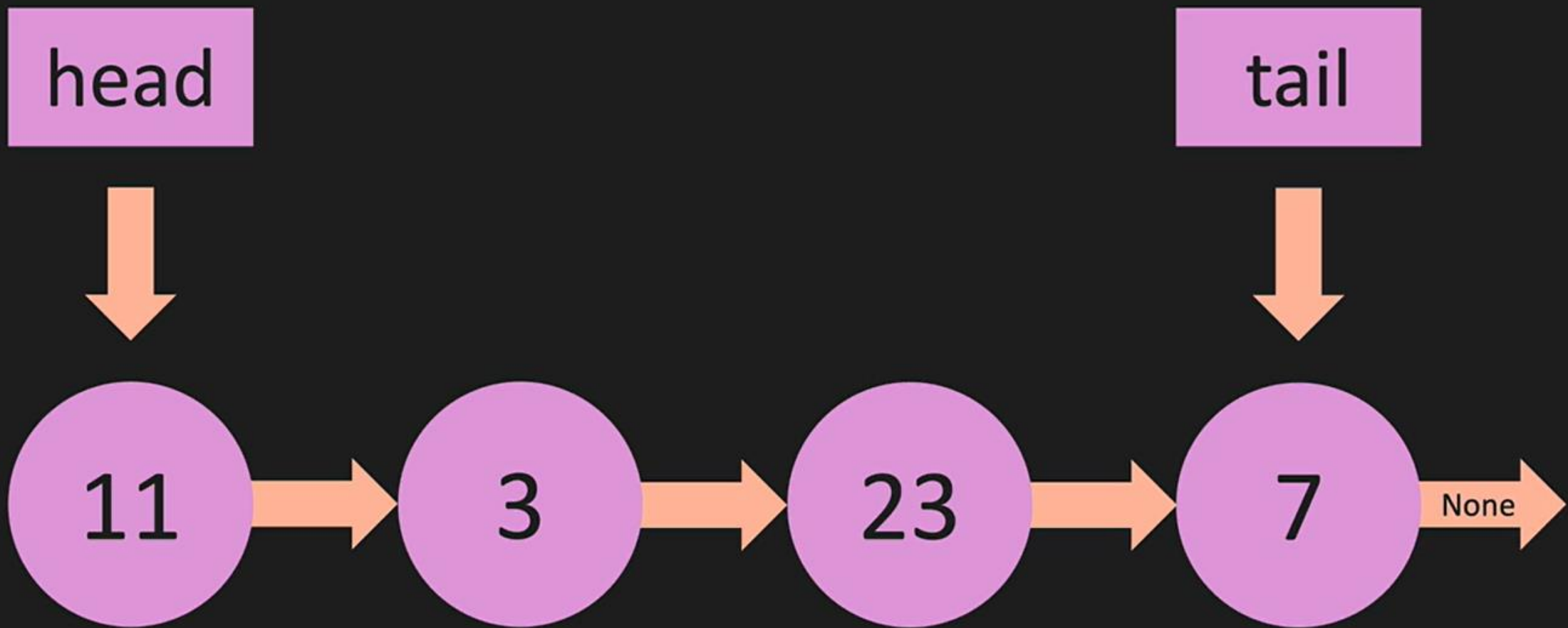
3

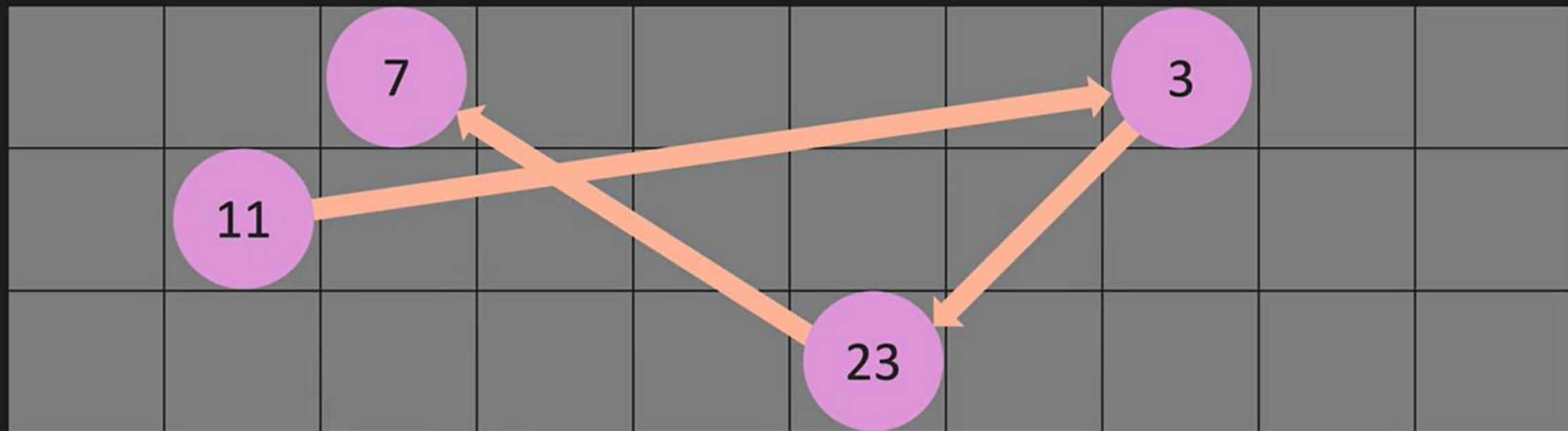
23

tail



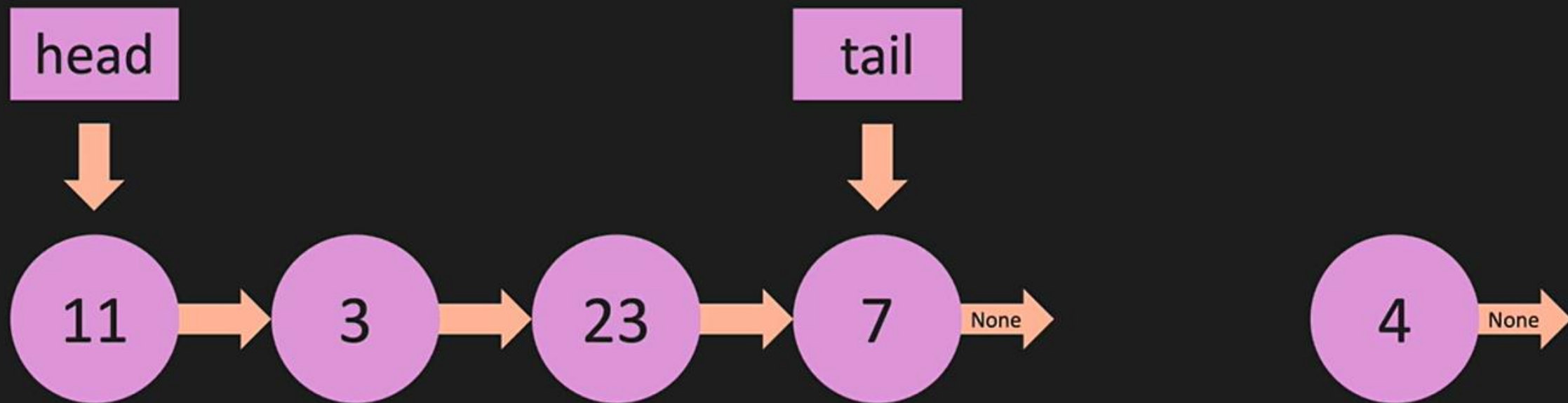
7



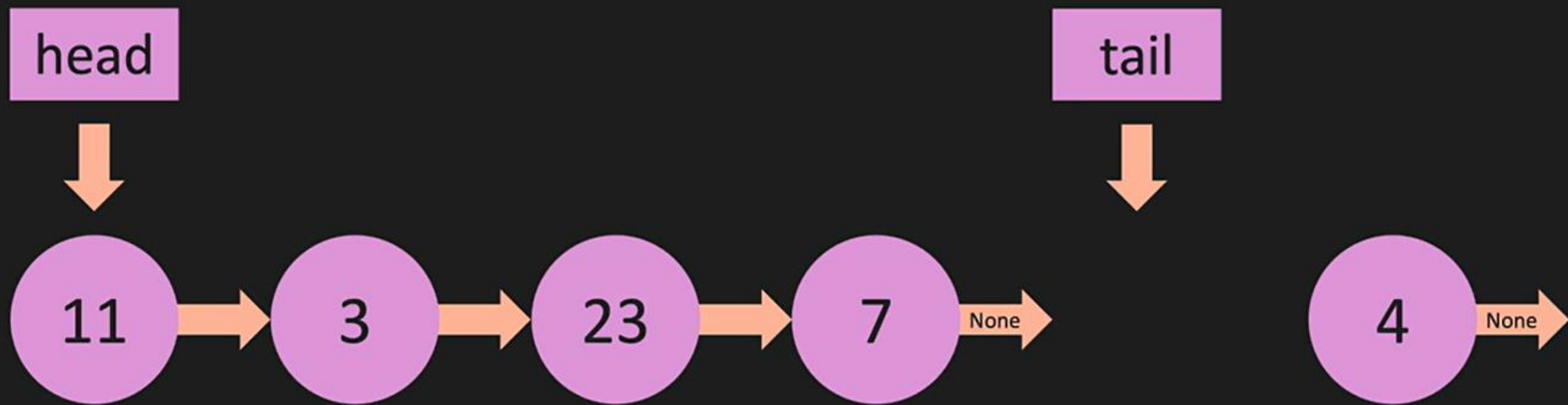


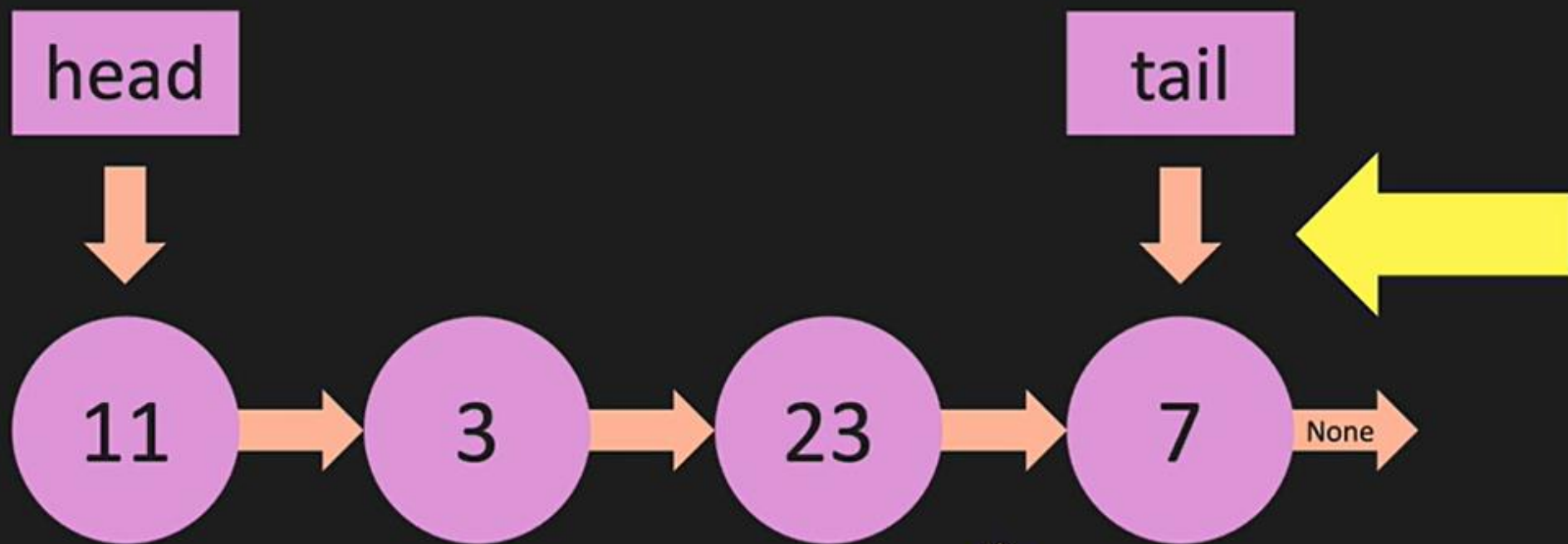
			11	3	23	7			

[illegible]

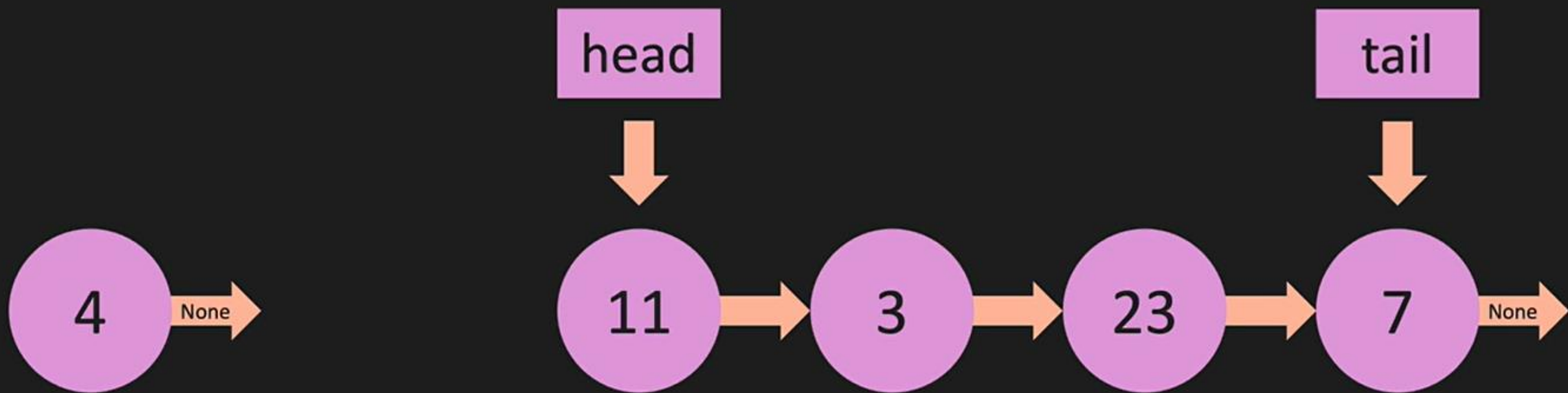


0(1)

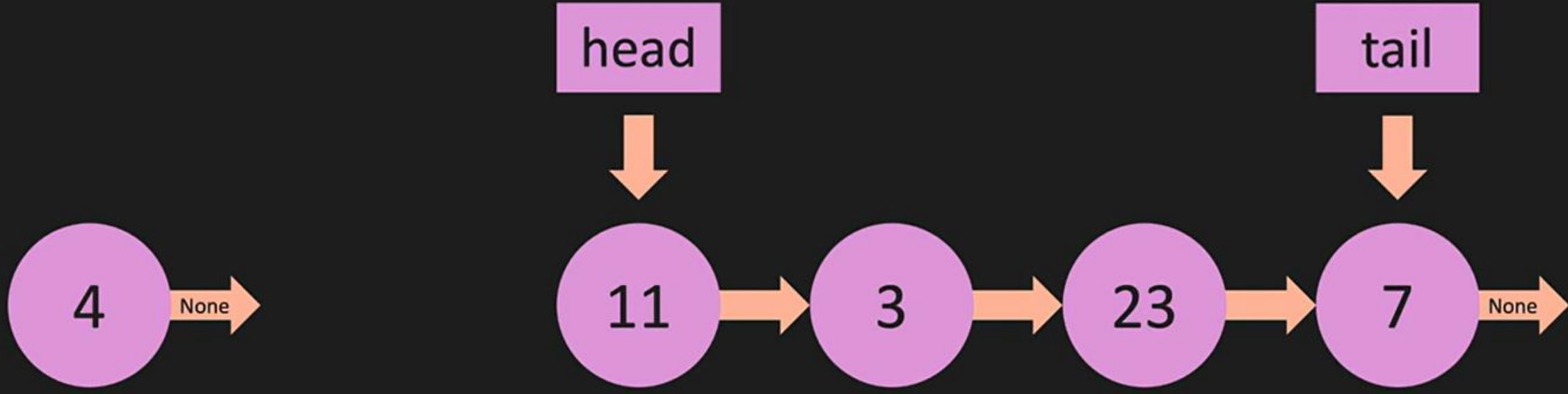




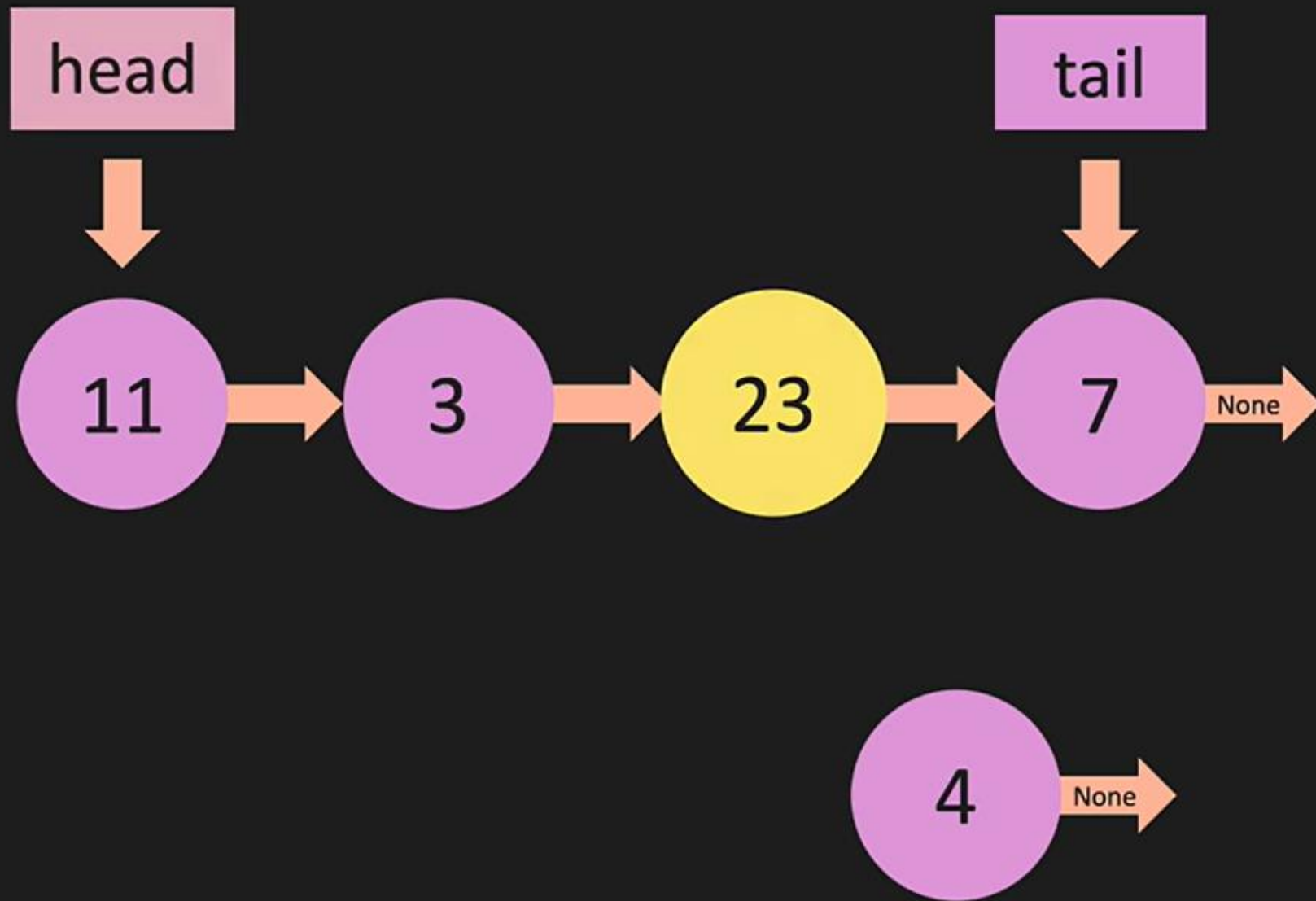
$O(n)$

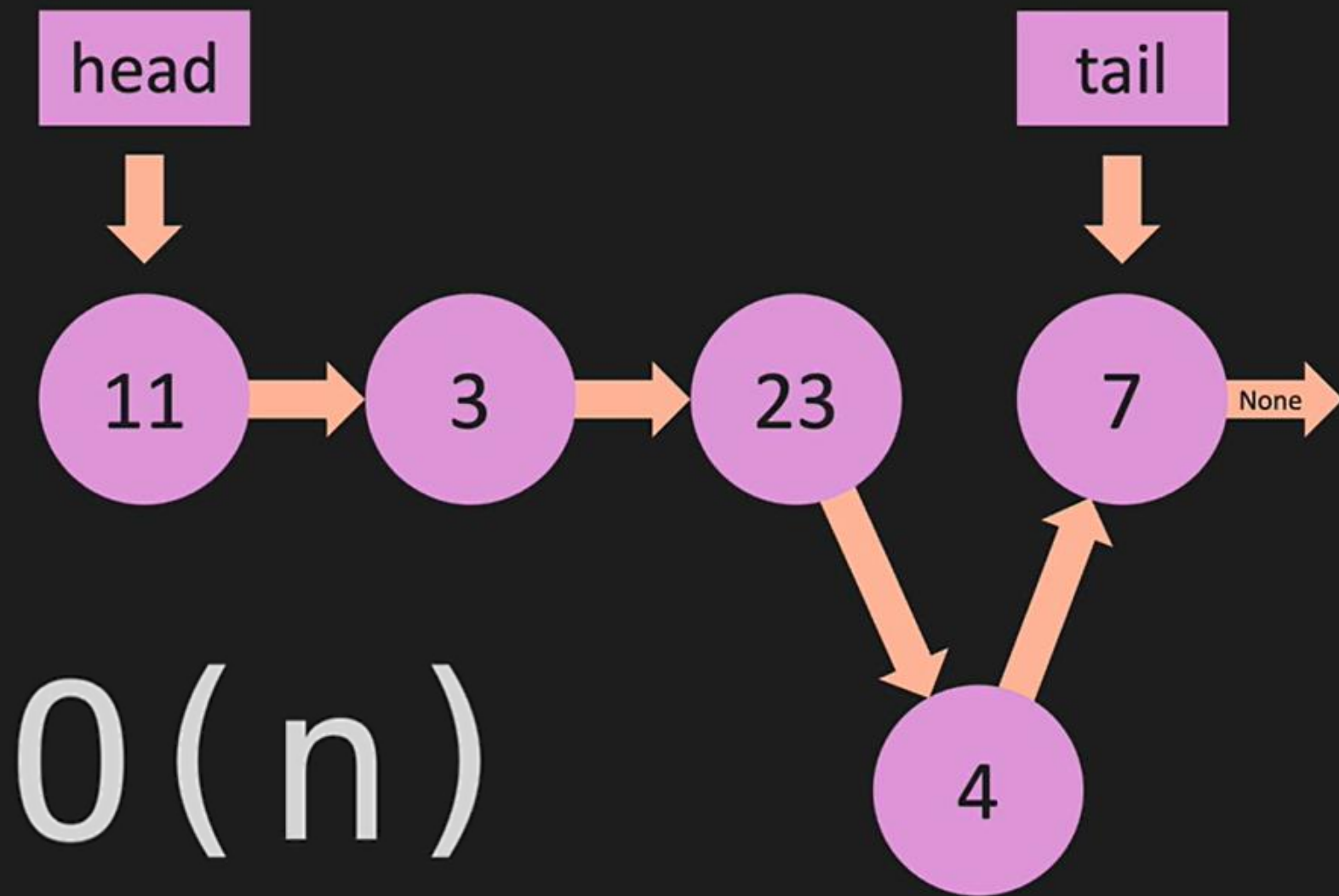


0(1)

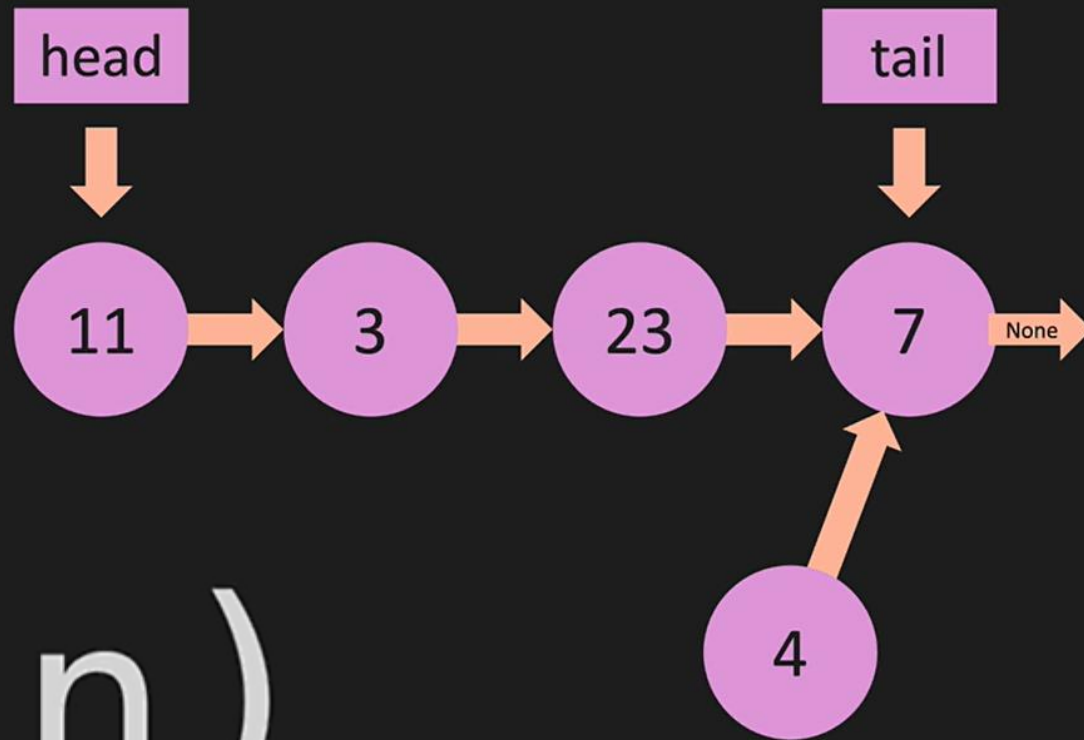


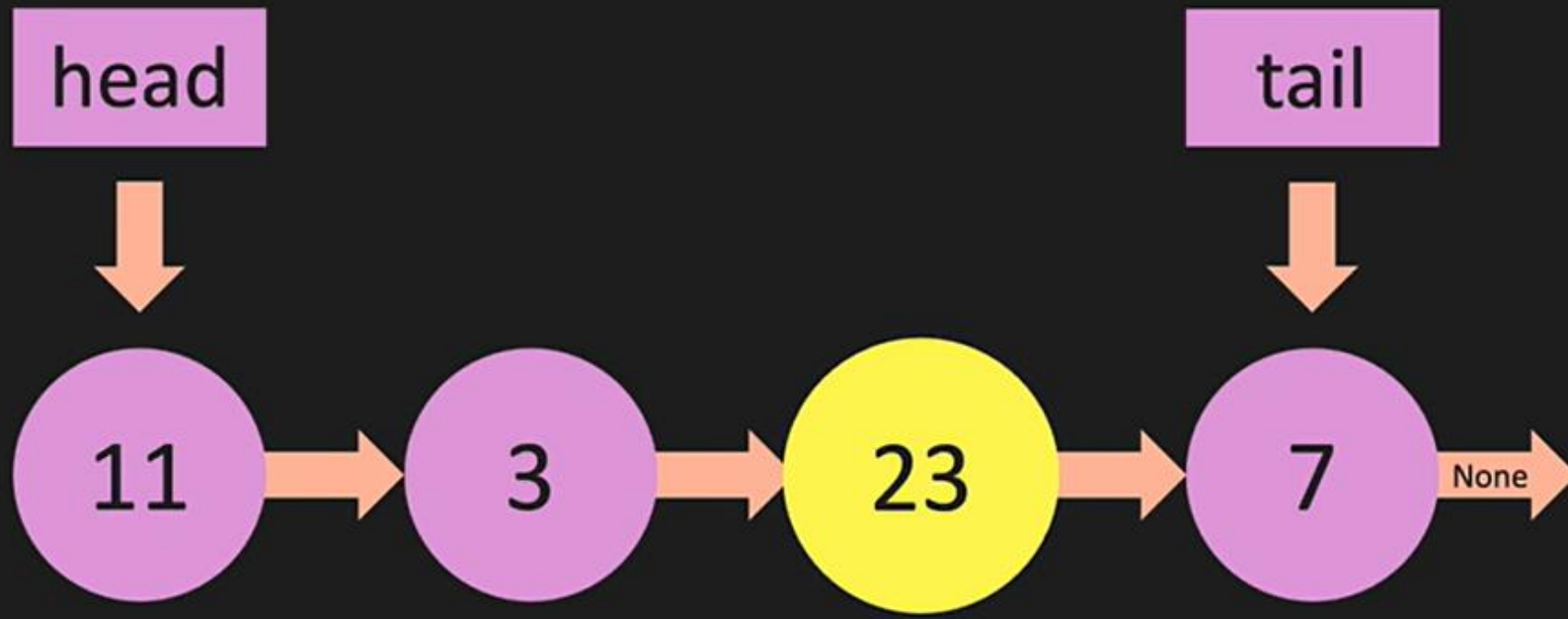
0(1)





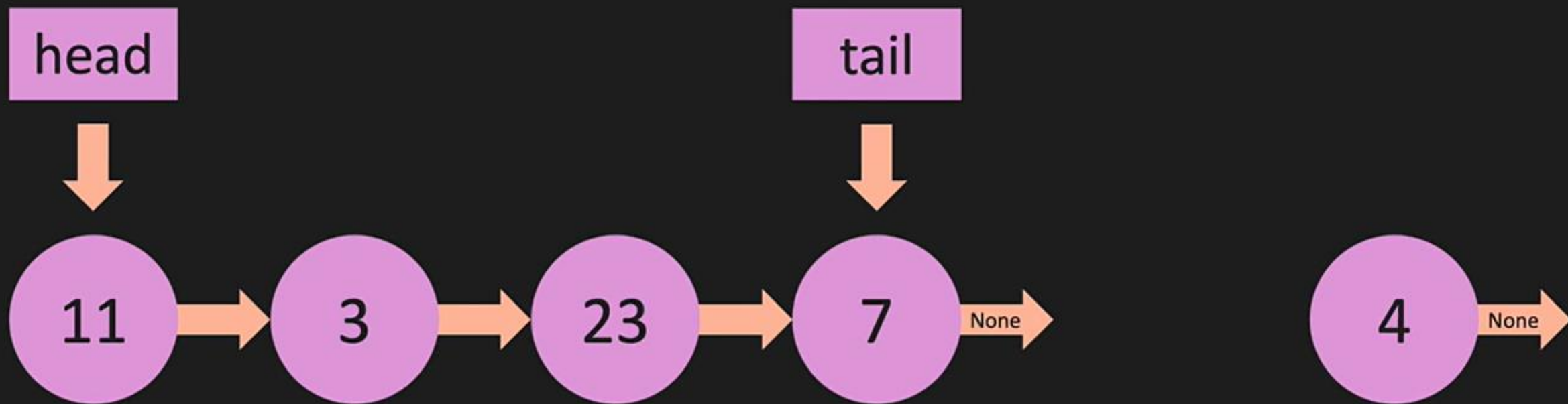
$O(n)$

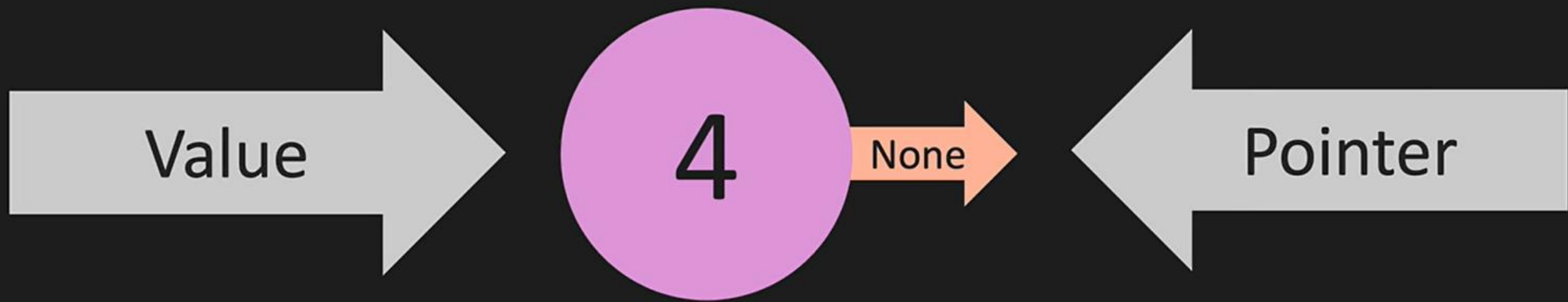




$O(n)$

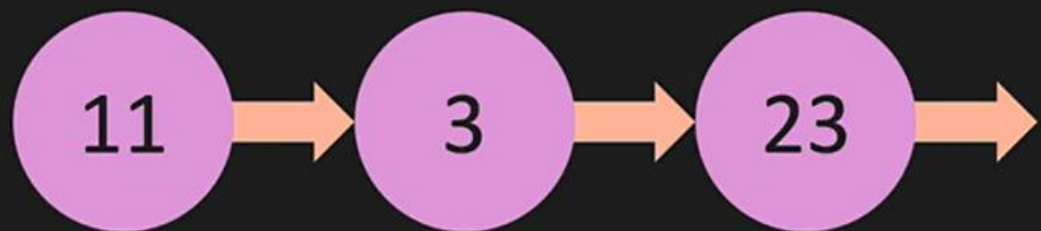
	Linked Lists	Lists
Append	$O(1)$	$O(1)$
Pop	$O(n)$	$O(1)$
Prepend	$O(1)$	$O(n)$
Pop First	$O(1)$	$O(n)$
Insert	$O(n)$	$O(n)$
Remove	$O(n)$	$O(n)$
Lookup by Index	$O(n)$	$O(1)$
Lookup by Value	$O(n)$	$O(n)$





```
{  
  "value": 4,  
  "next": None  
}
```





```
{  
  "value": 7,  
  "next": {  
    "value": 4,  
    "next": None  
  }  
}
```

```
{
  "value": 11,
  "next": {
    "value": 3,
    "next": {
      "value": 23,
      "next": {
        "value": 7,
        "next": {
          "value": 4,
          "next": None
        }
      }
    }
  }
}
```

```
class LinkedList:
```

```
    def __init__(self, value):
```

```
    def append(self, value):
```

```
    def prepend(self, value):
```

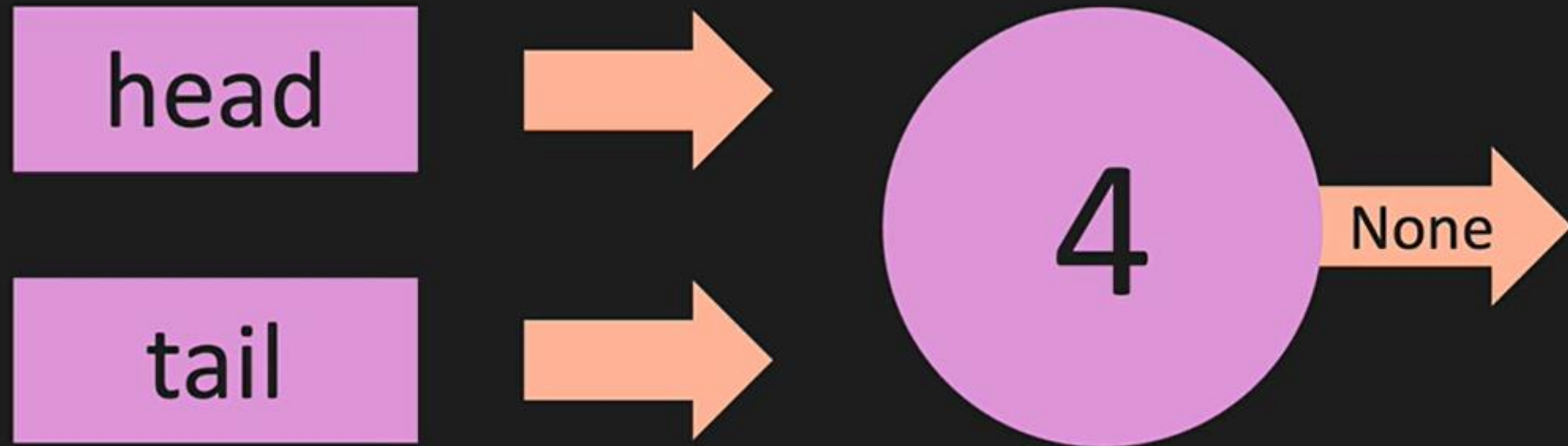
```
    def insert(self, index, value):
```

```
class LinkedList:
    def __init__(self, value):
        create new Node
    def append(self, value):
        create new Node
        add Node to end
    def prepend(self, value):
        create new Node
        add Node to beginning
    def insert(self, index, value):
        create new Node
        insert Node
```

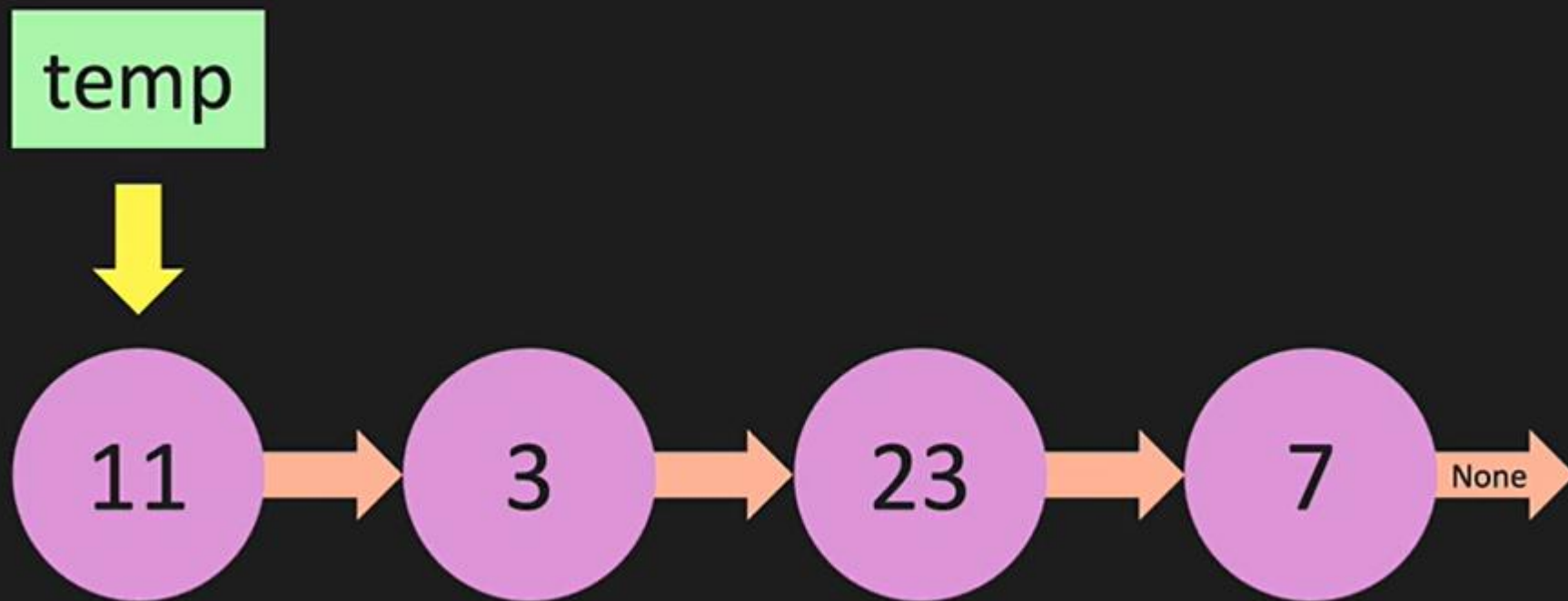
```
class Node:
    def __init__(self, value):
        self.value = value
        self.next = None
```

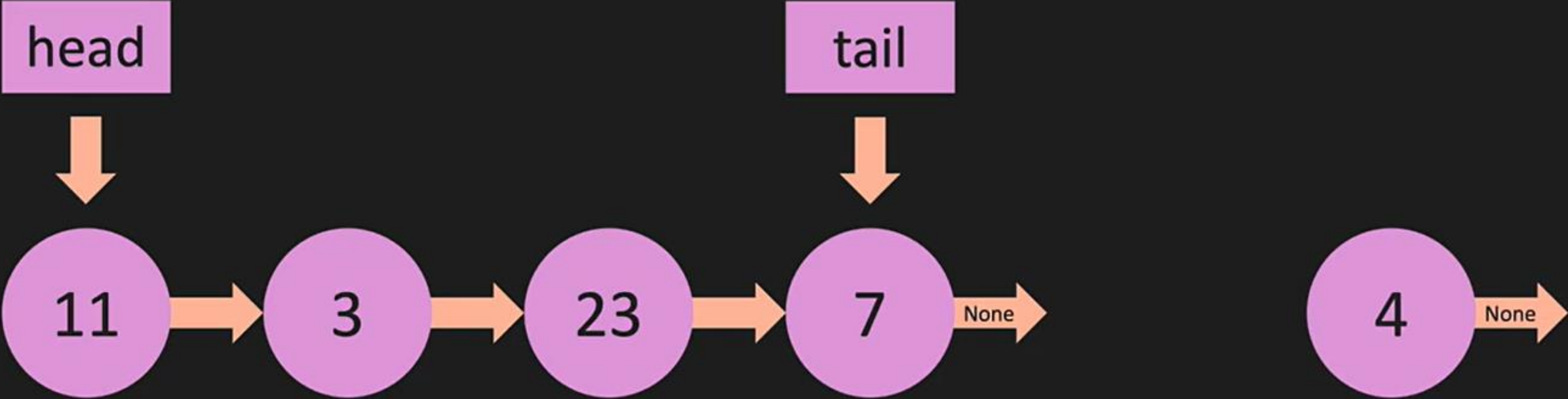
```
{
    "value": 4,
    "next": None
}
```

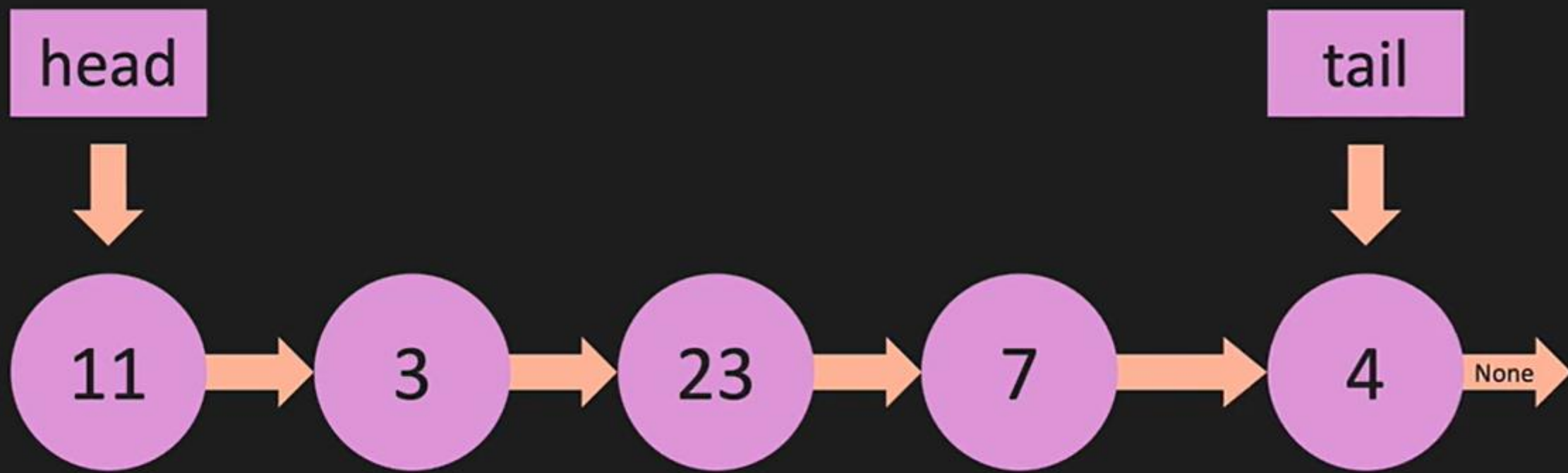
```
class LinkedList:
    def __init__(self, value):
        new_node = Node(value)
        self.head = new_node
        self.tail = new_node
        self.length = 1
```



```
def print_list(self):  
    temp = self.head  
    while temp is not None:  
        print(temp.value)  
        temp = temp.next
```







head

tail



None



```
def append(self, value):  
    new_node = Node(value)
```

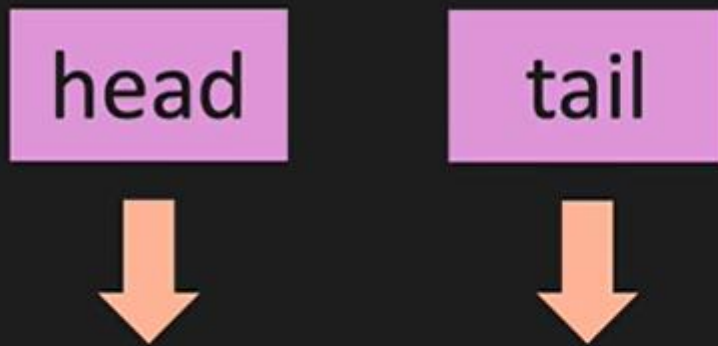
head

tail



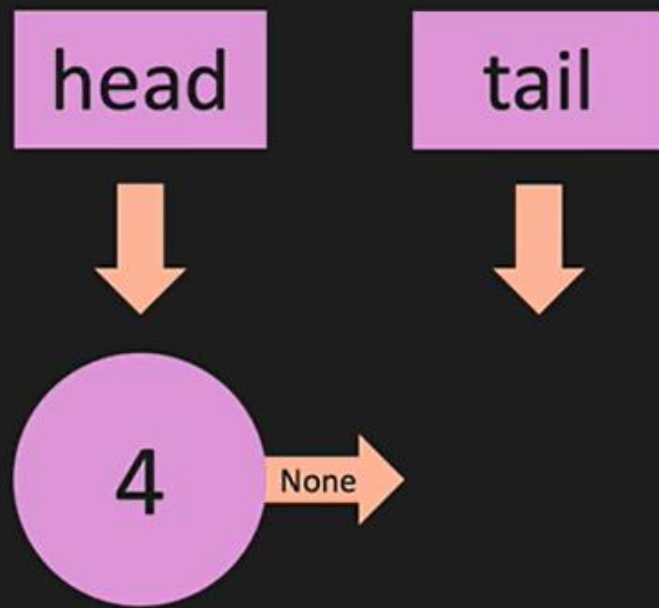
None





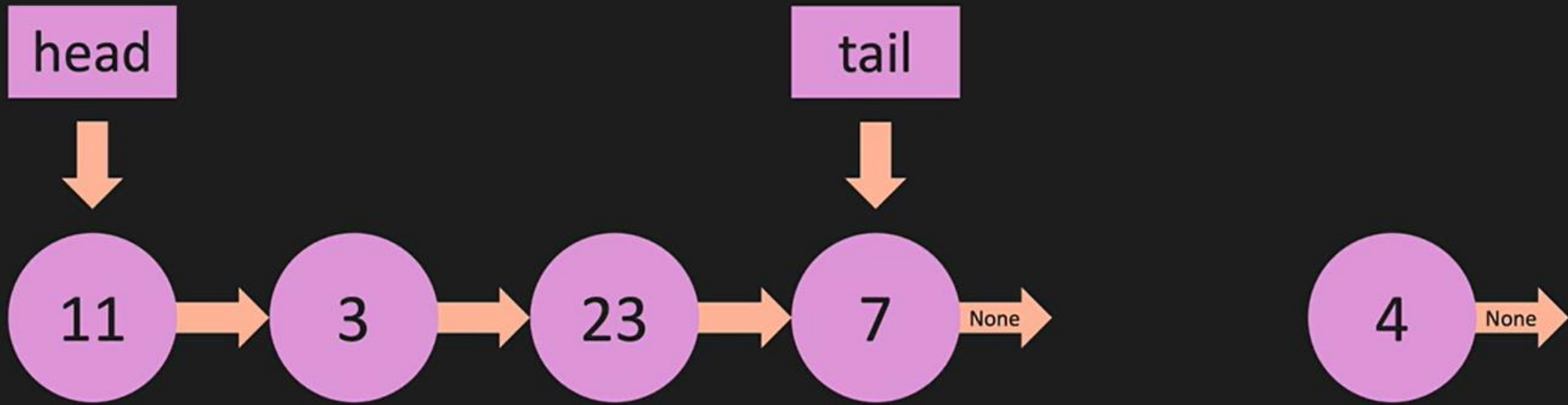
None

```
if self.head is None:
```



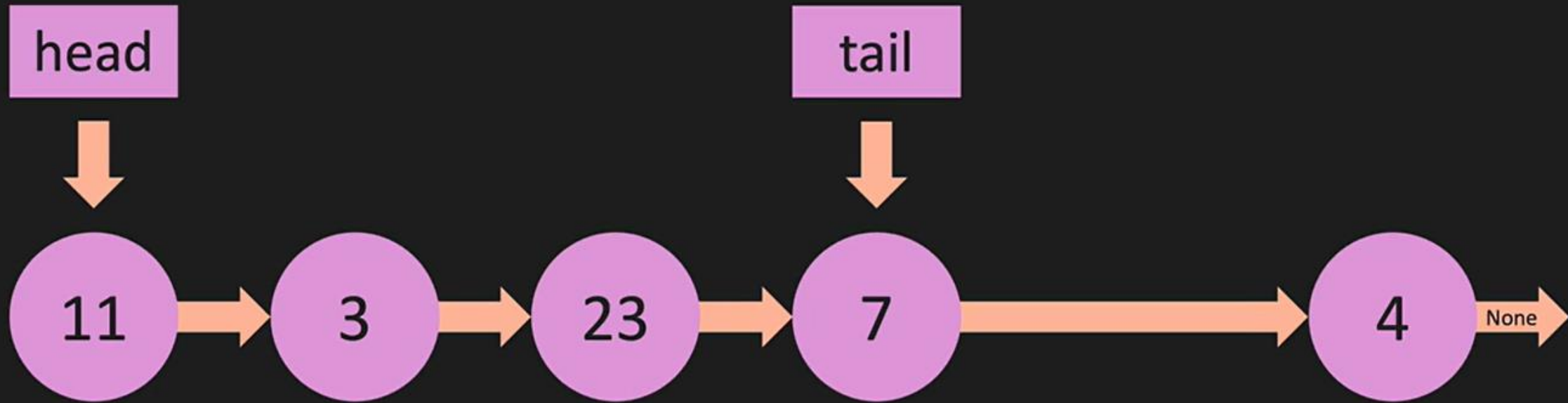
```
if self.head is None:  
    self.head = new_node  
    self.tail = new_node
```

```
def append(self, value):  
    new_node = Node(value)  
    if self.head is None:  
        self.head = new_node  
        self.tail = new_node
```



else:

```
self.tail.next = new_node
```

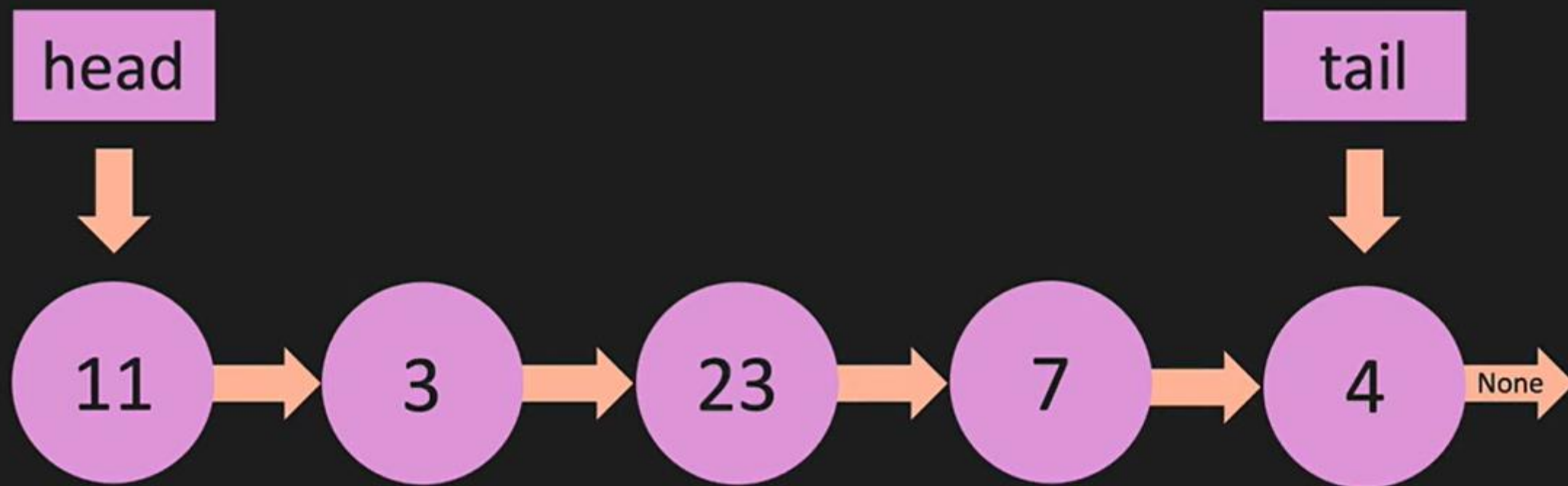



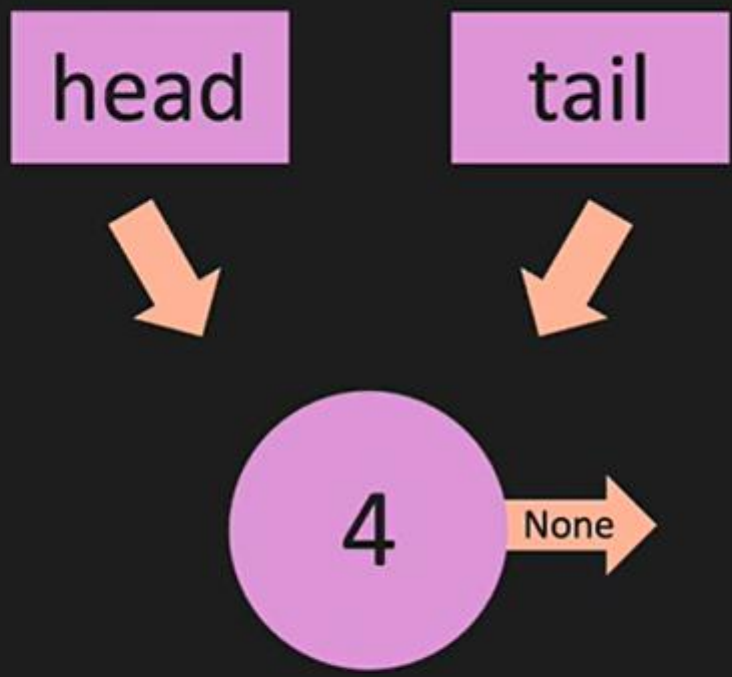
else:

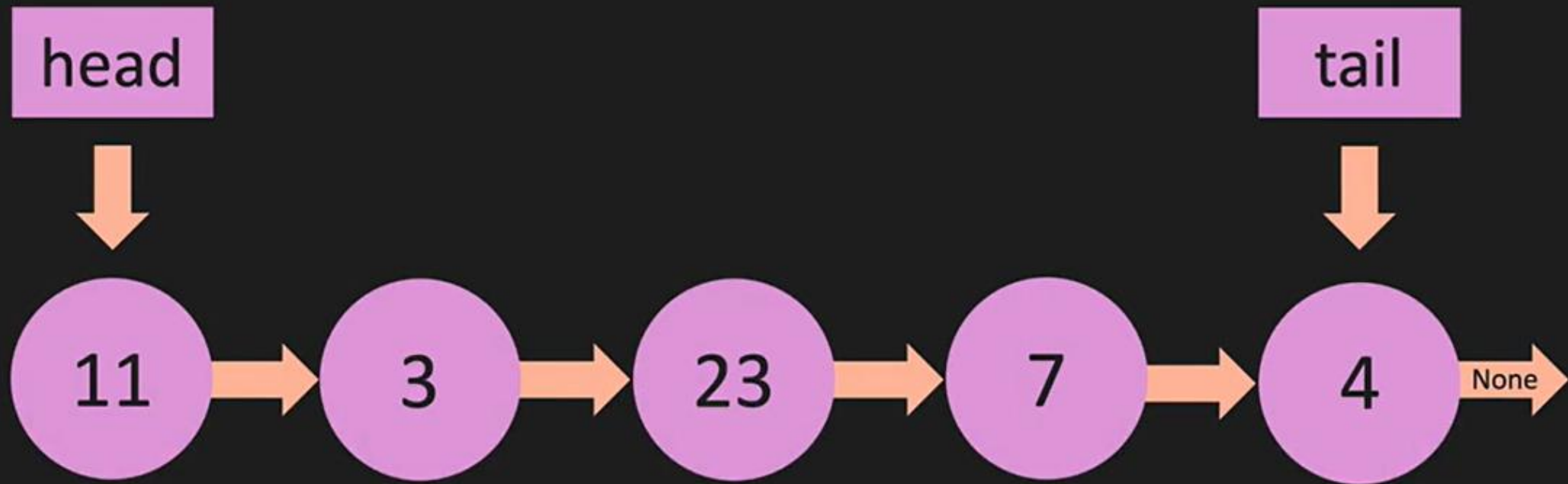
```
self.tail.next = new_node
```

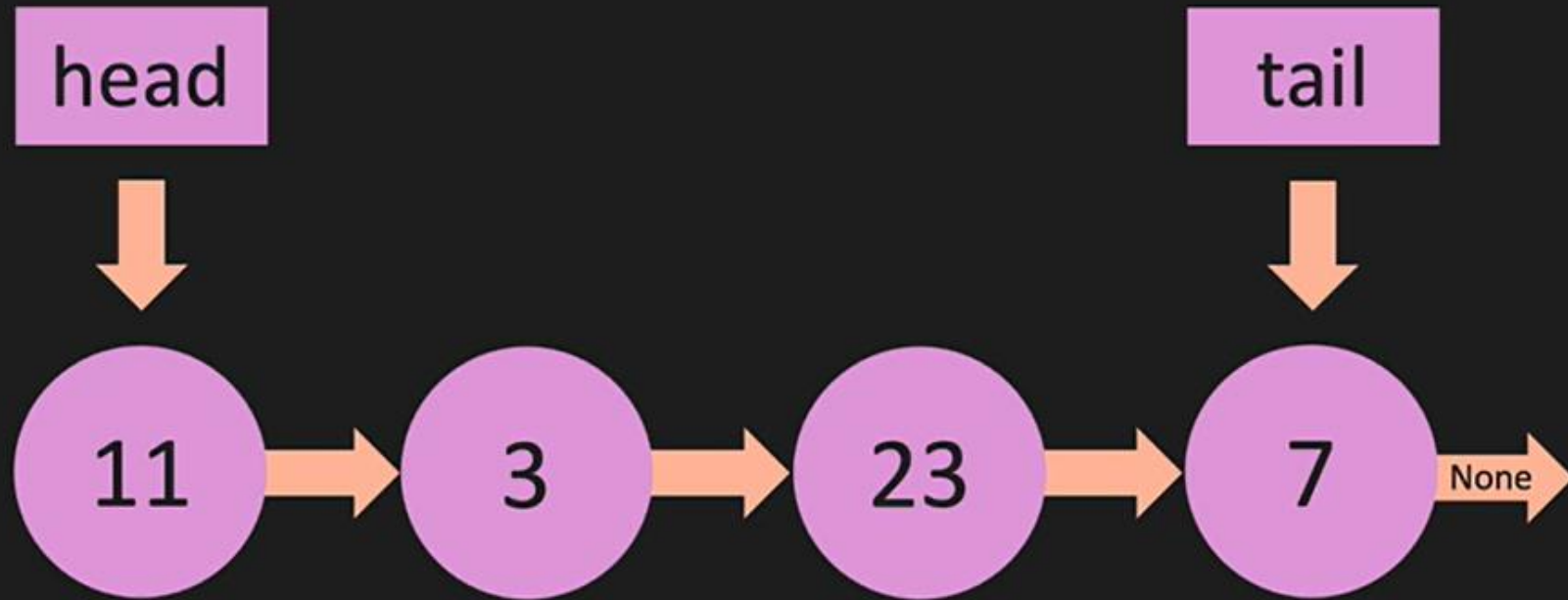
```
self.tail = new_node
```


```
def append(self, value):  
    new_node = Node(value)  
    if self.head is None:  
        self.head = new_node  
        self.tail = new_node  
    else:  
        self.tail.next = new_node  
        self.tail = new_node  
    self.length += 1  
    return True
```



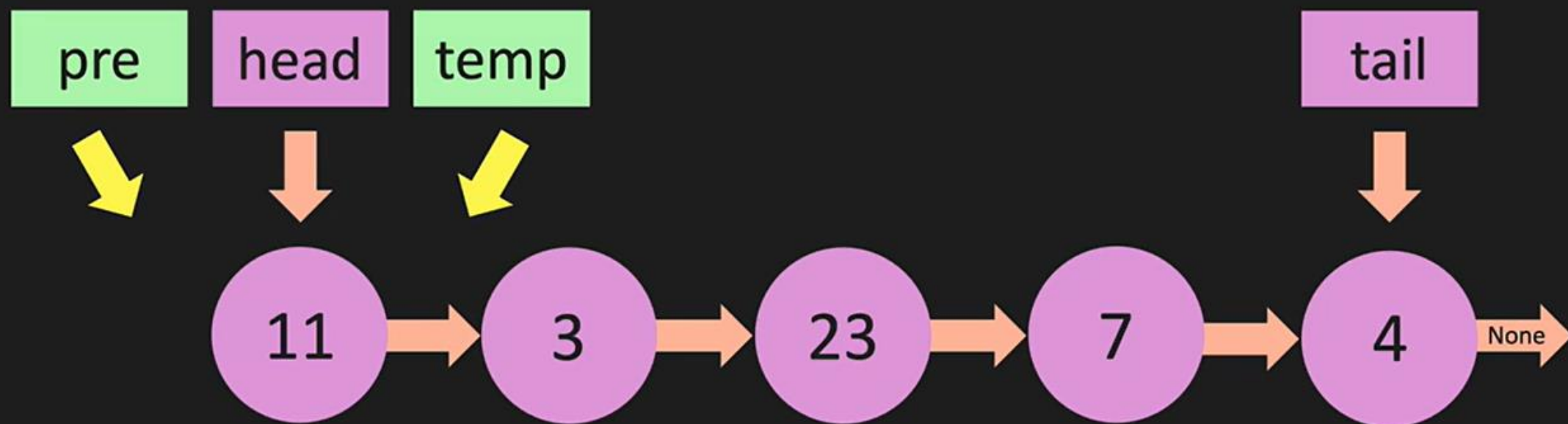


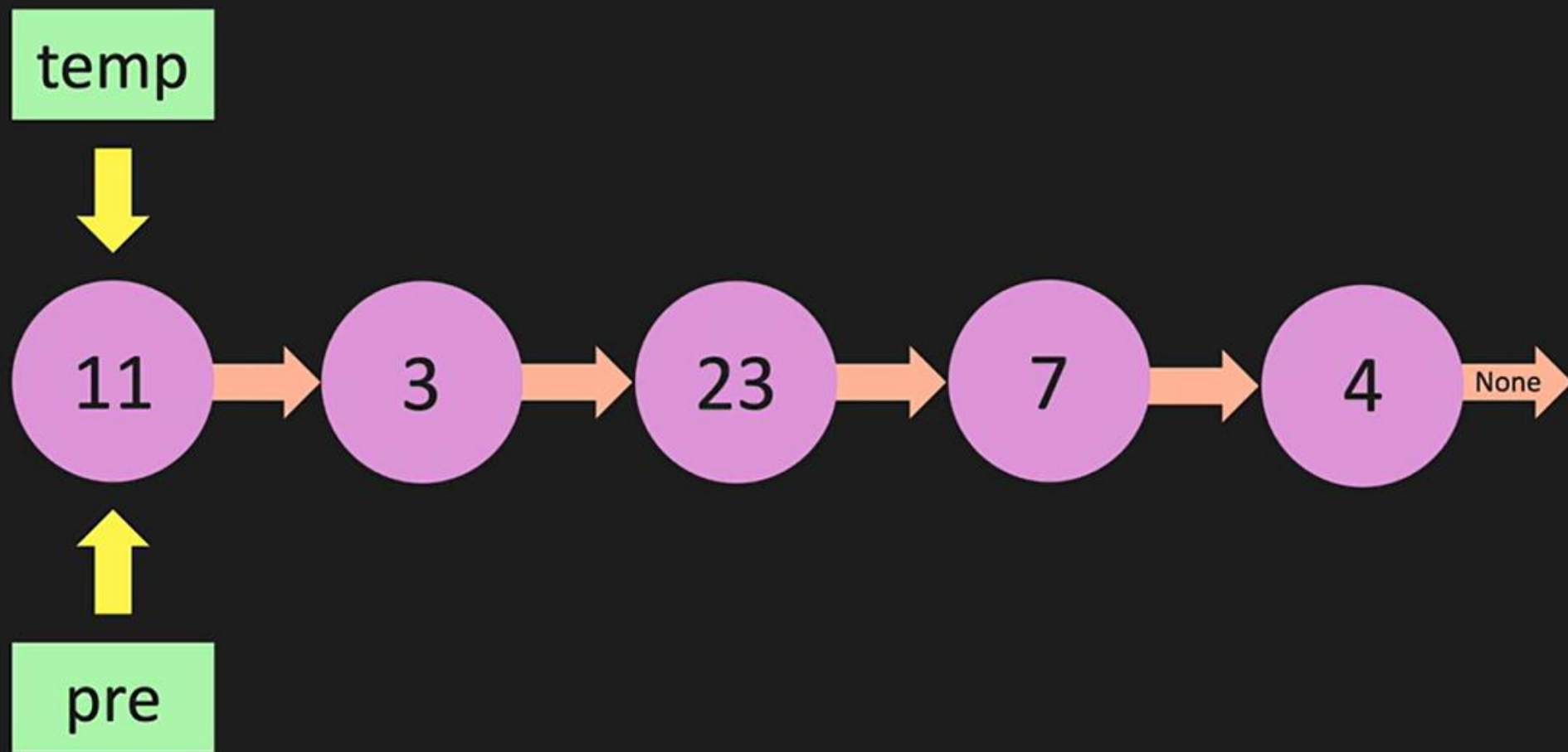


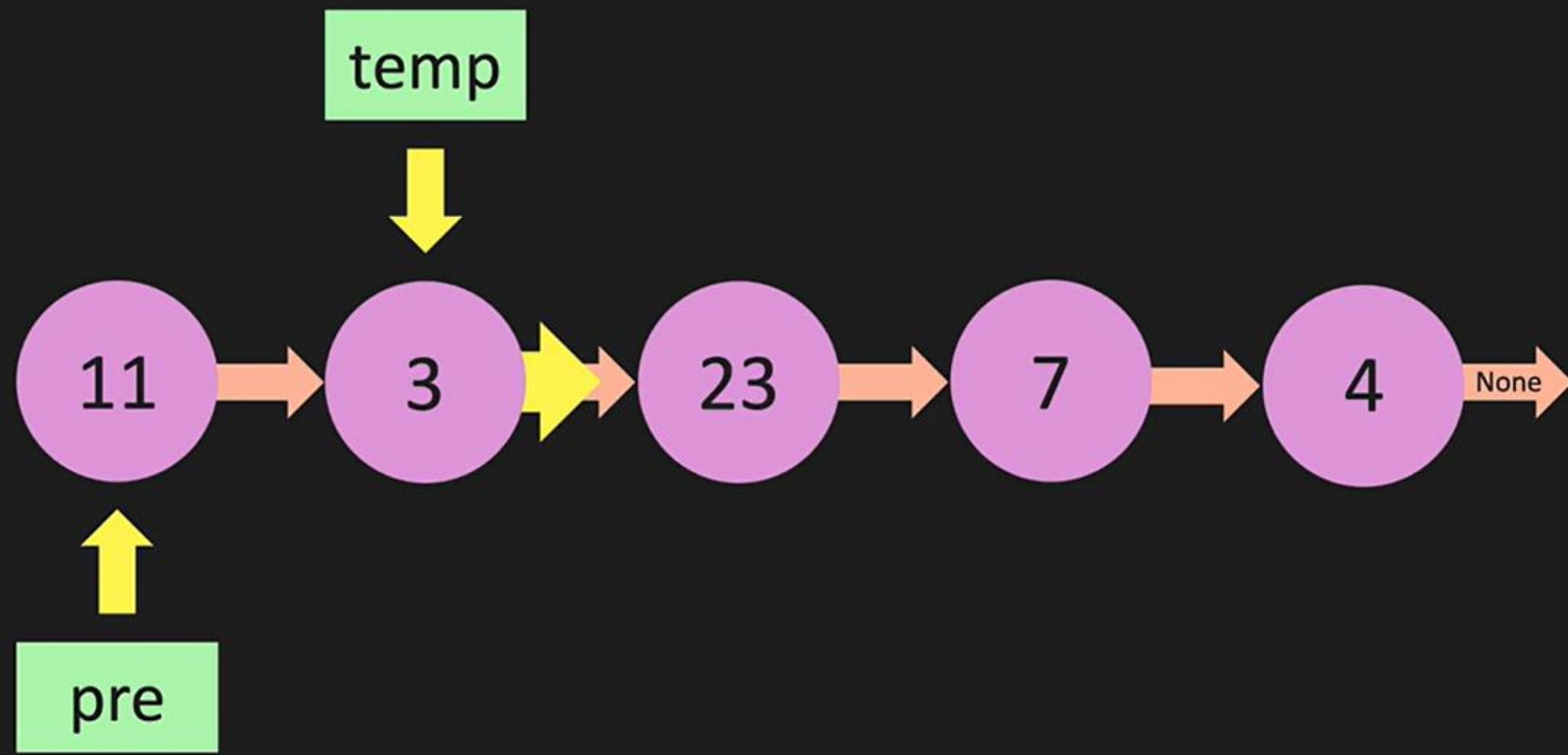


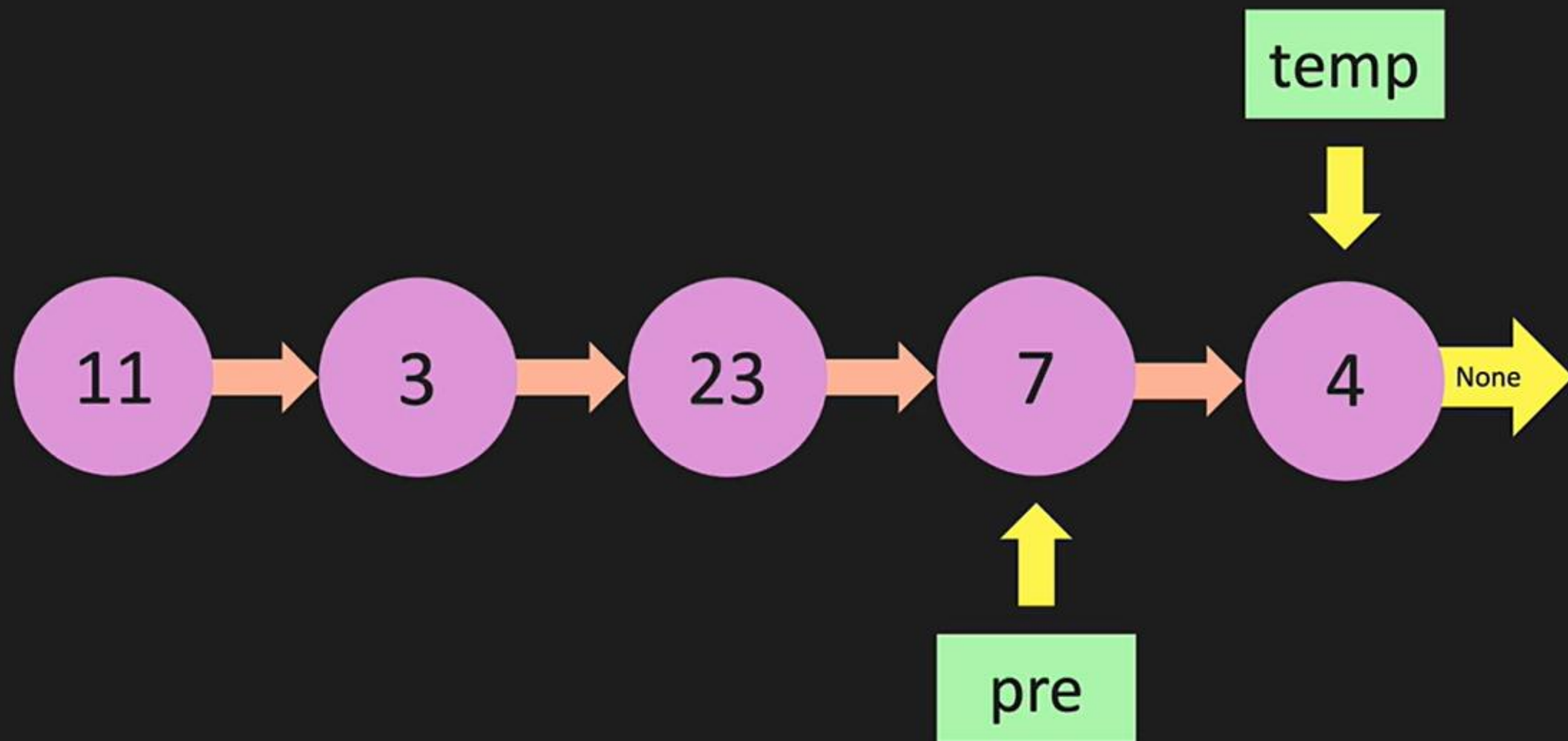
```
head: {  
  "value": 11,  
  "next": {  
    "value": 3,  
    "next": {  
      "value": 23,  
      "next": {  
        "value": 7,  
        "next": {  
          "value": 4,  
          "next": None  
        }  
      }  
    }  
  }  
}  
  
tail:  {  
  "value": 4,  
  "next": None  
}
```

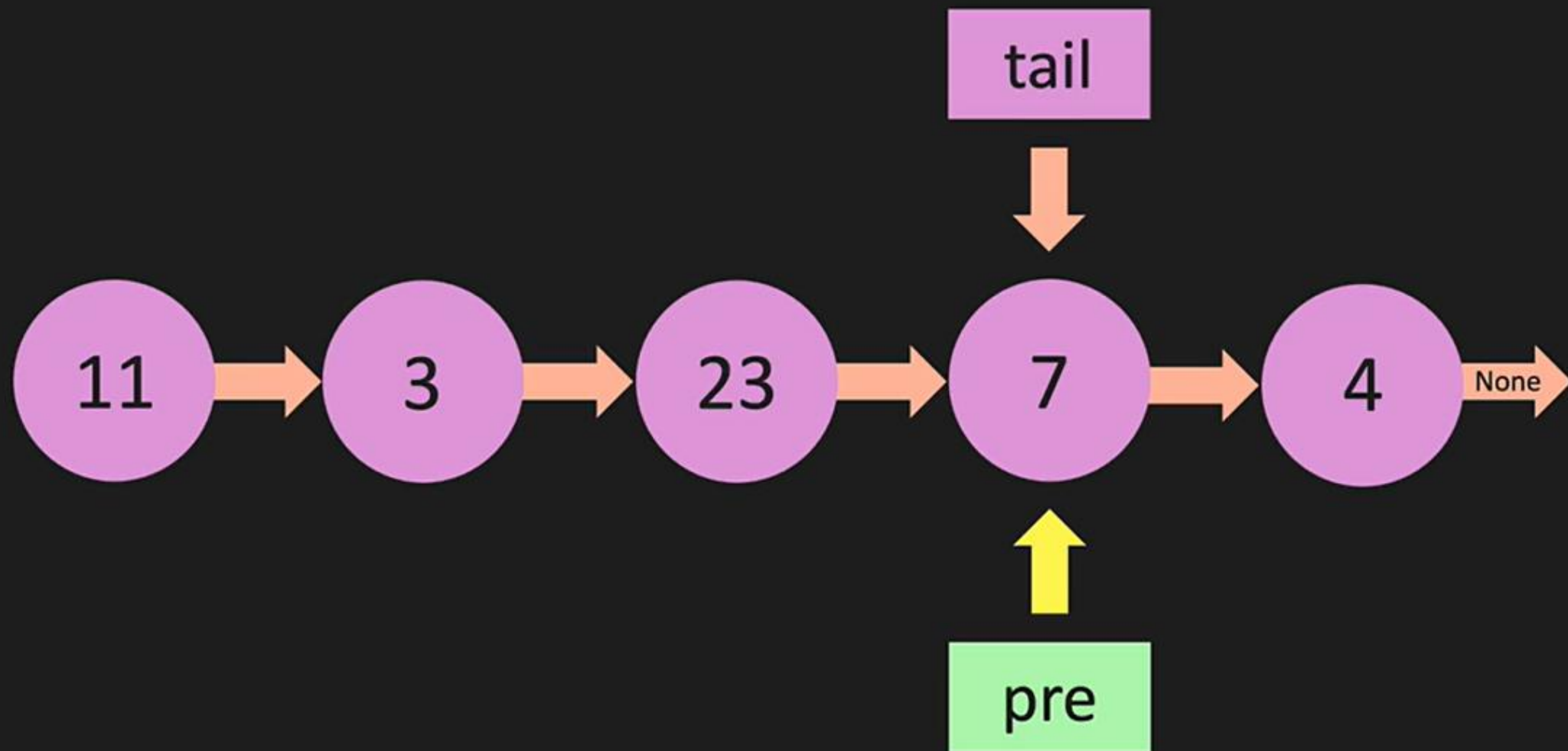
```
head: {  
  "value": 11,  
  "next": {  
    "value": 3,  
    "next": {  
      "value": 23,  
      "next": {  
tail:  → "value": 7,  
          "next": None  
        }  
      }  
    }  
  }  
}
```

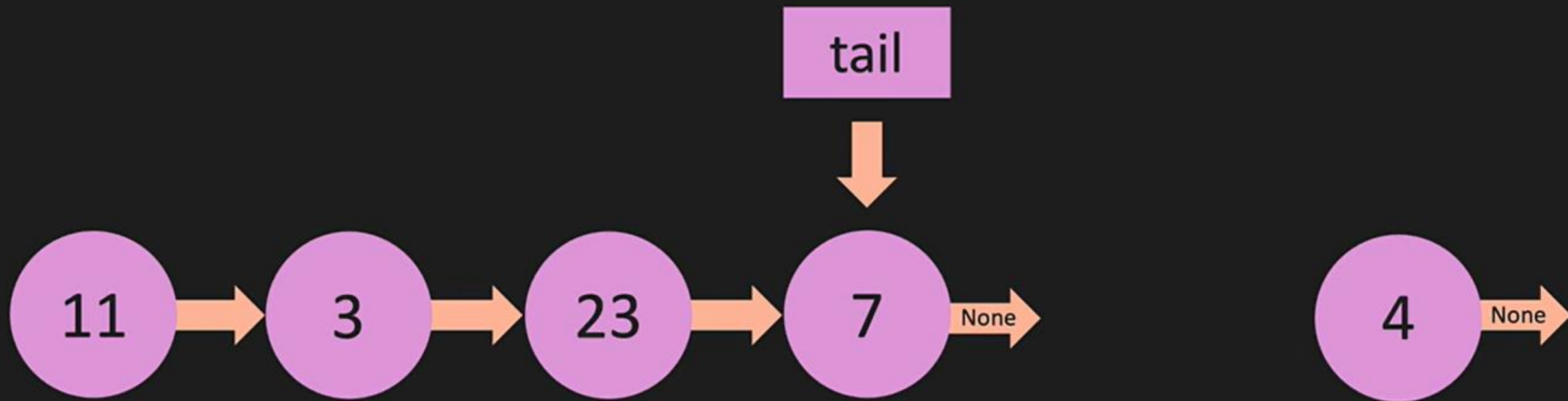





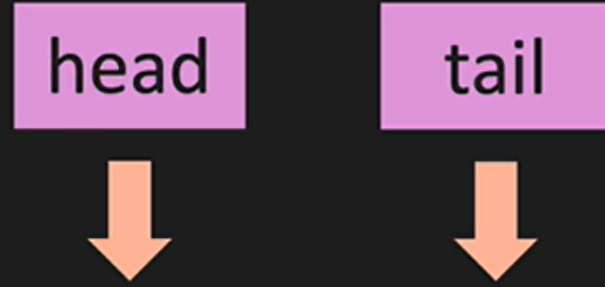








```
def pop(self):
```

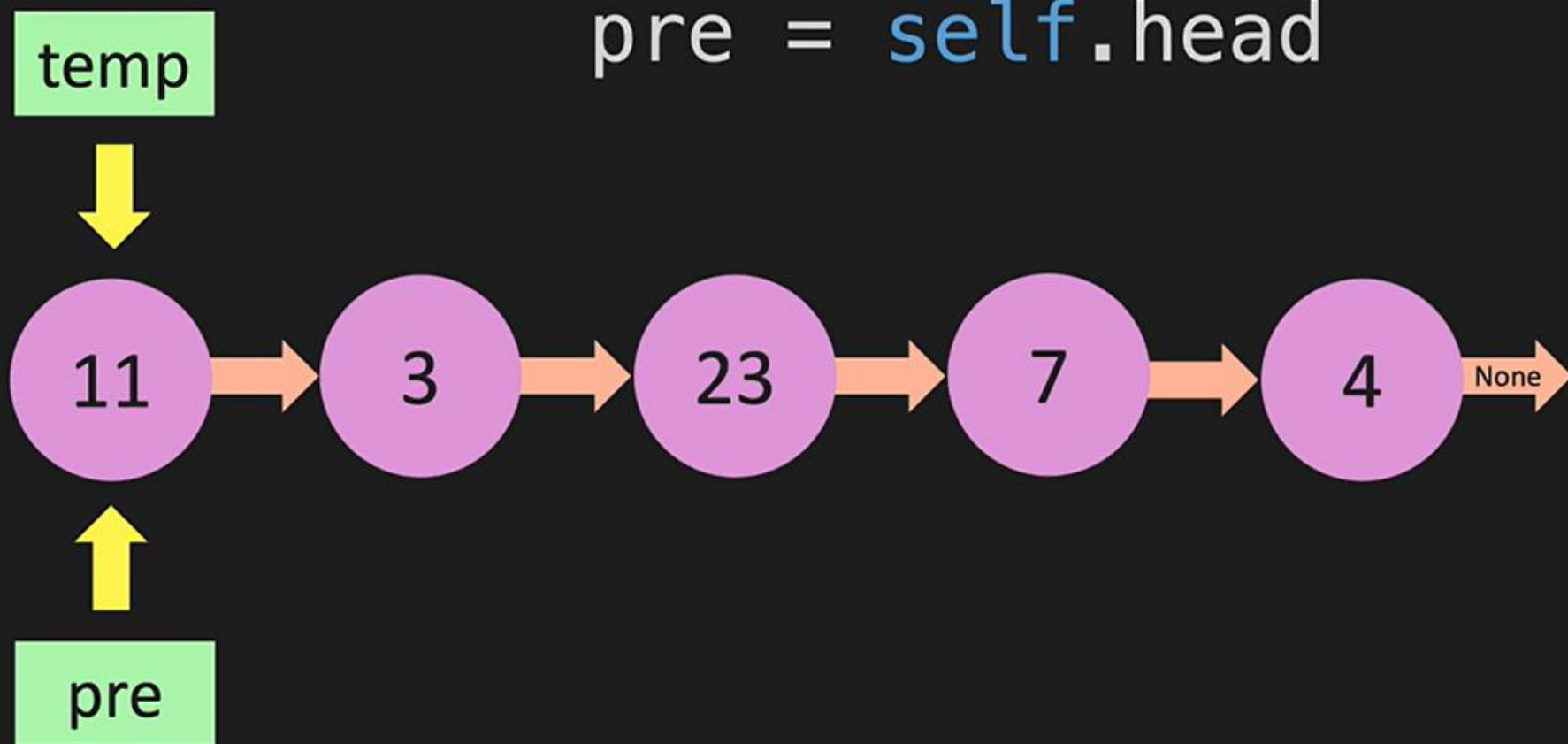


None

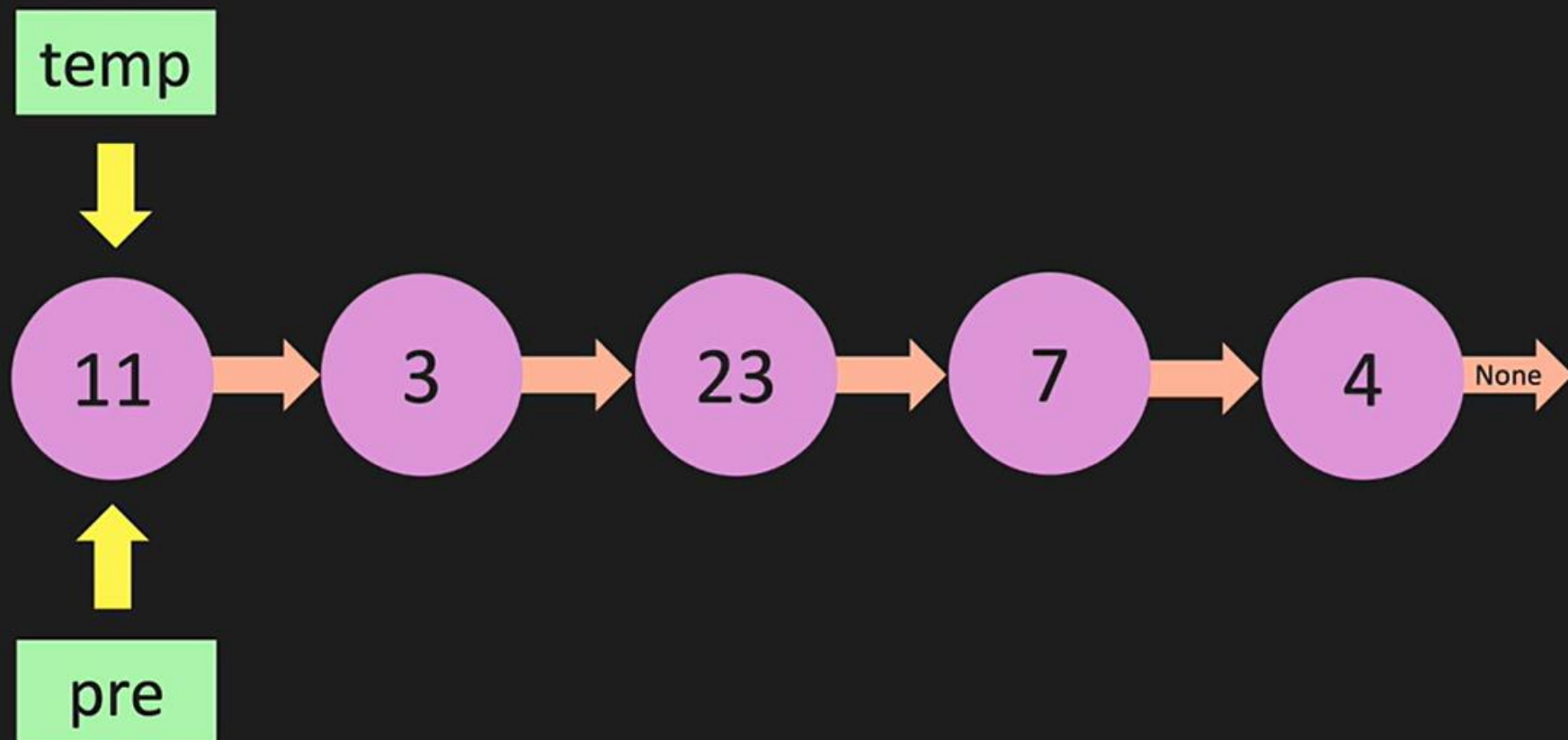
```
def pop(self):  
    if self.length == 0:  
        return None
```



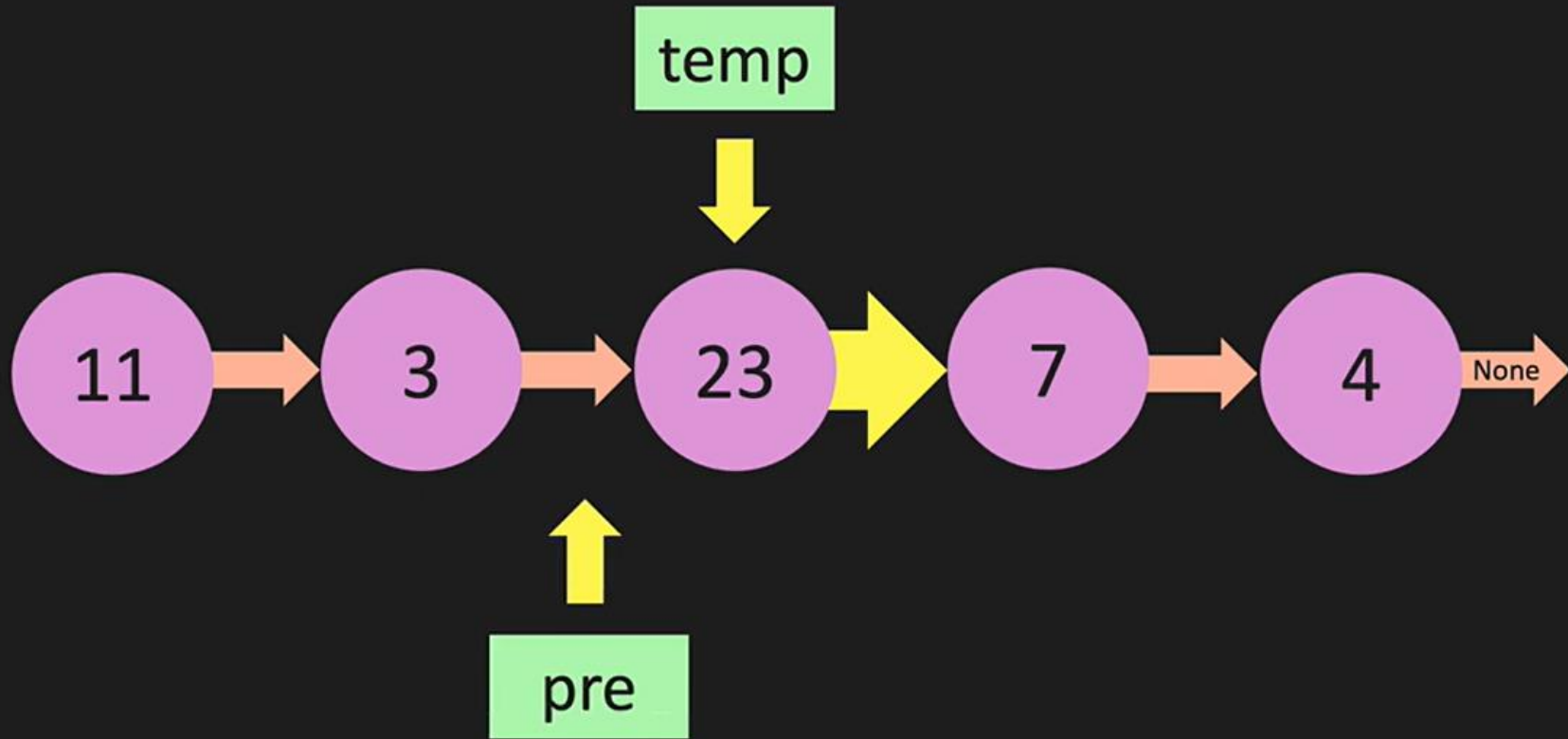
```
temp = self.head  
pre = self.head
```



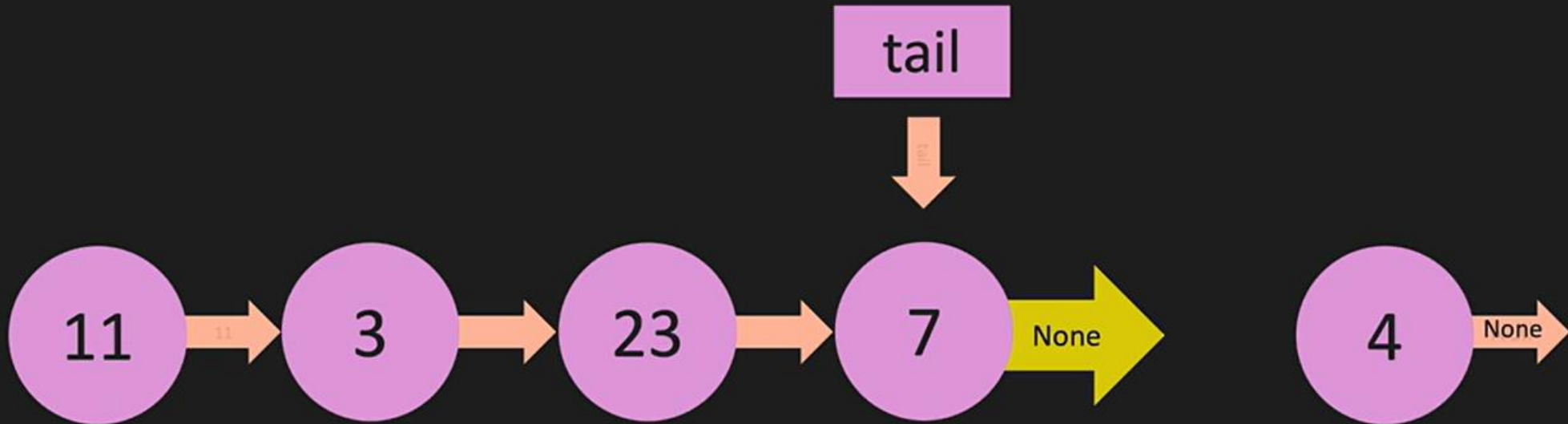
```
while(temp.next):
```



```
while(temp.next):  
    pre = temp  
    temp = temp.next
```



```
while(temp.next):  
    pre = temp  
    temp = temp.next  
self.tail = pre  
self.tail.next = None
```



```
def pop(self):  
    if self.length == 0:  
        return None  
    temp = self.head  
    pre = self.head  
    while(temp.next):  
        pre = temp  
        temp = temp.next  
    self.tail = pre  
    self.tail.next = None  
    self.length -= 1  
    if self.length == 0:
```

