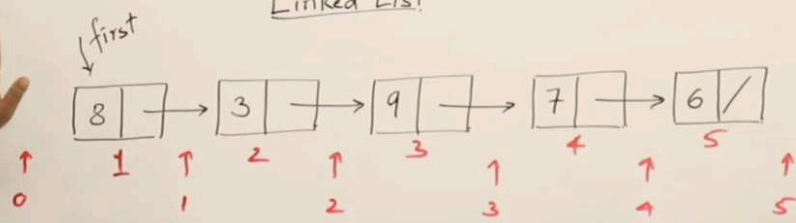
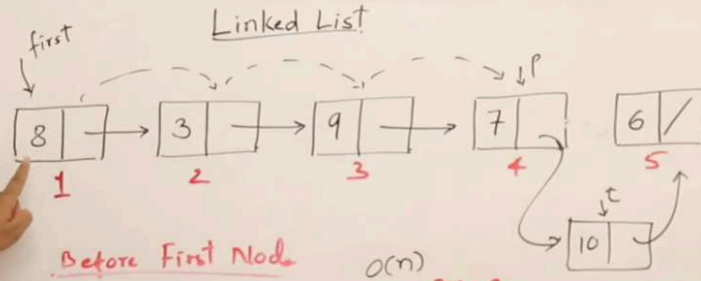


Linked List



1. Insert before First
2. Inserting after given Position



```

Node *t = new Node;
t->data = x;
t->next = first;
first = t;

```

$O(n)$

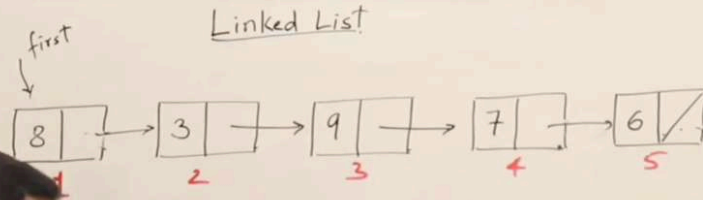
pos = 4

```

Node *t = new Node;
t->data = x;
p = first;
for (i = 0; i < pos - 1; i++)
    p = p->next;
t->next = p->next;
p->next = t;

```

Linked List



void Insert(int pos, int x)

Node *t, *p;

if (pos == 0)

{ t = new Node;

t->data = x;

t->next = first;

first = t;

}

else if (pos > 0)

else if (pos > 0)

{

p = first;

for (i = 0; i < pos - 1 && p; i++)

p = p->next;

if (p)

{ t = new Node;

t->data = x;

t->next = p->next;

p->next = t;

}

}