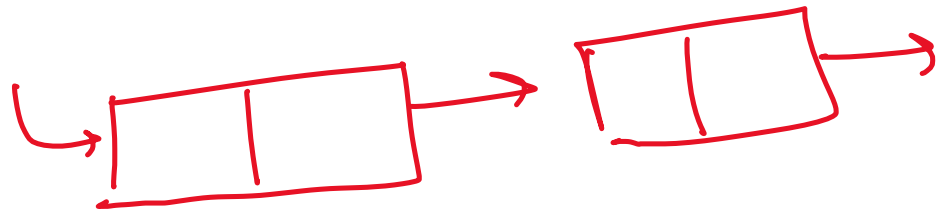


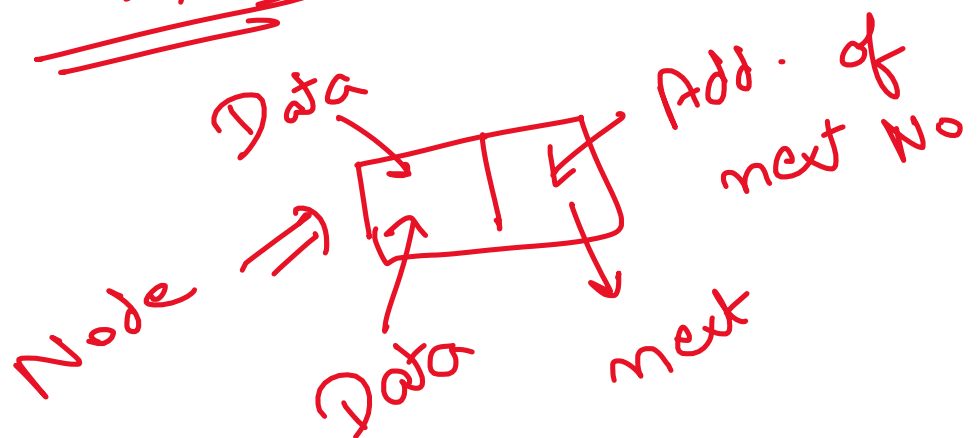
Linked List



Types

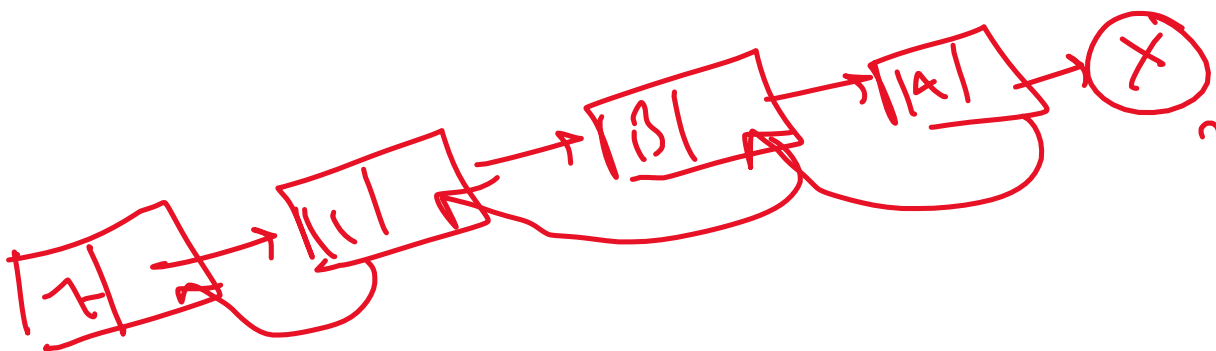
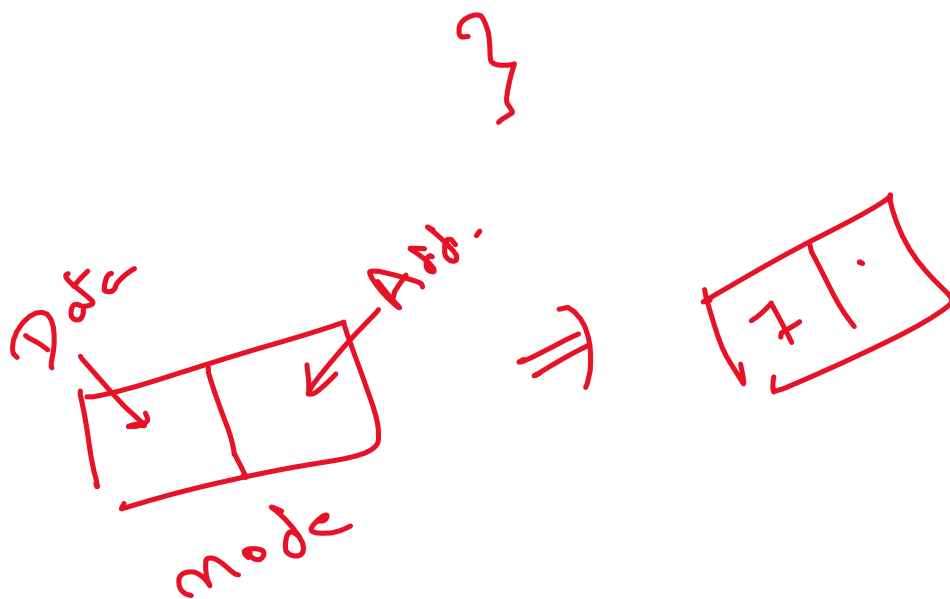
- Singly L.L
- Doubly L.L
- Circular L.L

Singly L.L

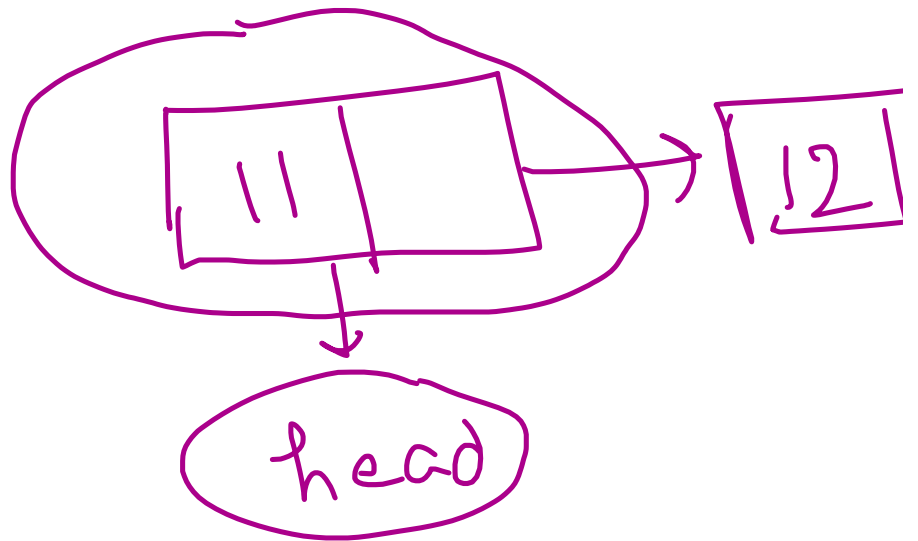


```
class node {  
    int data;  
    int next;
```

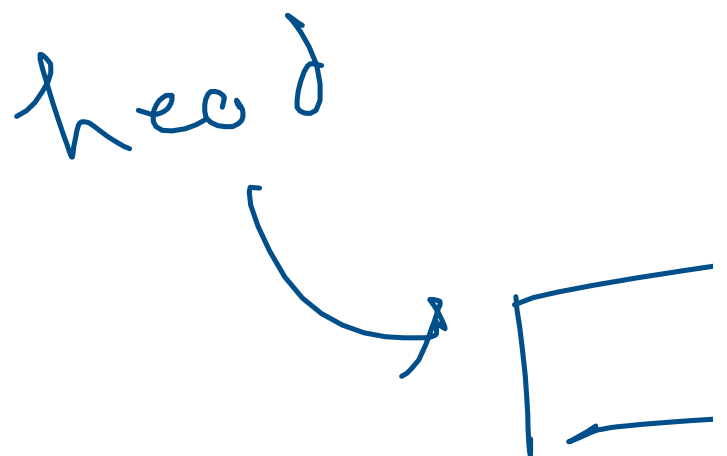
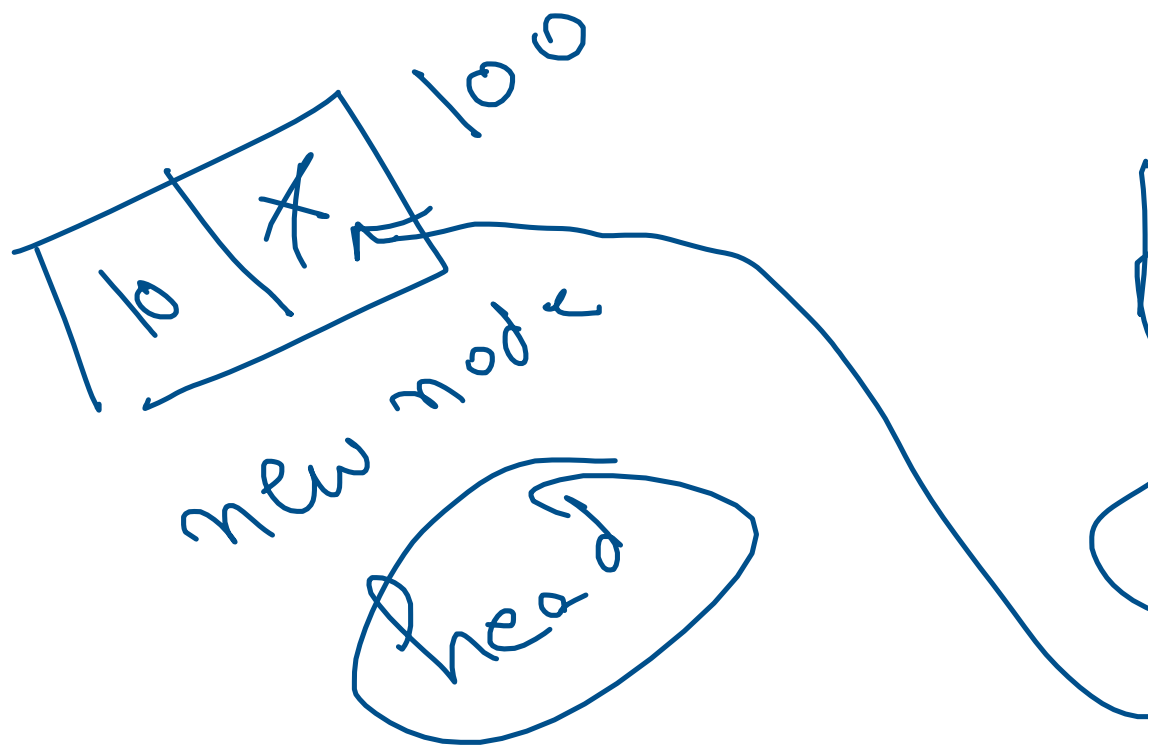
node new,



11. Constructor
 node() {
 this.data =
 this.next = null
 }
 ?



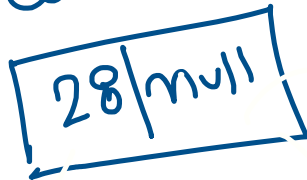
- ① new node
- ② new node
- ③ head =



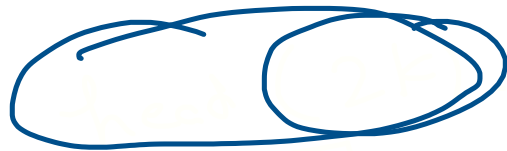
①

new

newnode.



head.



nn(5k)



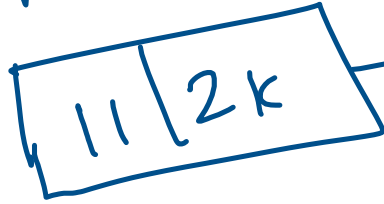
nn.data = 28

~~5 = null~~ 2k;

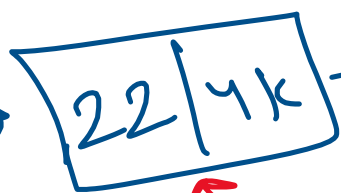
nm.m

head = 5k (nm)

head.



↑
head



head.next.
temp.dat

traverse (he

node temp

node (+

WNA -

```
import java.util.*;

public class Main {
    static class node{
        int data;
        node next;

        //constructor
        node(int val){
            this.data = val;
            this.next = null;
        }
    }

    public static node insertAthead(node head,int val){
        //task1 : new node;

        node newnode = new node(val);

        //task2 : new node ke next mein head daal do;

        newnode.next = head;

        //task 3 : update head;

        head = newnode;

        return head;
    }

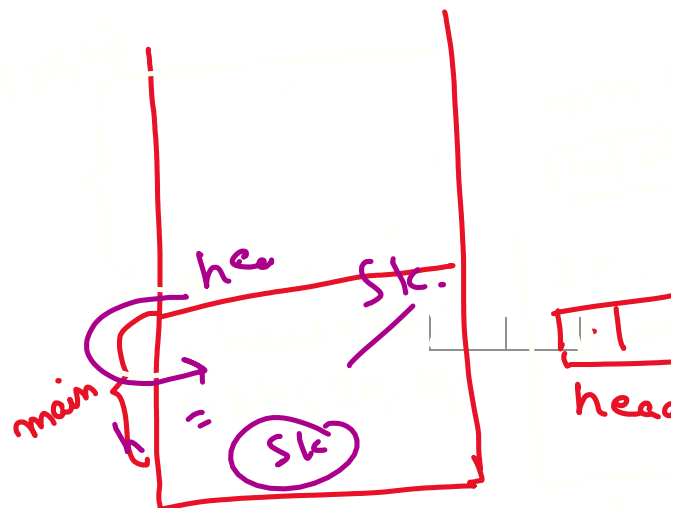
    public static void traverse(node head){
        node temp = head;

        while(temp != null){
            System.out.print(temp.data + "->");
            temp = temp.next;
        }
    }

    public static void main(String[] args) {
        node head = new node(11);

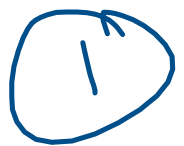
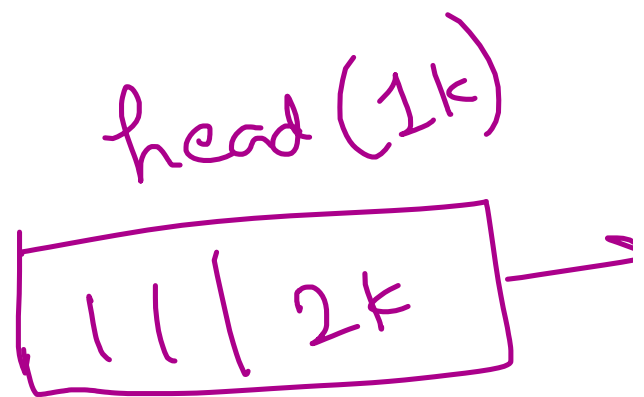
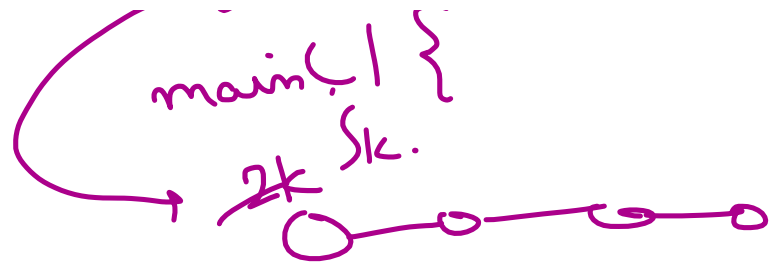
        insertAthead(head,10);
        insertAthead(head,12);
        insertAthead(head,12);
        insertAthead(head,15);

        traverse(head);
    }
}
```



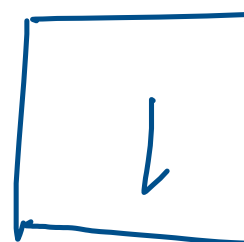
SK

→



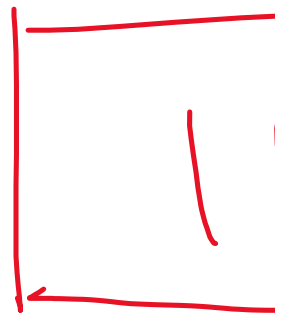
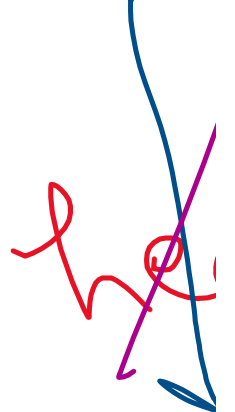
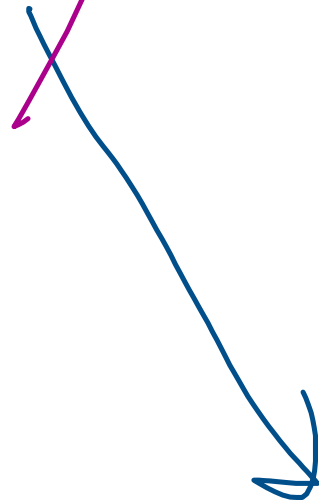


head

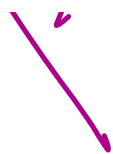


~~Prev.~~

Cu



Next



mmn

~~Pre~~

~~Cut~~

mul

[

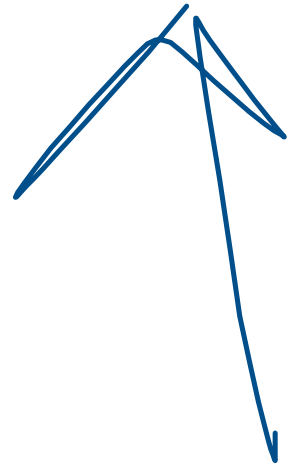
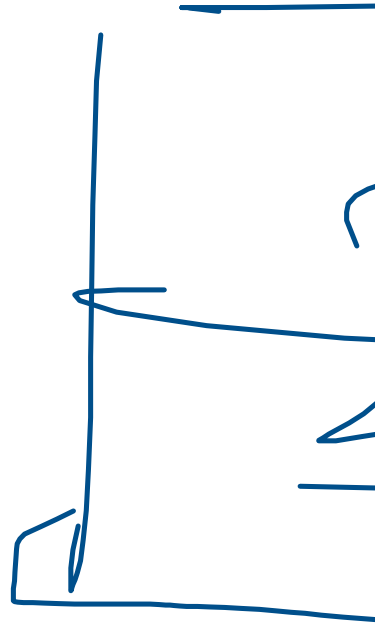
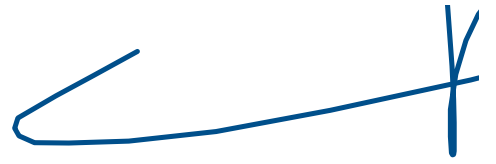
)

1

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f



#

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mul	5	mul
-----	---	-----

1 1

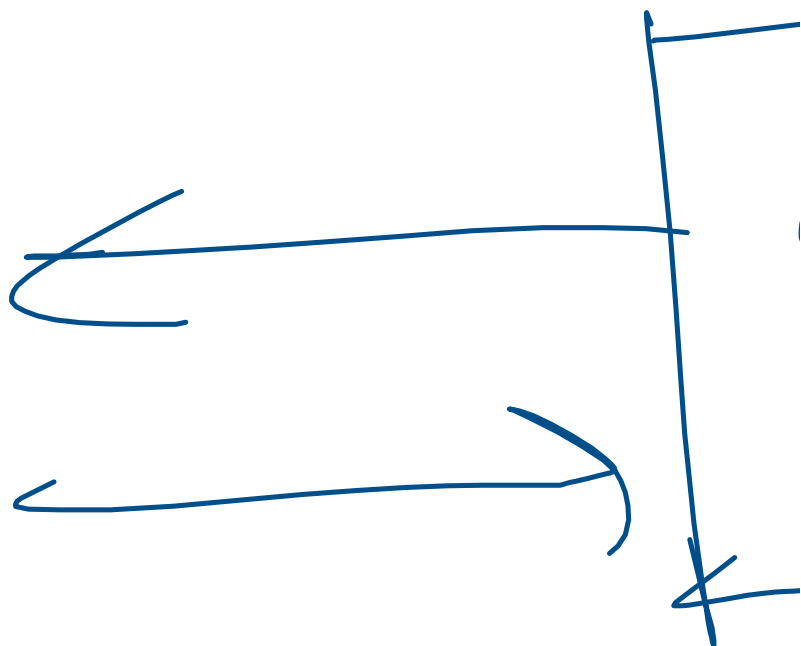
mm
(16/c)

(

her

head
newmod

mul	15	7
-----	----	---




```
import java.util.*;
```

```
public class Main {  
    static class node {  
        int data;  
        node prev;  
        node next;
```

```
        ///constructor  
        node(int val){  
            this.data = val;  
            this.next = null;  
            this.prev = null;  
        }  
    }
```

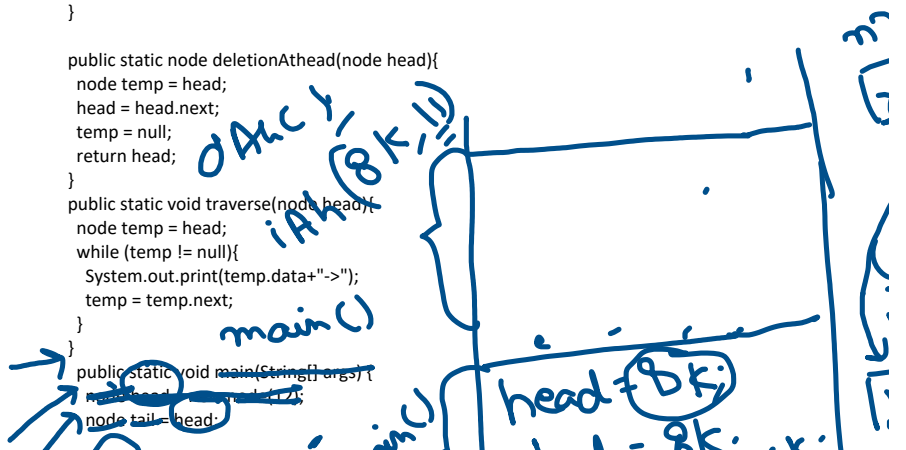
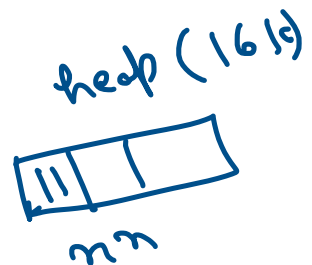
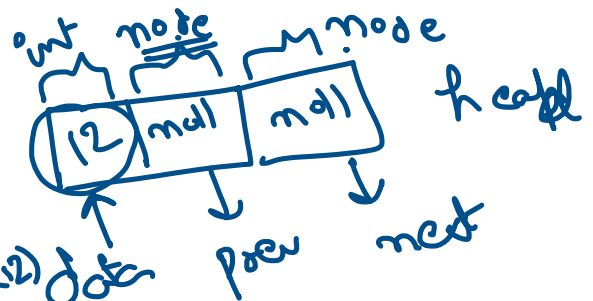
```
    public static node insertATHead(node head, int val){  
        if(head == null){  
            head = new node(val);  
            return head;  
        }  
        node newnode = new node(val);  
        newnode.next = head;  
        head.prev = newnode;  
        head = newnode;  
        return head;  
    }
```

```
    public static node insertATtail(node tail, int val){  
        node newnode = new node(val);  
        tail.next = newnode;  
        newnode.prev = tail;  
        tail = newnode;  
        return tail;  
    }
```

```
    public static node deletionAtHead(node head){  
        node temp = head;  
        head = head.next;  
        temp = null;  
        return head;  
    }
```

```
    public static void traverse(node head){  
        node temp = head;  
        while (temp != null){  
            System.out.print(temp.data + "->");  
            temp = temp.next;  
        }  
    }
```

```
    public static void main(String[] args) {  
        node head = null;  
        node tail = head;
```



```

head = insertATHead(head, 11);
head = insertATHead(head, 10);
head = insertATHead(head, 9);
head = insertATHead(head, 8);
traverse(head);
System.out.println();

```

tail = 16
 head = 8k
 stack

```

tail = insertATtail(tail, 13);
tail = insertATtail(tail, 14);
tail = insertATtail(tail, 15);
tail = insertATtail(tail, 16);
traverse(head);
System.out.println();

```

```

head = deletionAtHead(head);
traverse(head);
System.out.println();

```

```

head = deletionAtHead(head);
traverse(head);
System.out.println();

```

```

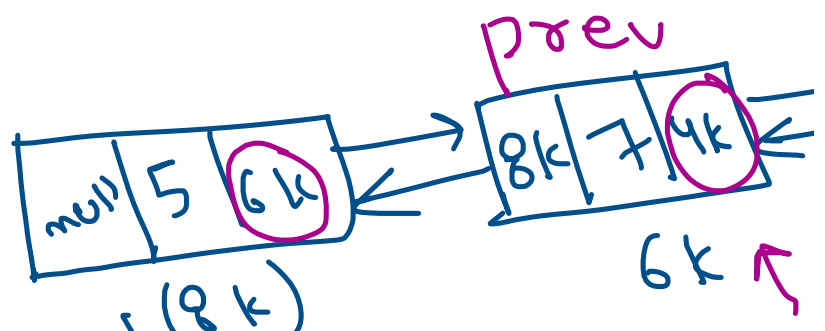
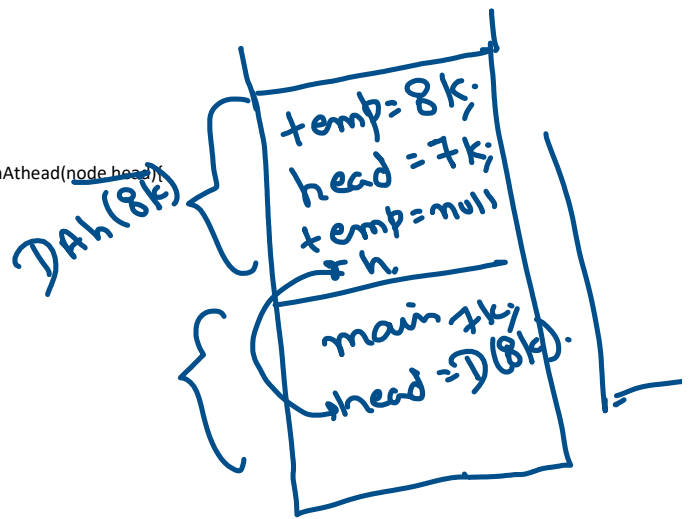
}
}

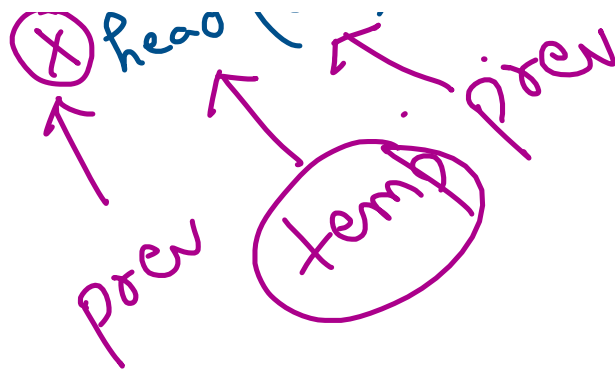
```

```

public static node deletionAtHead(node head) {
  node temp = head;
  head = head.next;
  temp = null;
  return head;
}

```



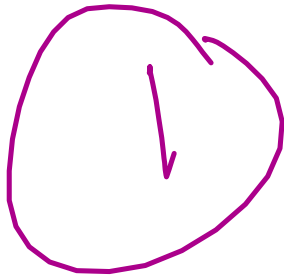
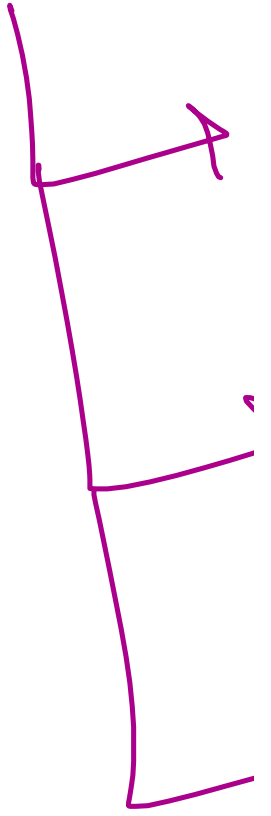


①

next
r

Circular

(Slowly)



2

7

3

