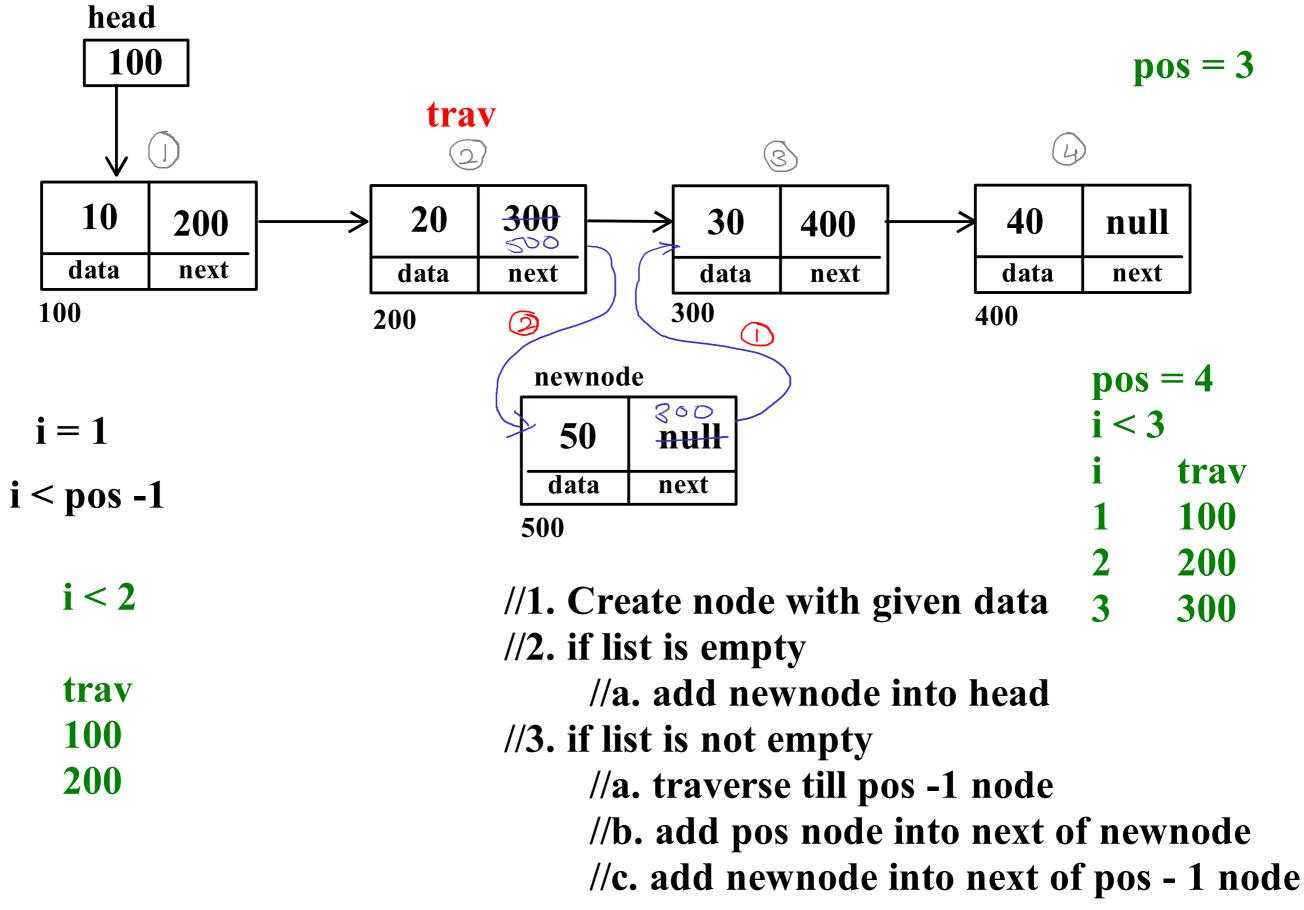
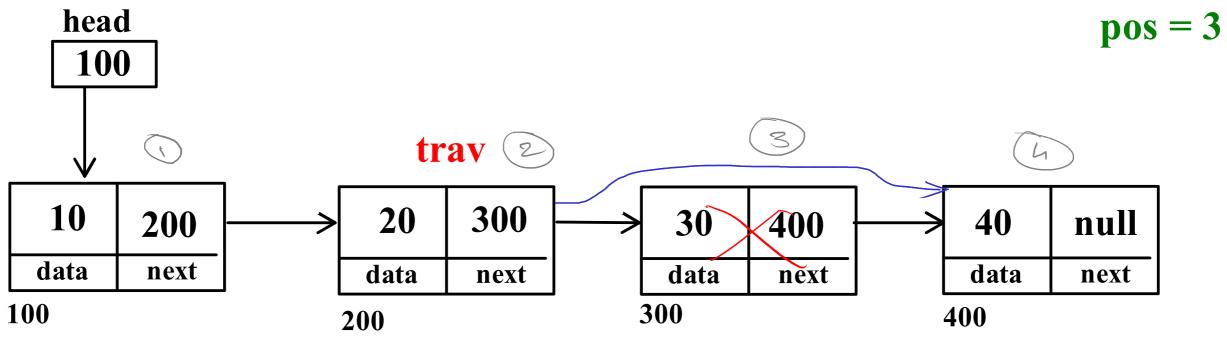
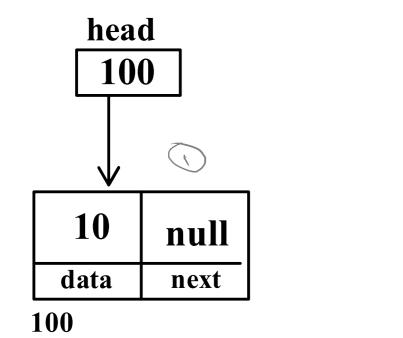
#### Make before break

## Singly Linear Linked List - Add at position



## Singly Linear Linked List - Delete at position





//1. if list is empty then return

//2. if list has single node

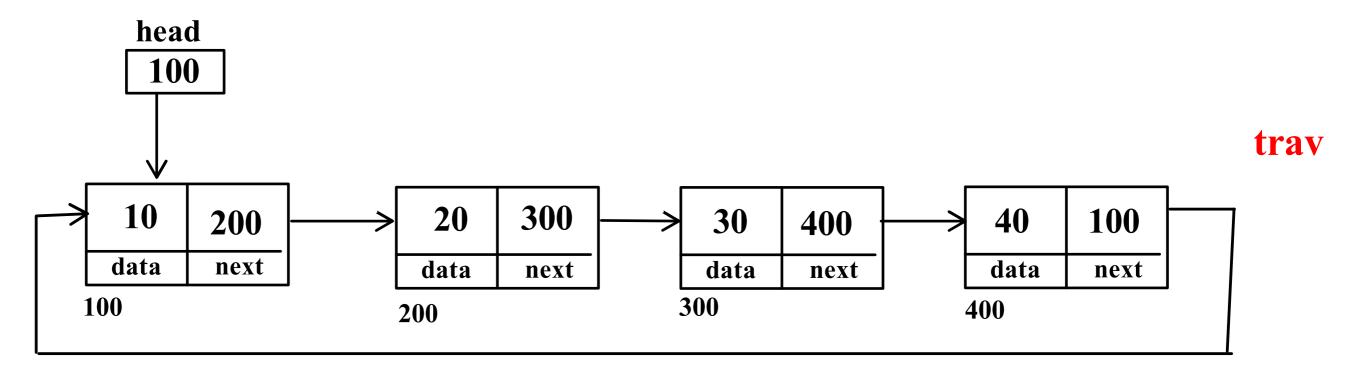
// make head equal to null

//3. if list has multiple nodes

//a. traverse till pos - 1 node

//b. add pos + 1 node into next of pos - 1 node

## Singly Circular Linked List - Display

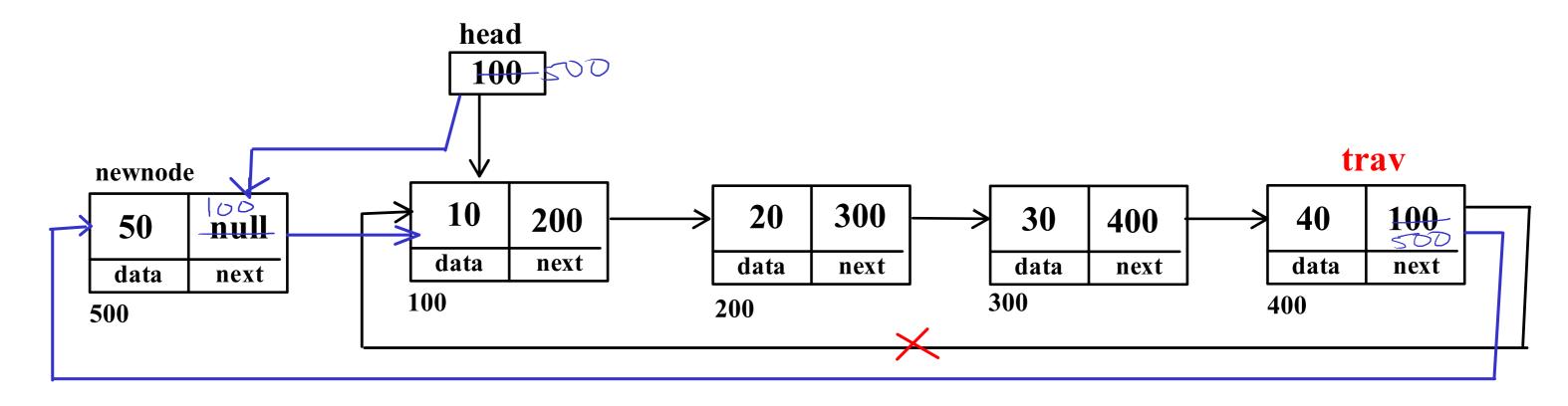


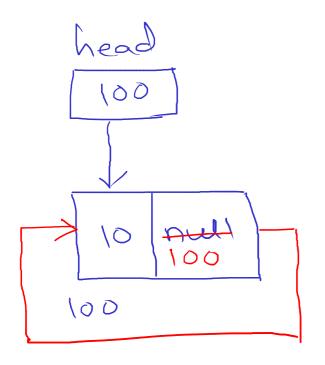
- //1. create one tray referance and start it from head
- //2. print data of current node(trav)
- //3. go on next node(trav.next)
- //4. repeat step 2 and 3 untill trav != head

trav = head;
do {
sysout (trav.data)
trav = trav.neat

swhile (trav 1= head)

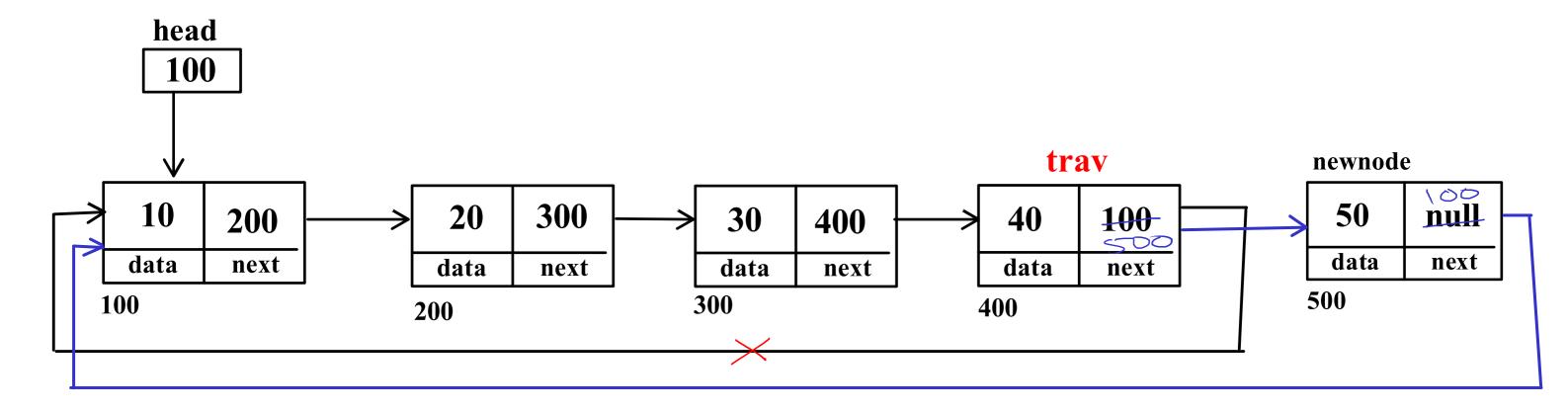
## Singly Circular Linked List - Add First





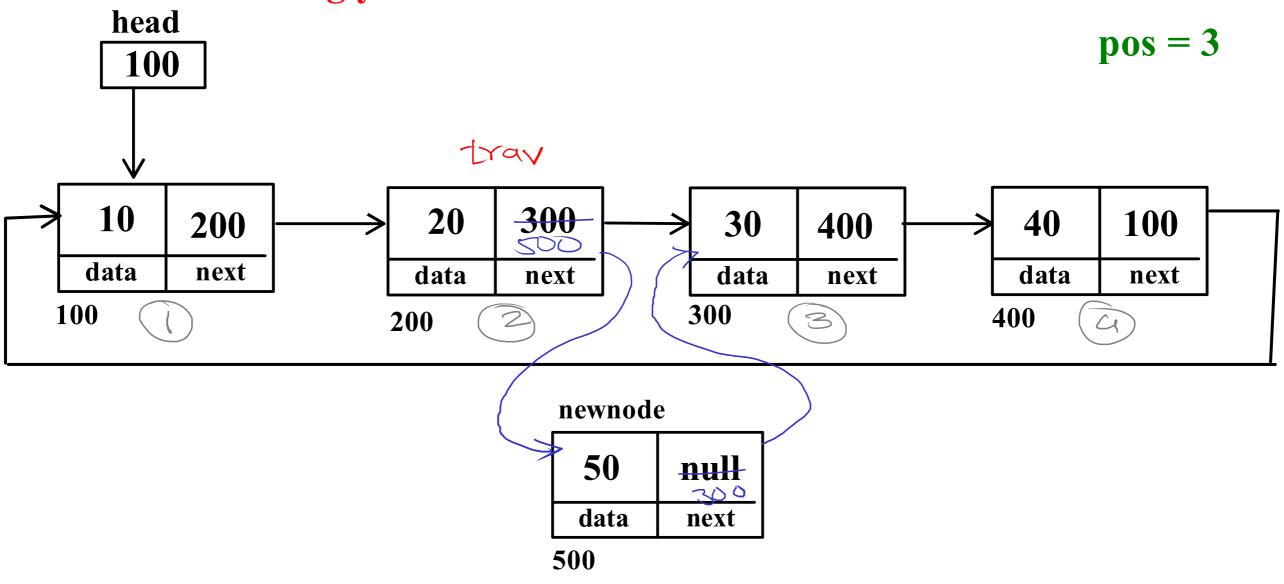
- //1. create node with given data
- //2. if list is empty
  - //a. add newnode into head
  - //b. make list circular
- //3. if list is not empty
  - //a. add first node into next of newnode
  - //b. traverse till last node
  - //c. add newnode into next of last node
  - //d. move head on newnode

## Singly Circular Linked List - Add last



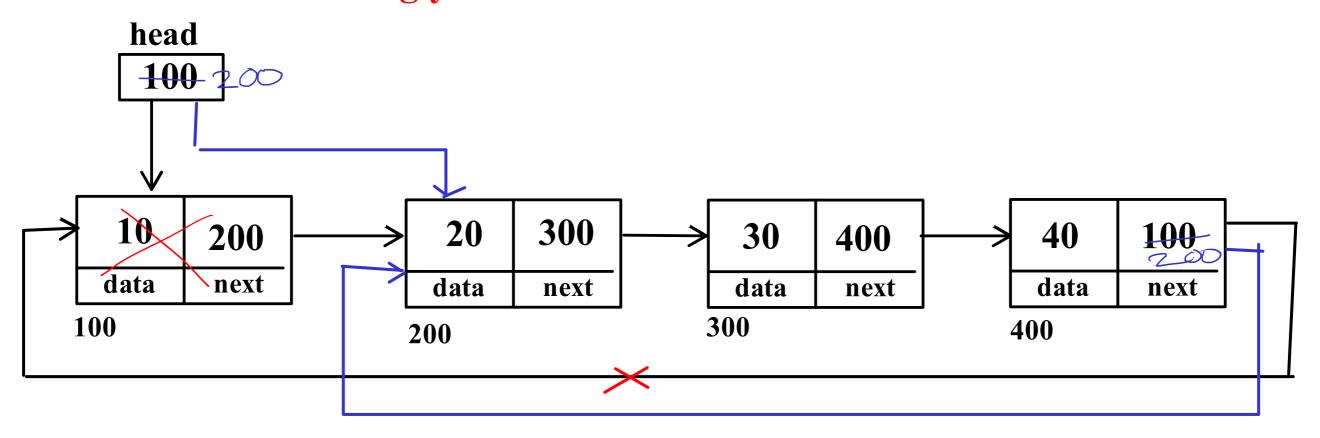
```
//1. create node with given data
//2. if list is empty
//a. add newnode into head
//b. make list circular
//3. if list is not empty
//a. add first node into next of newnode
//b. traverse till last node
//c. add newnode into next of last node
```

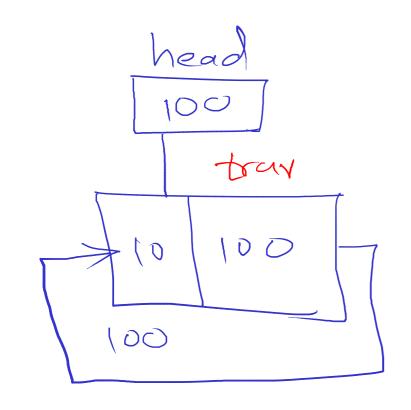
## Singly Circular Linked List - Add at Position



- //1. create node with given data
- //2. if list is empty
  - //a. add newnode into head
  - //b. make list circular
- //3. if list is not empty
  - //a. traverse till pos -1 node
  - //b. add pos + 1 node into next of newnode
  - //c. add newnode into next of pos -1 node

## Singly Circular Linked List - Del First





//1. if list has single node

//a. make head equal to null

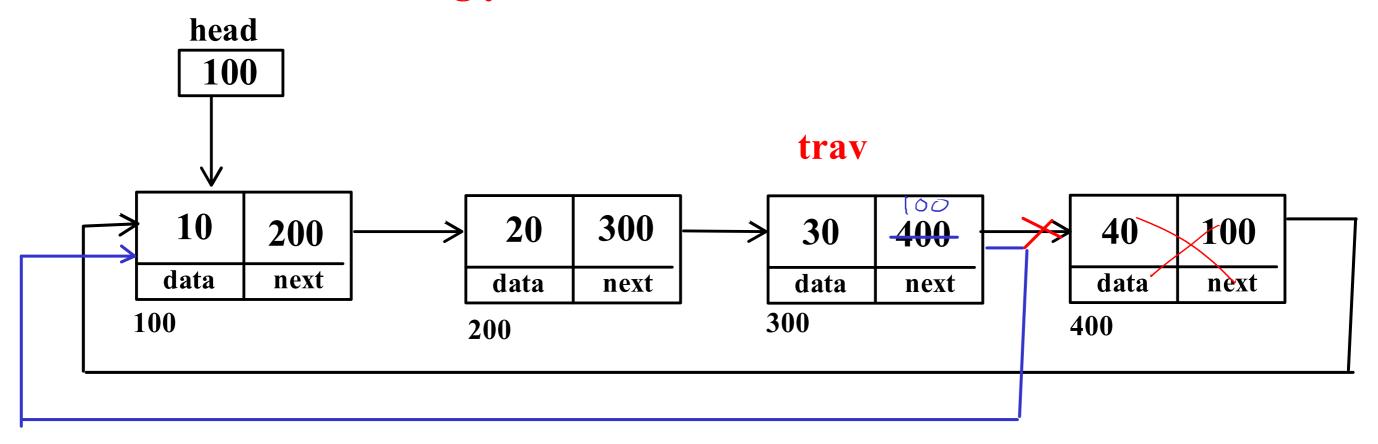
//2. if list has multiple nodes

//a. traverse till last node

//b. add second node into next of last node

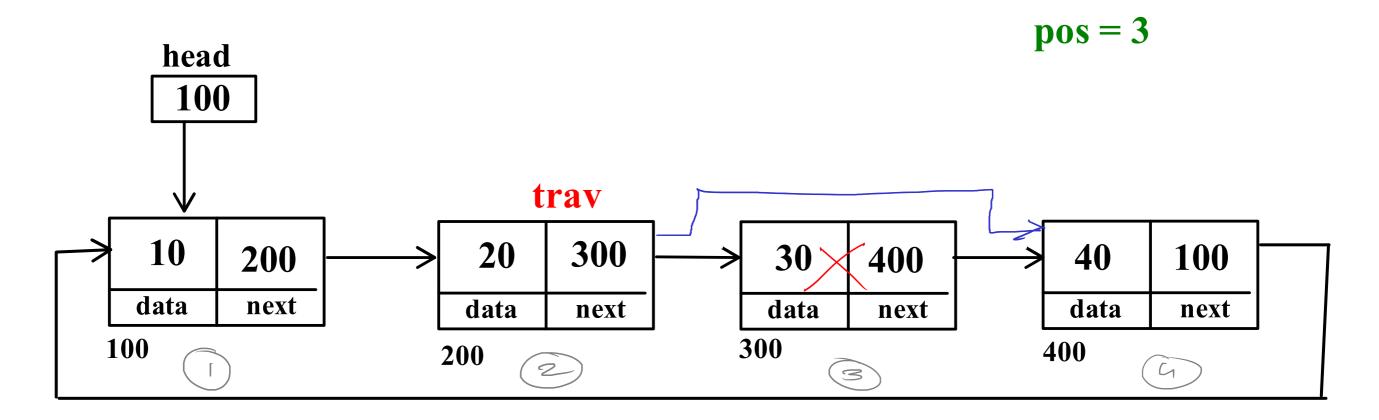
//c. move head on second node

## **Singly Circular Linked List - Del Last**



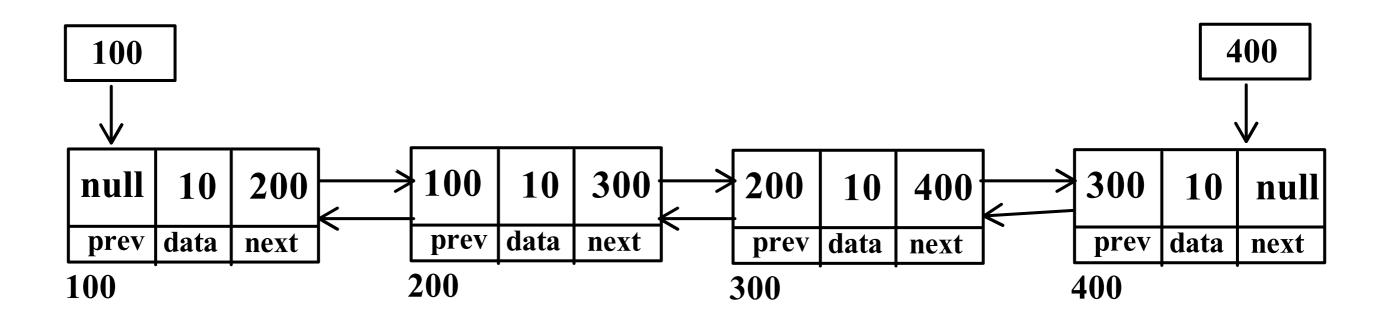
```
//1. if list has single node// make head equal to null//2. if list has multiple nodes//a. traverse till second last node//b. add head into next of second last node
```

## Singly Circular Linked List - Del pos



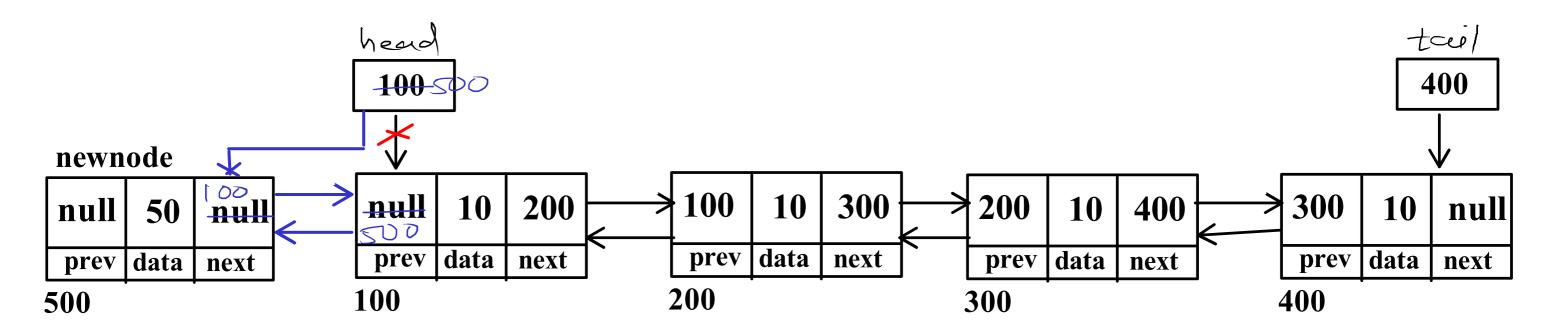
//1. if list has single node// make head equal to null//2. if list has multiple nodes//a. traverse till pos-1 node//b. add pos+1 node into next of pos-1 node

#### **Doubly Linear Linked List - Display**



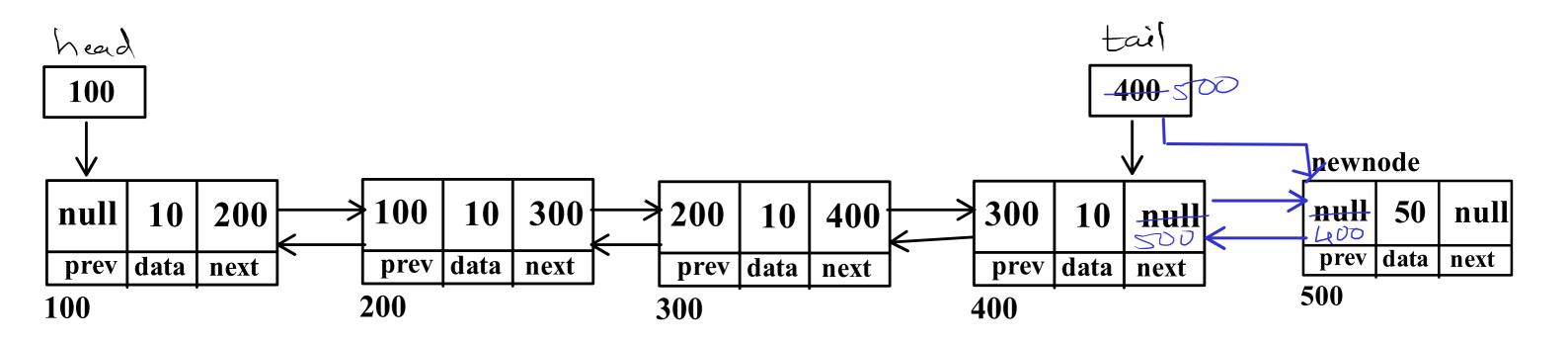
```
// forward displat
//1. create trav and start at first node
//2. print data of current node
//3. go on next node
//4. repeat step 2 and 3 untill trav != null
// reverse displat
//1. create trav and start at last node
//2. print data of current node
//3. go on prev node
//4. repeat step 2 and 3 untill trav != null
```

#### **Doubly Linear Linked List - Add first**



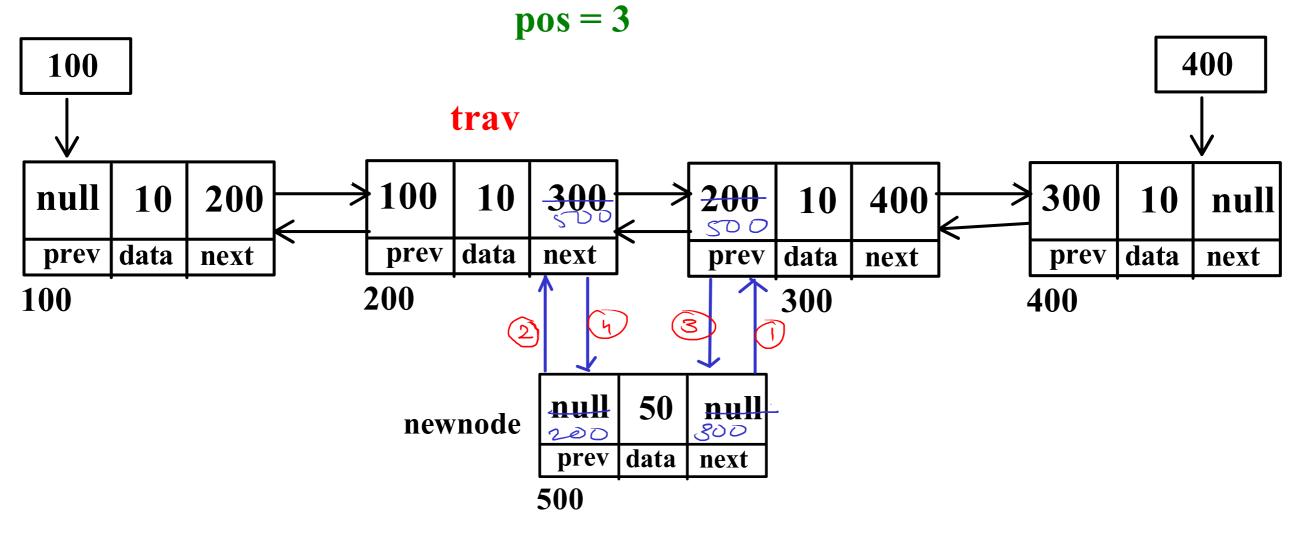
- //1. create node with data
- //2. if list is empty
  - //a. add newnode into head and tail
- //3. if list is not empty
  - //a. add first node into next of newnode
  - //b. add newnode into prev of first node
  - //c. move head on newnode

## **Doubly Linear Linked List - Add Last**



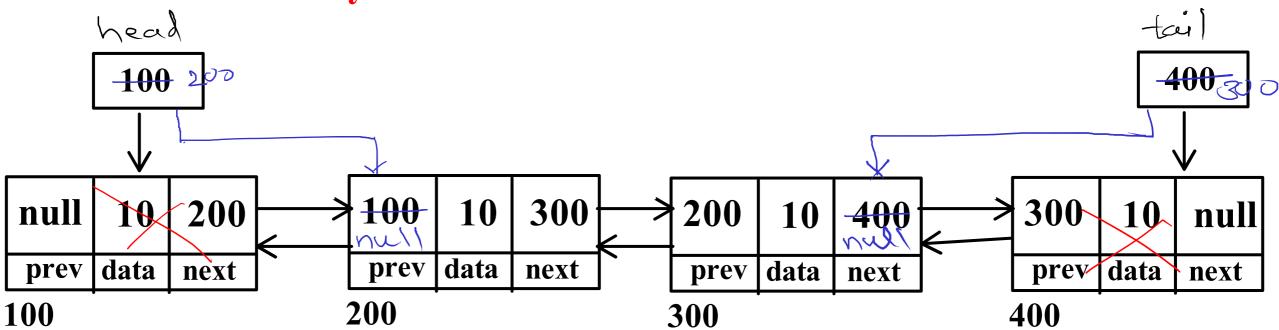
- //1. create node with data
- //2. if list is empty
  - //a. add newnode into head and tail
- //3. if list is not empty
  - //a. add last node into prev of newnode
  - //b. add newnode into next of last node
  - //c. move tail on newnode

## **Doubly Linear Linked List - Add at Position**



- //1. create node with data
- //2. if list is empty
  - //a. add newnode into head and tail
- //3. if list is not empty
  - //traverse till pos-1 node
  - //a. add pos node into next of newnode
  - //b. add pos -1 node into prev of newnode
  - //c. add newnode into prev of pos node
  - //d. add newnode into next of pos-1 node

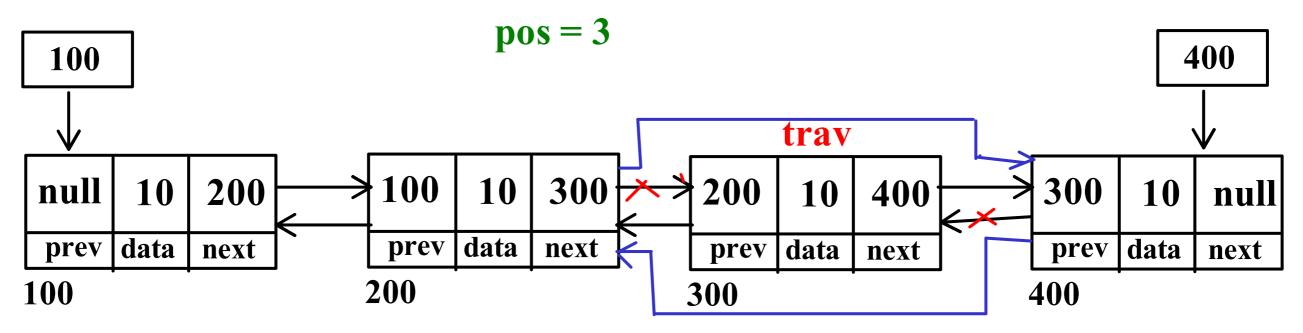
#### **Doubly Linear Linked List - Delete First and Last**



```
//1. if list has single
//a make head = tail = null
//2. if list has multiple nodes
//a. move head on second node
//b. add null into prev of second node
//b. add n
```

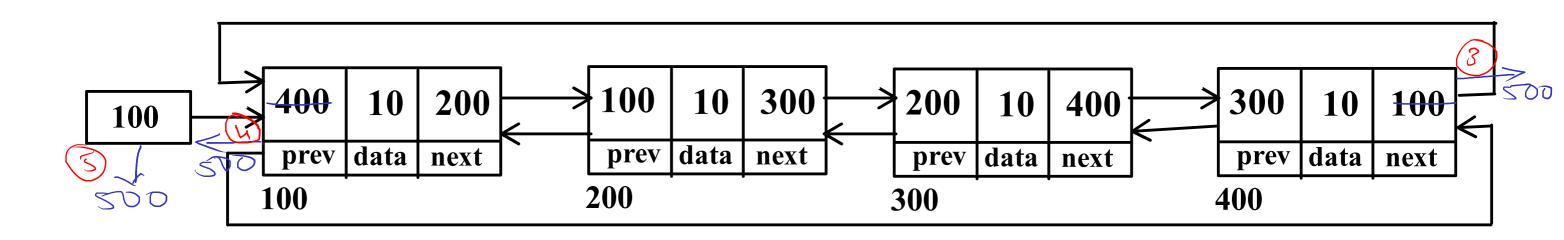
```
//1. if list has single
   //a make head = tail = null
//2. if list has multiple nodes
   //a. move tail on second last node
   //b. add null into next of second last node
```

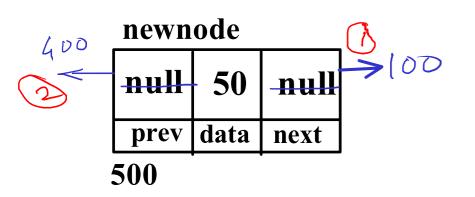
#### **Doubly Linear Linked List - Delete Position**



```
//1. if list has single node
    // make head = tail = null;
//2. if list has multiple nodes
    //a. traverse till pos node
    //b. add pos-1 node into prev of pos+1 node
    //c. add pos+1 node into next of pos-1 node
```

#### **Doubly Circular Linked List - Add First**





//1. create node

//2. if list is empty

//a. add newnode into head

//b. make it circular

//3. if list is not empty

//a. add first node into next of newnode

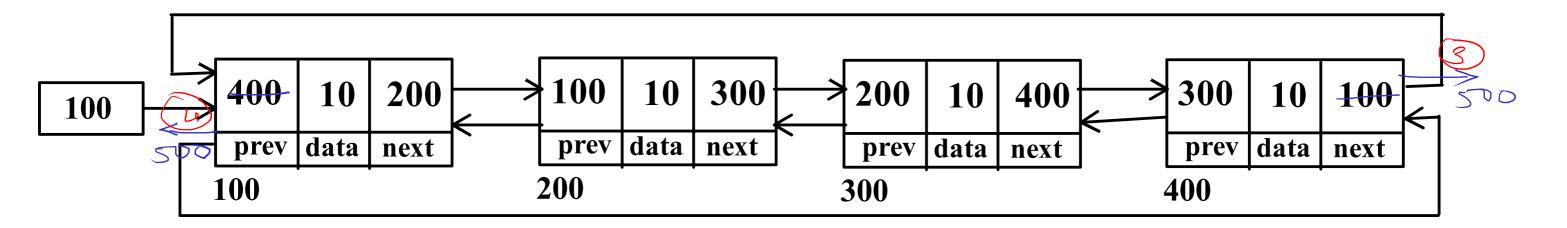
//b. add last node into prev of newnode

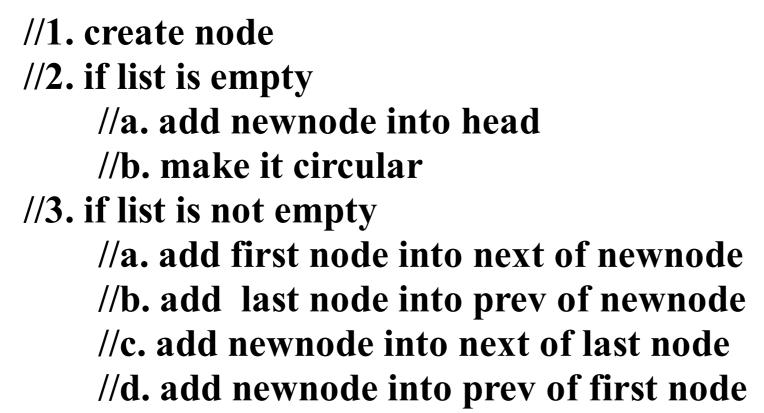
//c. add newnode into next of last node

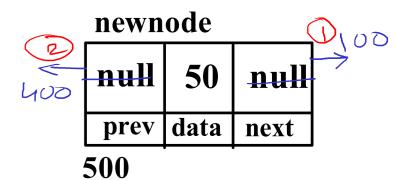
//d. add newnode into prev of first node

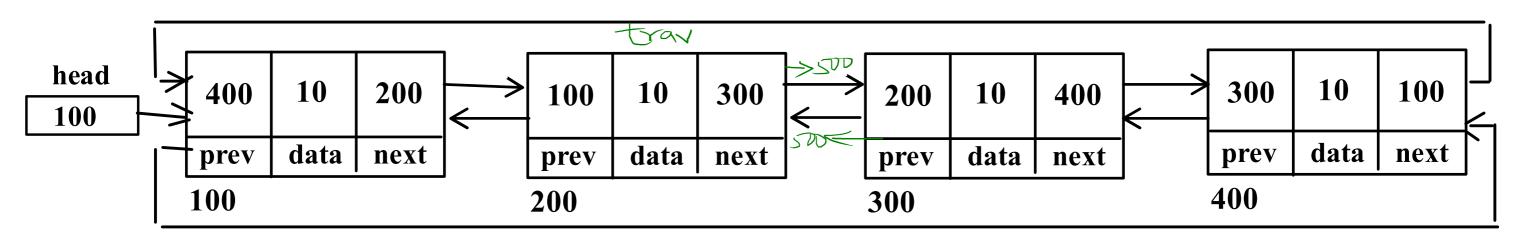
//e. add nenwode into head

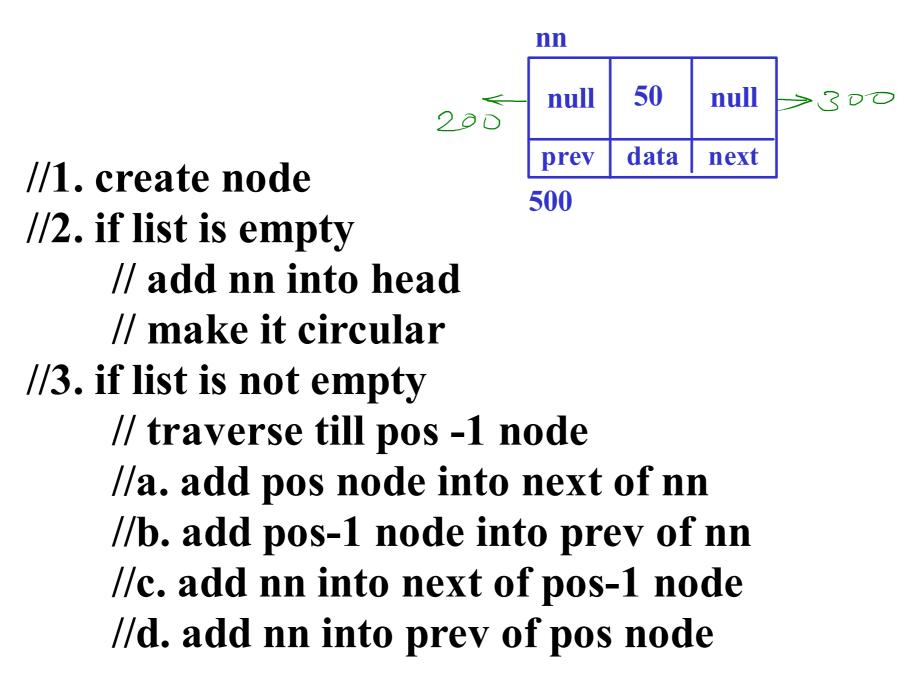
#### **Doubly Circular Linked List - Add Last**



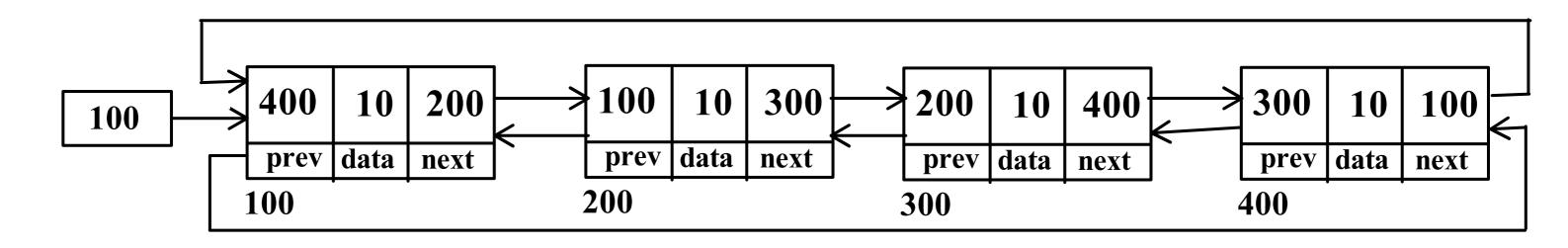








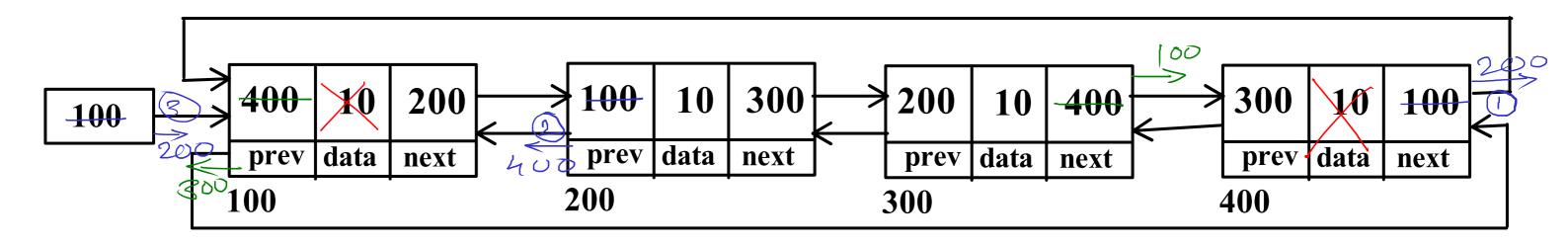
## **Doubly Circular Linked List - Display**



```
// Forward display
//1. create trav and start at first node
//2. print current node
//3. go on next node
//4. repeat step 2 and 3 till last node
//4. repeat
```

// Reverse display
//1. create trav and start at last node
//2. print current node
//3. go on prev node
//4. repeat step 2 and 3 till first node

#### **Doubly Circular Linked List - Delete First and Last**



#### **Delete First**

//1. if list has single node

//make head = null

//2. if list has multiple nodes

//a. add second node into next of last node

//b. add last node into prev of second node

//c. move head on second node

#### **Delete Last**

//1. if list has single node

//make head = null

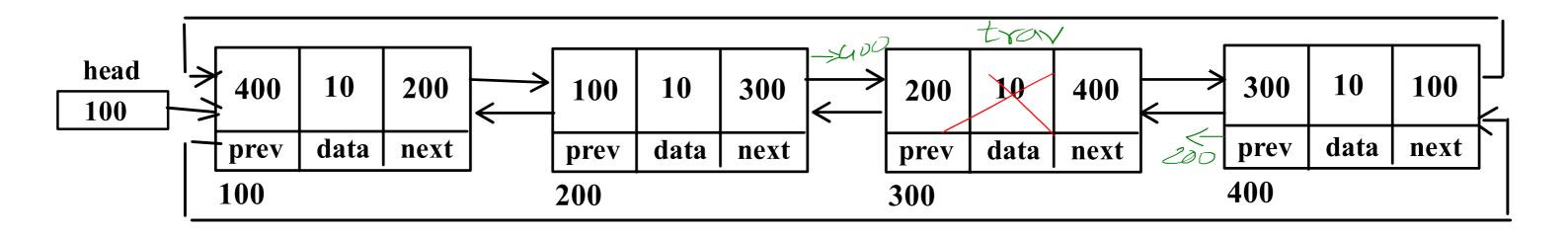
//2. if list has multiple nodes

//a. add first node into next of second last node

//b. add second last node into prev of first node

# POS=3

# **Doubly Circular Linked List - Del Pos**



```
//1. if list is empty
    // do nothing
//2. if list has single node
    // make head = null
//3. if list has multiple nodes
    //a. traverse till pos node
    //b. add pos + 1 (400) into next of pos - 1 node(200)
    //c. add pos - 1(200) into prev of pos + 1(400)
```