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Crux Lecture -11

Data Structures -1

Linked Lists

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What are Data Structures?



What are Linked Lists?





Lets define our own Linked List

```
public class Node<T> {
        T data;
        Node<T> next;
}
```



Head and Tail nodes



Lets Try

```
class LinkedList{
  int size();
  boolean isEmpty();
  T getFirst();
  T getLast();
  T getAt(int idx);
}
```



Your turn

```
class LinkedList{
  Void addFirst(T data);
  Void addLast(T data);
  Void addAt(T data, int idx);
  TremoveFirst();
  TremoveLast();
  TremoveAt(int idx);
  Void display();
```



Benefits of Arrays over Linked List

- Random access to elements
- 2. Fast iteration through the elements
- 3. Very compact way to store data



Benefits of Linked List over Array

- Constant time insertion and deletion of elements
- Don't need to know the number of elements
- 3. Insert elements in the middle of the list



Doubly Linked Lists





Implementation?

```
public class Node<T> {
        T data;
        Node<T> next;
        Node<T> prev;
}
```

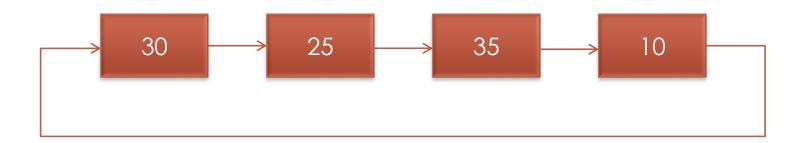


Doubly LL vs Singly LL

- Faster to go back in the linked list
- 2. Uses more memory



Circular Linked Lists





Lets try

- Find mid point of a linked list
- Find 5th element from end without calculating length of Linked List



Lets try

- Find Iterative, Recursive
- Reverse Iterative, Recursive
- Reverse Pointers, data



Lets Try

- Implement Bubble sort
- Given two sorted linked lists merge them into a sorted linked list
- Implement merge sort





Thank You!! ©

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