

Class Node {
int data;
Node * next;
};

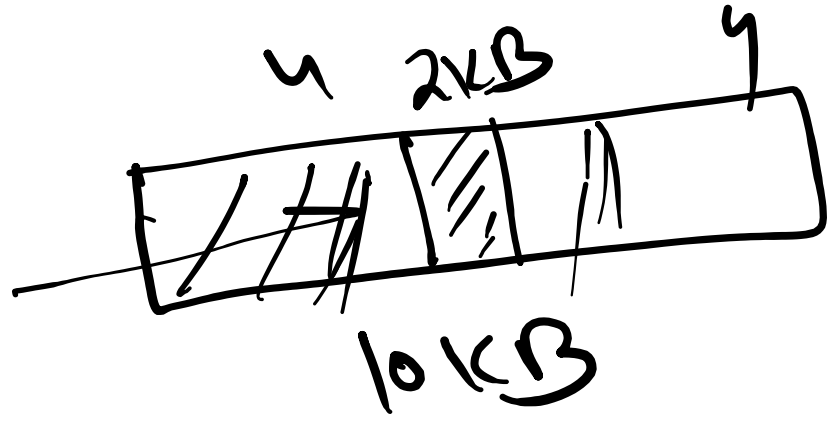
dynamic
non-continuous

LinkedList

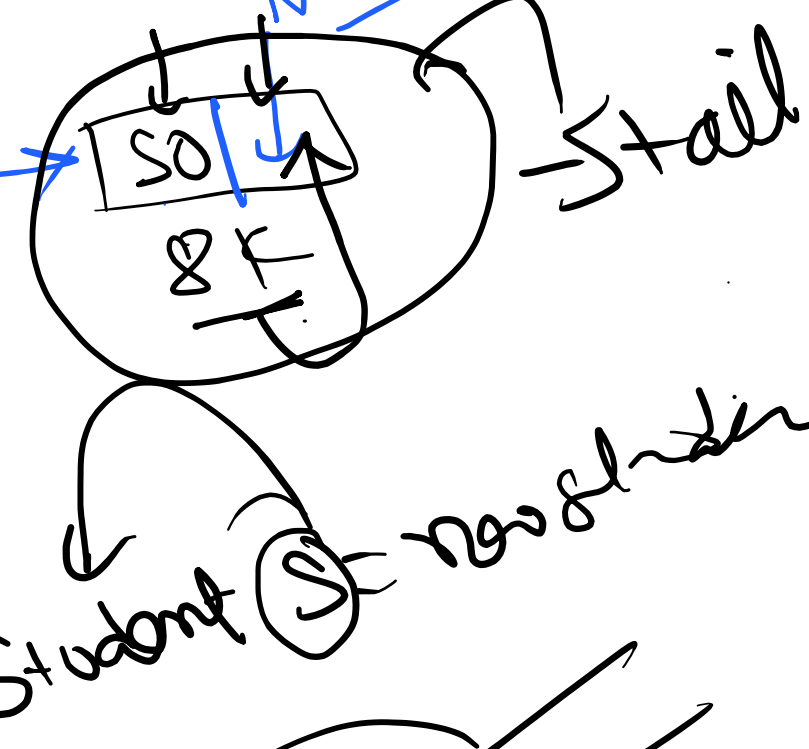
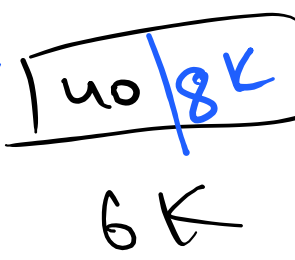
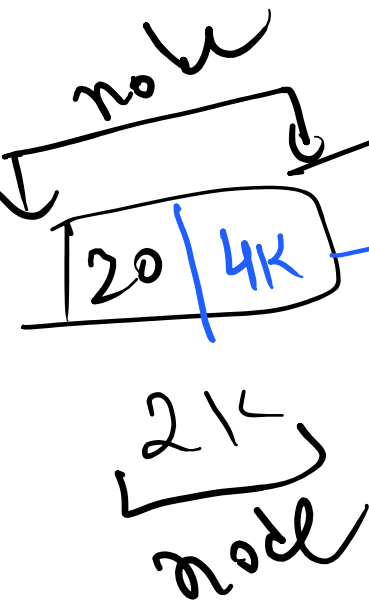
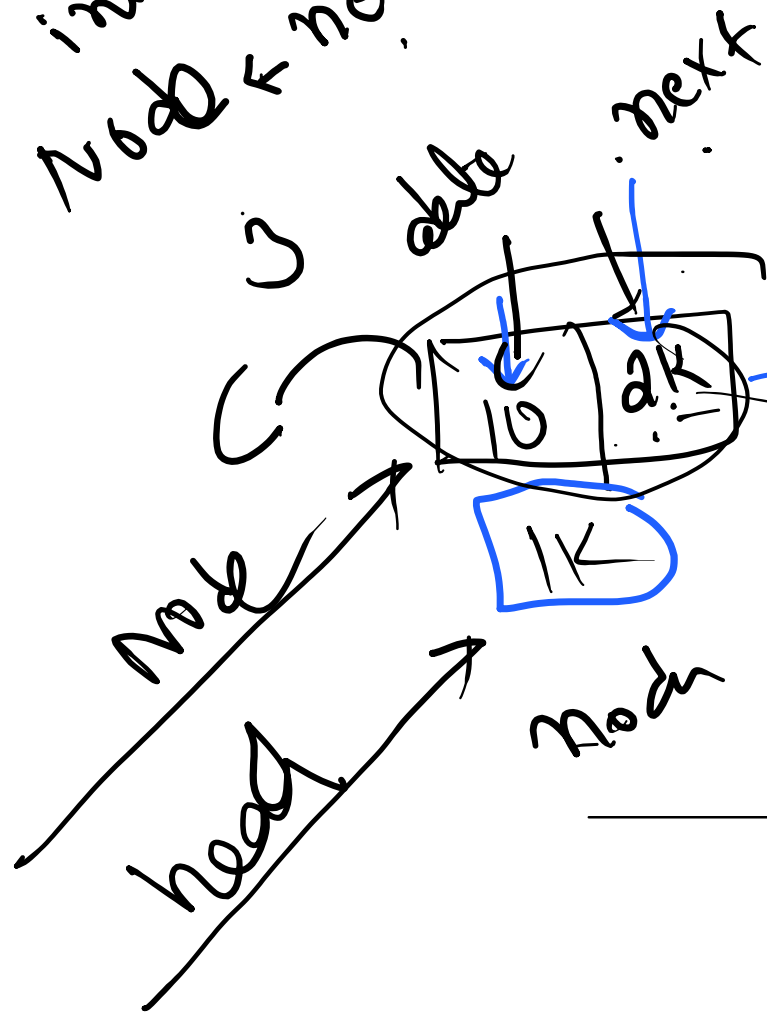
simplified

data ptr

$P_1 = 6KB$



tail



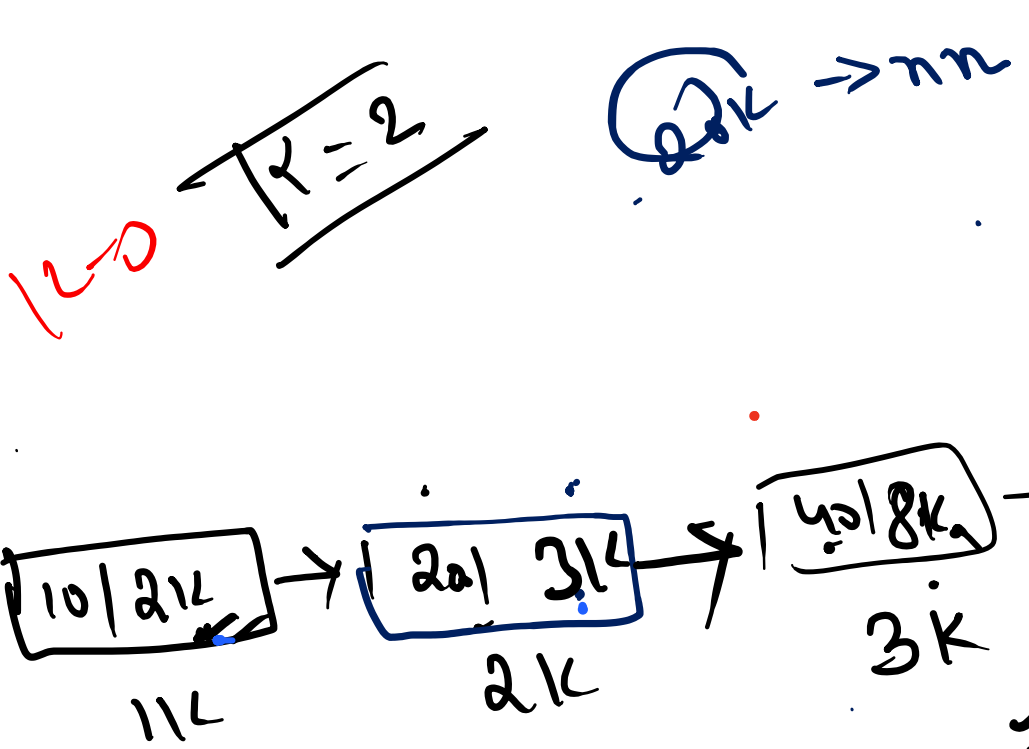
Student (S) no. 8

main
id
2K

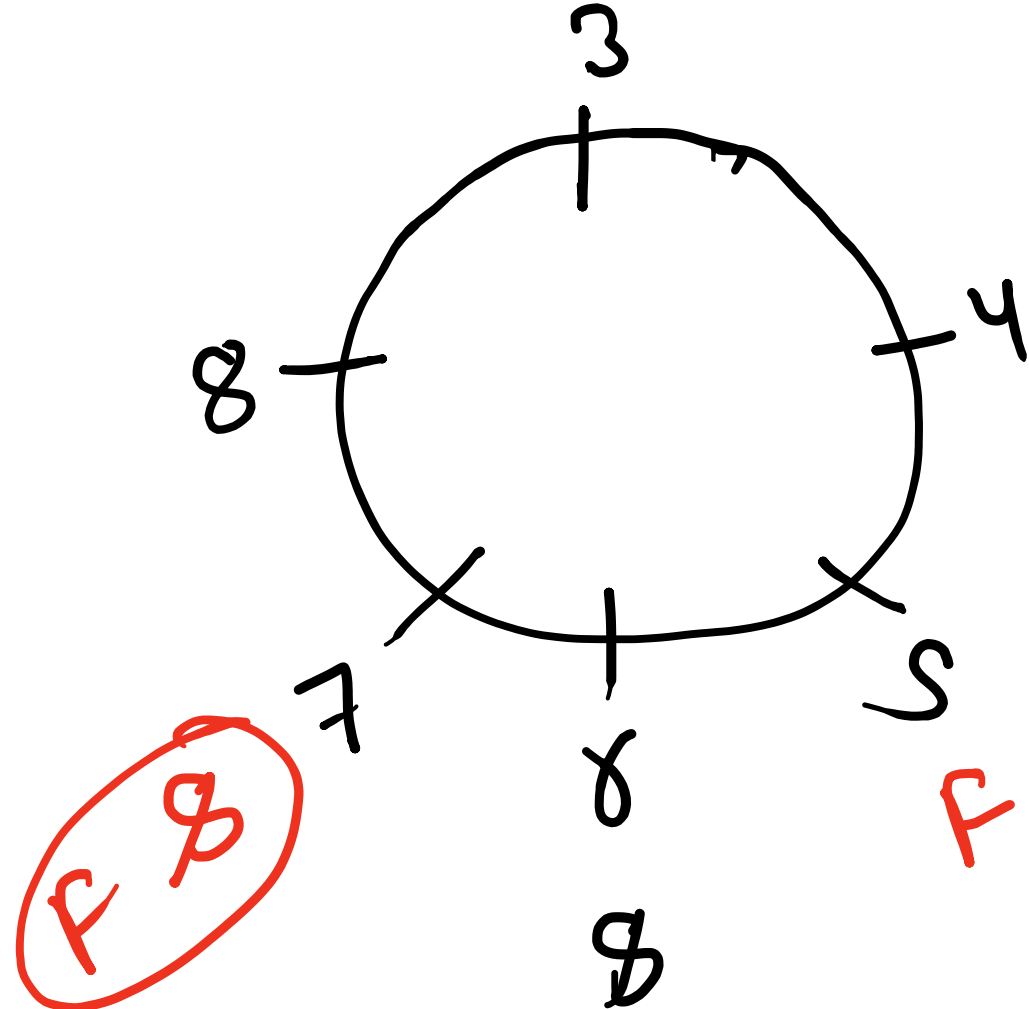
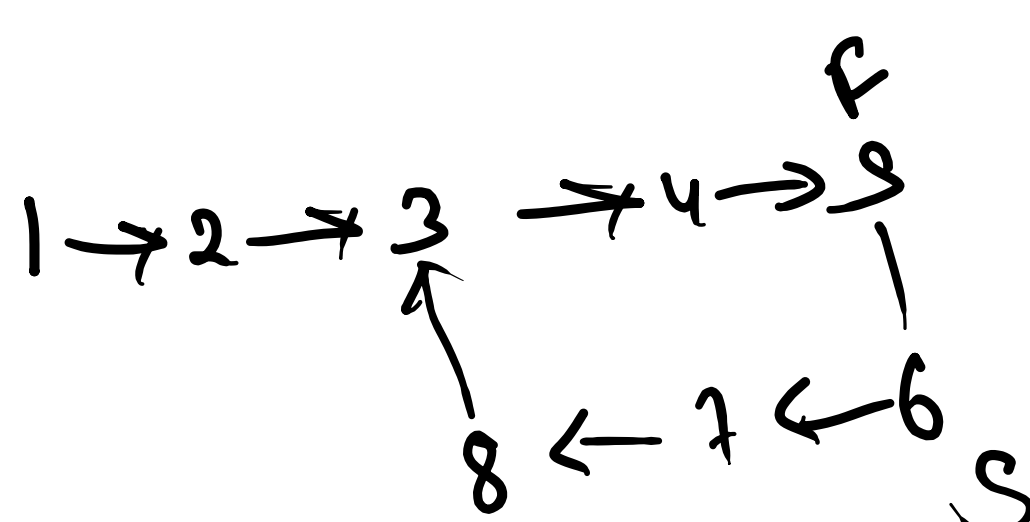
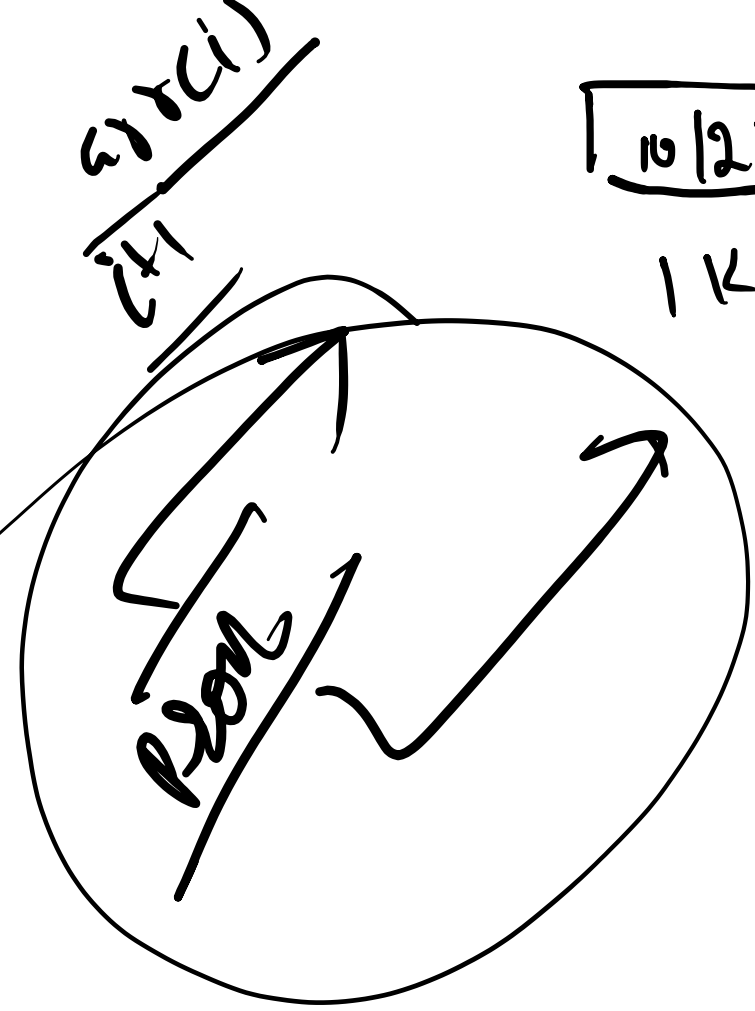
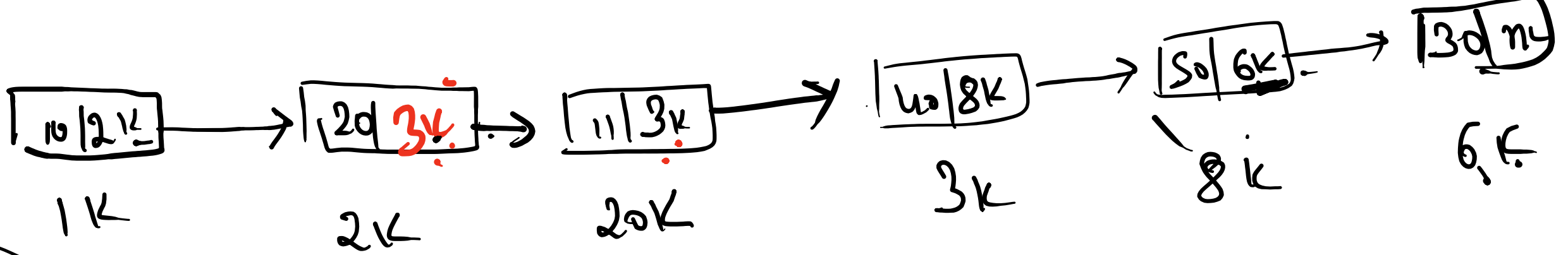
$S = 2K$

Add get data display

head = 1K



Fast.next.next
NULL.next
Fast.next = NULL



Player cycle
di. Mex

$10km/h$
 $5km/h$
 x