# Mobile Team Training: Session 3

Linked List: Singly Linked List

What is Linked List?

### What is a linked list?

A linked list is a sequential list of nodes that hold data which point to other nodes also containing data.



### Where linked lists are used?

- Dynamic Memory Allocation: instead of dynamic arrays, for example;
- Implementing Other Data Structures: Stacks, Queues, Graphs;
- Handling Overflow in Hash tables;
- Undo Functionality in Applications: i.e Browsers;
- Much more...

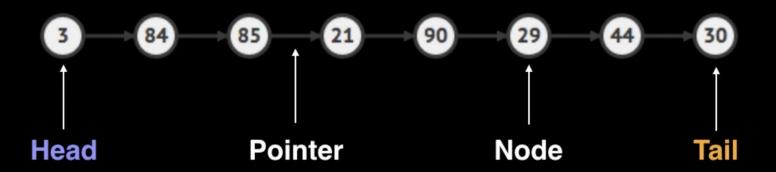
# Terminology

**Head:** The first node in a linked list

Tail: The last node in a linked list

Pointer: Reference to another node

**Node:** An object containing data and pointer(s)



### Time Complexity

	Array	Linked List (with tail pointer)
Access	0(1)	O(n)
Search	O(n)	O(n)
Insert/Delete (from beginning)	O(n)	0(1)
Delete (from end)	0(1)	O(n)
Insert (from end)	0(1)	0(1)
Insert/Delete (from middle)	O(n)	O(n)

# Implementation of Linked List in C++ and Dart

#### C++

```
• • •
struct Node
    public:
        int value;
        Node *next;
        Node(int value)
            this->value = value;
            next = nullptr;
};
```

#### Dart

```
class Node {
  int value;
  Node? next;
 Node({required this.value, this.next});
```

#### C++

```
• • •
class LinkedList
    int length;
   Node *head;
   Node *tail;
    // constructor with member initializer list
   LinkedList() : head(nullptr), tail(nullptr), length(0) {}
    ~LinkedList()
        while (head != nullptr)
            Node *temp = head;
            head = head->next;
            delete temp;
```

#### Dart

```
class LinkedList {
  int length = 0;
  Node? head;
  Node? tail;
  LinkedList();
}
```

#### Dart

```
void insertAt(int newValue, int index) {
    if (index < 0 || index > length) {
      print("ERROR: Index out of bounds");
      return;
    if (index == 0) {
      Node newNode = Node(value: newValue, next: head);
      head = newNode;
      if (length == 0) {
        tail = newNode;
    } else if (index == length) {
      append(newValue);
      return;
    } else {
      Node newNode = Node(value: newValue);
      Node? current = head;
      for (int i = 0; i < index - 1; i++) {
        current = current?.next;
      newNode.next = current?.next;
      current?.next = newNode;
    length++;
```

#### C+1

```
• • •
void insertAt(int newValue, int index)
        if (index < 0 || index > length)
           cout << "ERROR: Index out of bounds" << endl;</pre>
       Node *newNode = new Node(newValue);
        if (index == 0)
           newNode->next = head;
           head = newNode;
           if (length == 0)
                tail = newNode;
       else if (index == length)
           append(newValue);
           Node *current = head;
           for (int i = 0; i < index - 1; i++)
               current = current->next;
           newNode->next = current->next;
           current->next = newNode;
        length++;
```

```
Link for full implementation [C++]
```

Link for full
implementation [Dart]

## Thanks

### References:

- 2) <a href="https://www.youtube.com/watch?v=-Yn5DU0\_-lw&list=PLDV1Zeh2NRsB6SWUrDFW2R">https://www.youtube.com/watch?v=-Yn5DU0\_-lw&list=PLDV1Zeh2NRsB6SWUrDFW2R</a>
  mDotAfPbeHu&index=6