Linked Lists

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Outline

- Insertion Description
- Deletion Description
- Basic Node Implementation

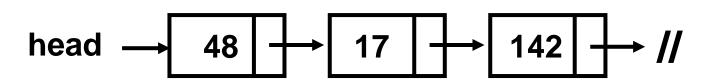
- Insertion at the top of the list
- Insertion at the end of the list
- Insertion in the middle of the list

- Insertion at the top of the list
- Insertion at the end of the list
- Insertion in the middle of the list

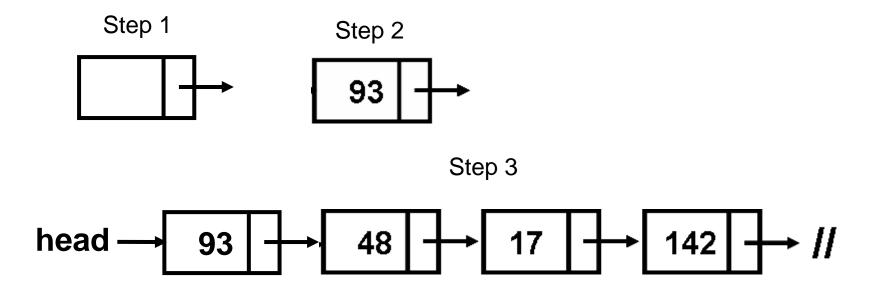
Insertion at the top

Steps:

- Create a Node
- Set the node data Values
- Connect the pointers



Follow the previous steps and we get

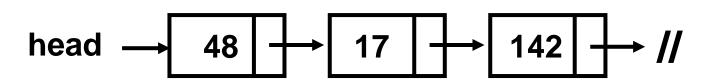


- Insertion at the top of the list
- Insertion at the end of the list
- Insertion in the middle of the list

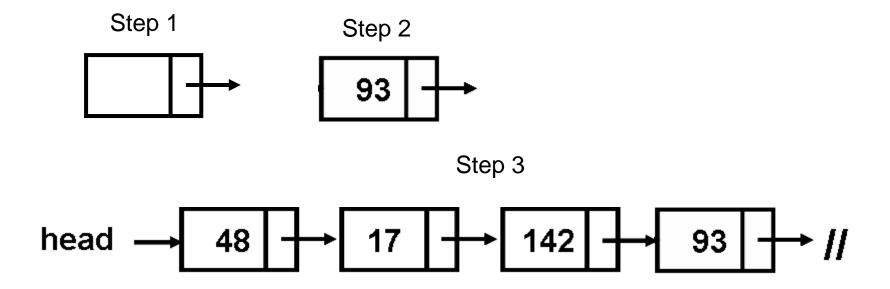
Insertion at the end

Steps:

- Create a Node
- Set the node data Values
- Connect the pointers



Follow the previous steps and we get

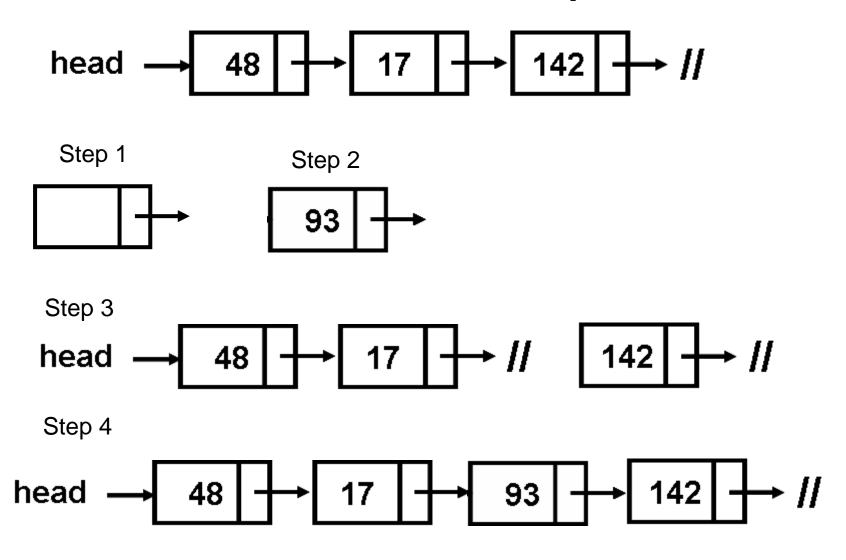


- Insertion at the top of the list
- Insertion at the end of the list
- Insertion in the middle of the list

Insertion in the middle

Steps:

- Create a Node
- Set the node data Values
- Break pointer connection
- Re-connect the pointers



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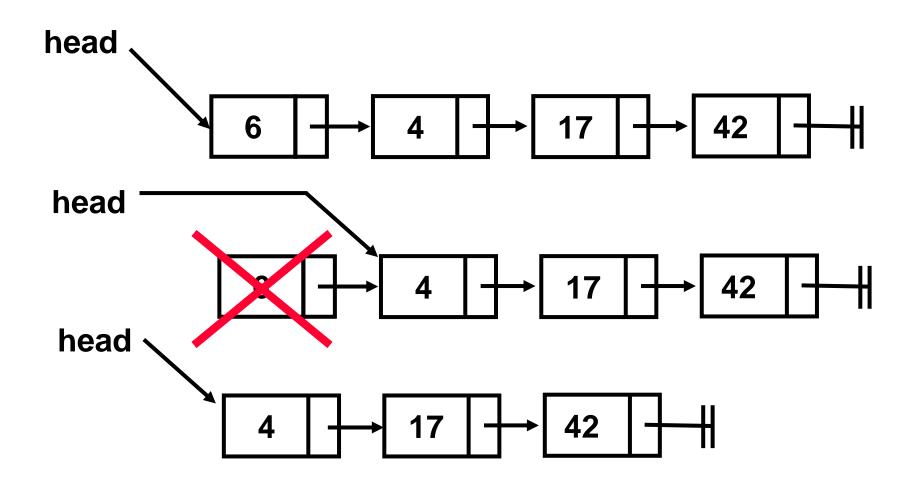
- Deleting from the top of the list
- Deleting from the end of the list
- Deleting from the middle of the list

- Deleting from the top of the list
- Deleting from the end of the list
- Deleting from the middle of the list

Deleting from the top

Steps

- Break the pointer connection
- Re-connect the nodes
- Delete the node

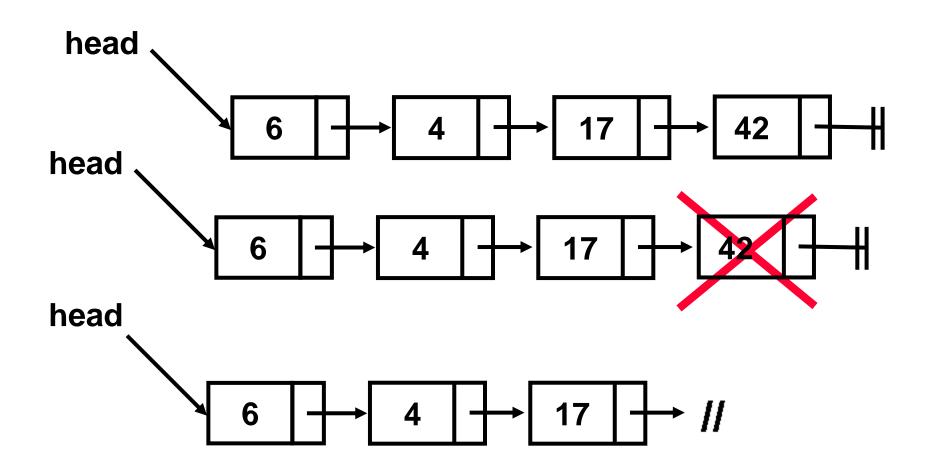


- Deleting from the top of the list
- Deleting from the end of the list
- Deleting from the middle of the list

Deleting from the end

Steps

- Break the pointer connection
- Set previous node pointer to NULL
- Delete the node

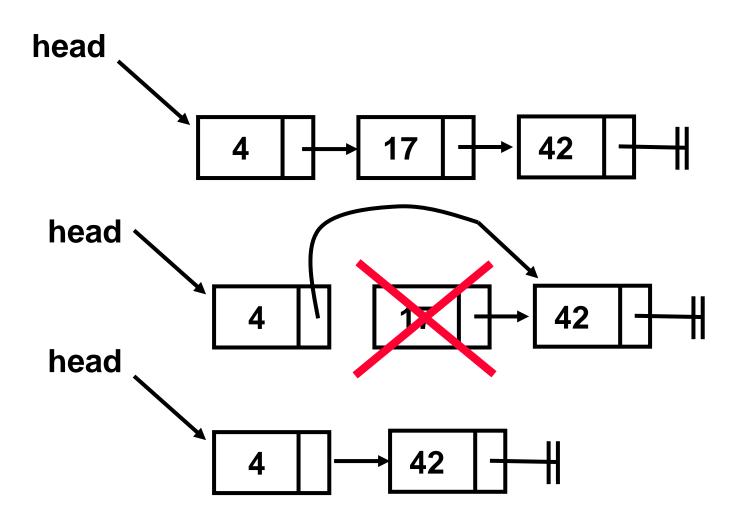


- Deleting from the top of the list
- Deleting from the end of the list
- Deleting from the middle of the list

Deleting from the Middle

Steps

- Set previous Node pointer to next node
- Break Node pointer connection
- Delete the node



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Basic Node Implementation

The following code is written in C++:

```
Struct Node
{
    int data;  //any type of data could be another struct
    Node *next;  //this is an important piece of code "pointer"
};
```