**LINKED LIST**

Lets say we want to store some data

Arrays have some issue -> can reduce and increase storage at run time

Therefore, we need a new Data Structure therefore we will use Linked List

Address to next Node

Data

Data

Data

Data

Here we can add nodes and delete it as well

DISADVANTAGE OF LINKED LIST

Can’t access data directly

In array -> access the element O(1)

In Linked List -> access the element O(n)

HOW TO MAKE LINKED LIST ?

Need a non primitive data type i.e class

Class(Node) will be having 2 properties i.e data and node variable pointing to same node or itself i.e pointing to a object of same class

Class Node{

Int data;

Node next;

Public Node(int data){

This.data=data;

Next=null;

}

}

This is a class -> that’s represent how node looks

Node n1 = new Node(10);

Node n2 = new Node(10);

n1.next=n2;

this shows n1 is now connected to n2