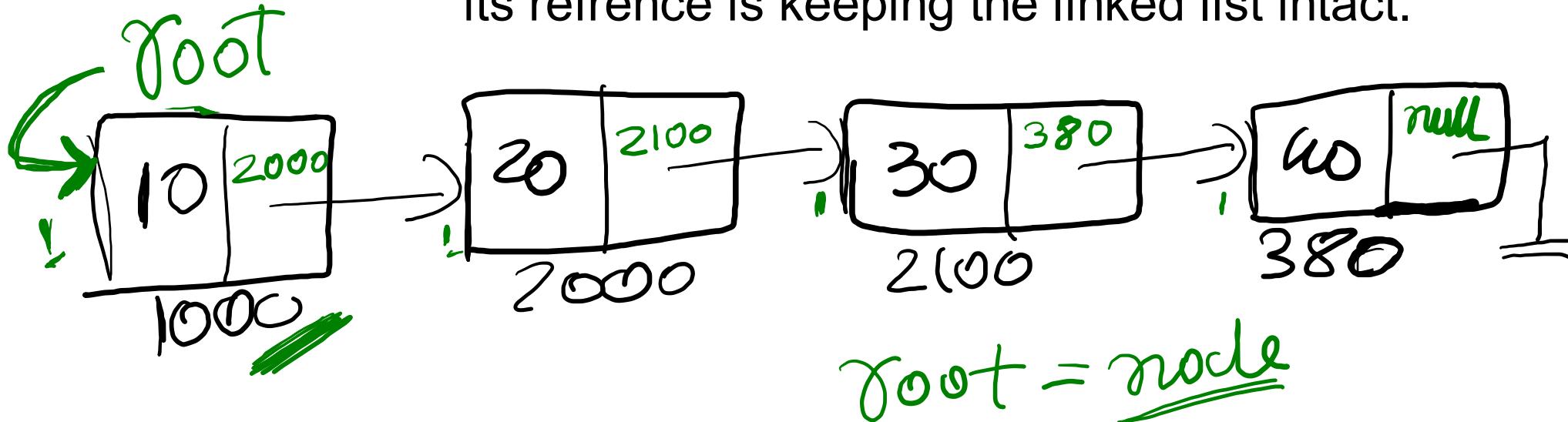
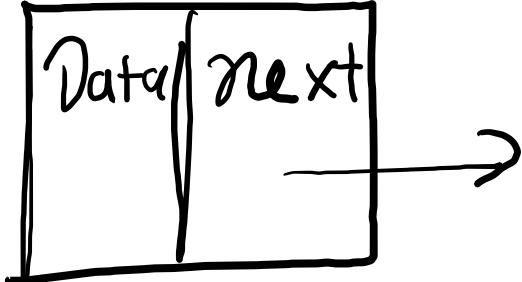


Linked List

collection of nodes arranged in sequential manner such that each node refers to next node. we only store 1st node called root/head its reference is keeping the linked list intact.





Class Node

 { int data;

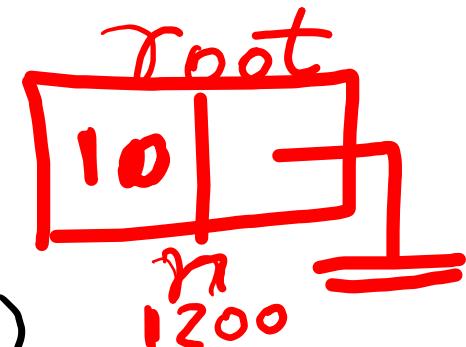
 Node next;

 Node(int data)

 { this.data = data;

 } next=null;

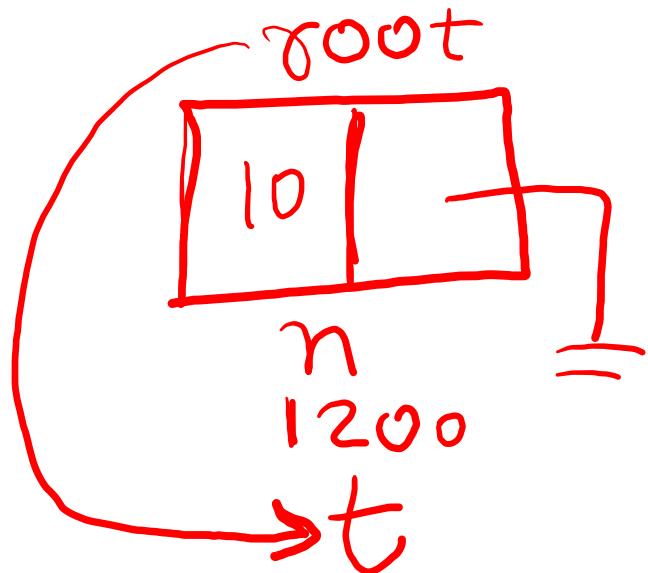
Node(10)



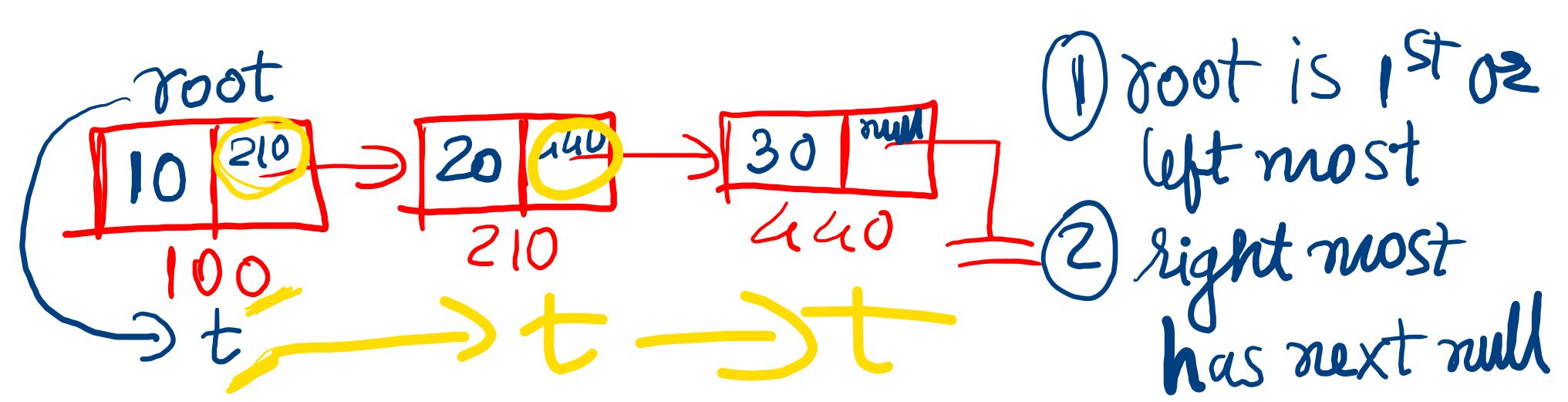
Node.n = new
 Node(10);

root = n;

}



Node n=new Node(10);
root=n;
root \Rightarrow 1200
Node t=root;
t \Rightarrow 1200



- ① root is 1st oz left most
- ② right most has next null

Node $t = \text{root};$

$t = t \cdot \underline{\text{next}};$ ✓

$t = 210$

insert left/right

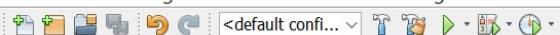
delete left/right

search

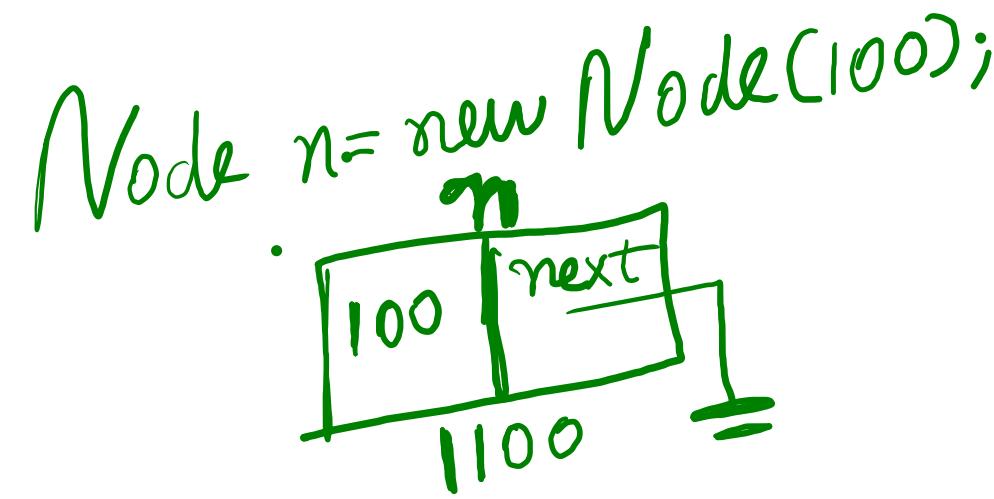
Print

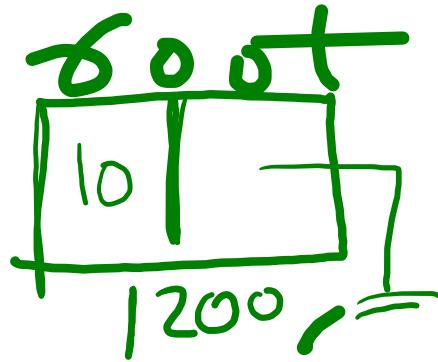
delete key

insert at

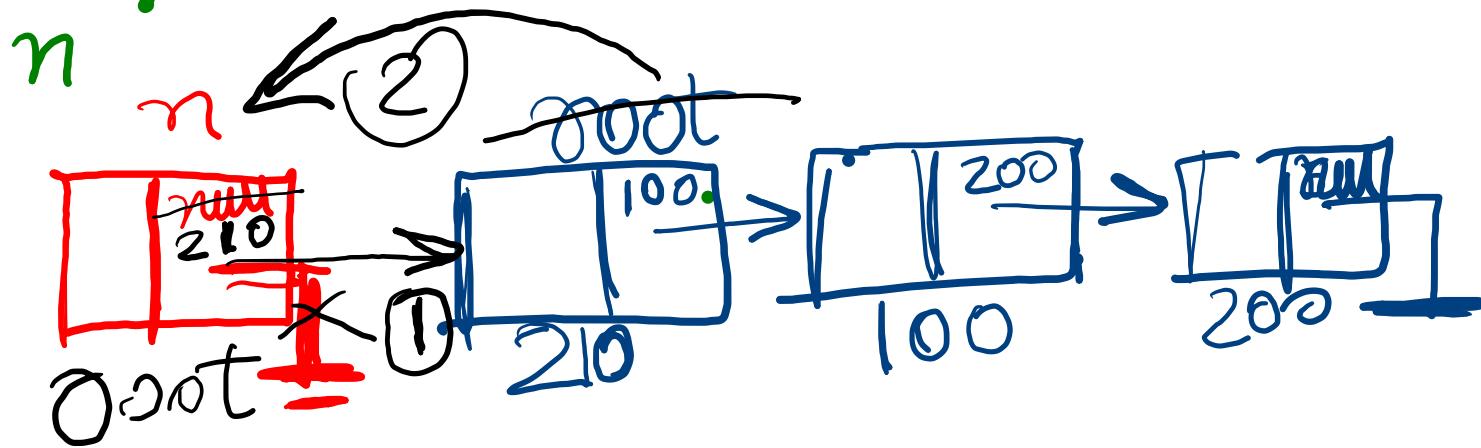


```
10 */  
11  
12 class Node  
13 {  
14     int data;  
15     Node next;  
16     Node(int data)  
17     {  
18         this.data=data;  
19         next=null;  
20     }  
21     public class LinkedListLinear {  
22 }  
23 }
```

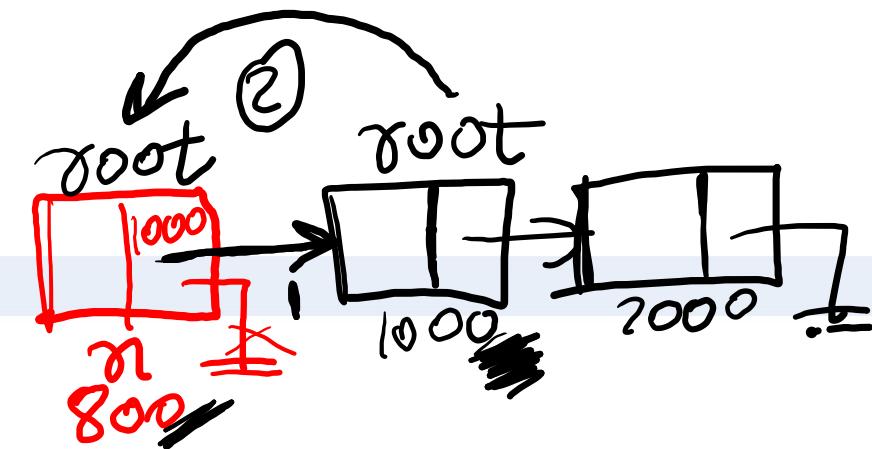
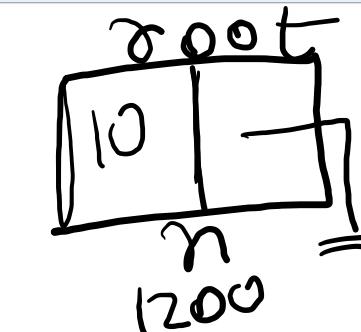


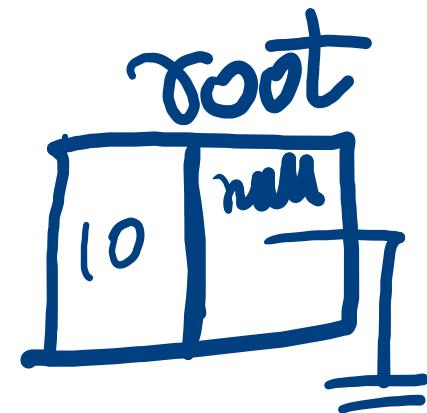
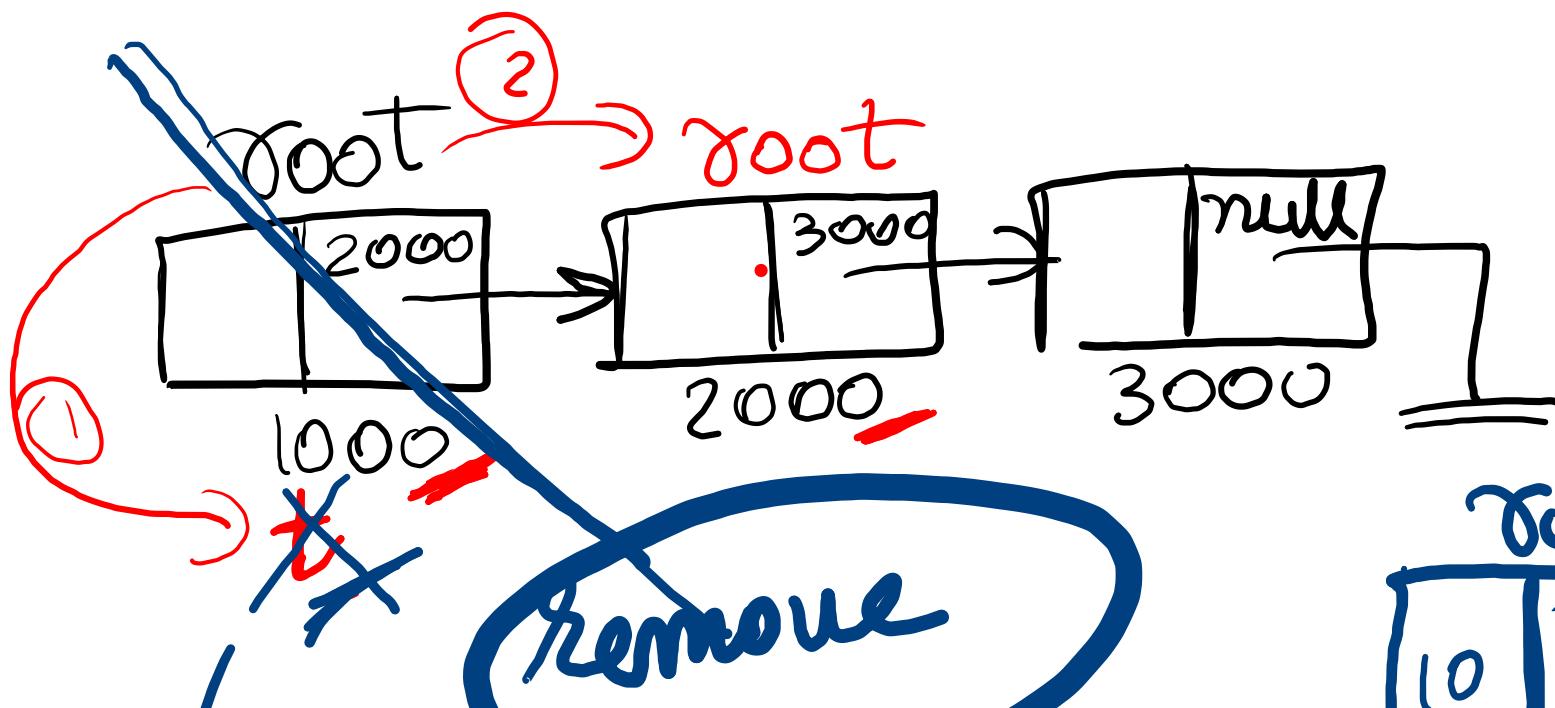


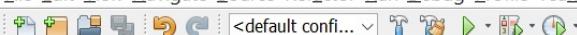
if $\text{root} == \text{null}$ then
 $\text{root} = n$



```
30 void insertLeft(int data)
31 {
32     Node n=new Node(data)
33     if(root==null) ✓
34     {
35         root=n;
36     }
37     else
38     {
39         n.next=root; //1 ✓
40         root=n; //2 ✓
41     }
42 }
```

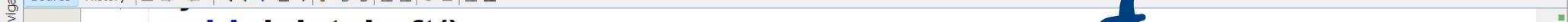




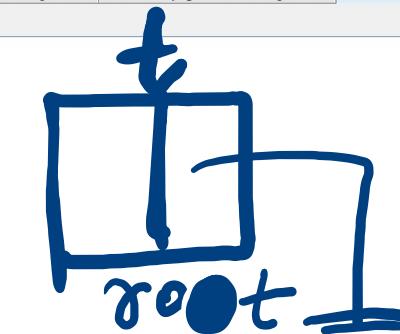


...va SortingDemo.java x SearchDemo.java x Treemain.java x GraphDemo.java x StackDemo.java x QueueLinearDemo.java x CircularQueueDemo.java x PriorityQueueDemo.java x LinkedListLinear.java x

Source History

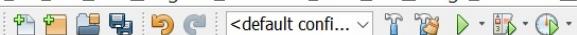


43 void deleteLeft()
44 {
45 if(root==null)
46 {
47 System.out.println("List Empty");
48 }
49 else
50 {
51 Node t=root; //1
52 root=root.next; //2
53 System.out.println("Deleted:"+t.data);
54 }
55 }
56 }



} t is local
gets deleted
after call

(last) root



```
56 void insertRight(int data)
57 {
58     Node n=new Node(data);
59     if(root==null)
60     {
61         root=n;
62     }
63     else
64     {
65         Node t=root; //1 use t to search right
66         while(t.next!=null)//2
67             t=t.next;
68         t.next=n;//3
69     }
}
```

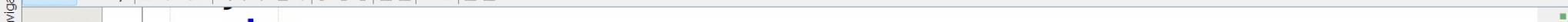
Diagram illustrating the insertion of a new node with data 2000 into a linked list. The list initially contains nodes with data 1000, 1100, 1400, and 2000. A blue oval highlights the insertion logic, and a red oval highlights the traversal logic. Red annotations show the state of the list after each step:

- Step 1: The new node (2000) is created and set as the root.
- Step 2: The traversal variable *t* is initialized to the head of the list (1000).
- Step 3: The new node (2000) is inserted as the next node of *t*.

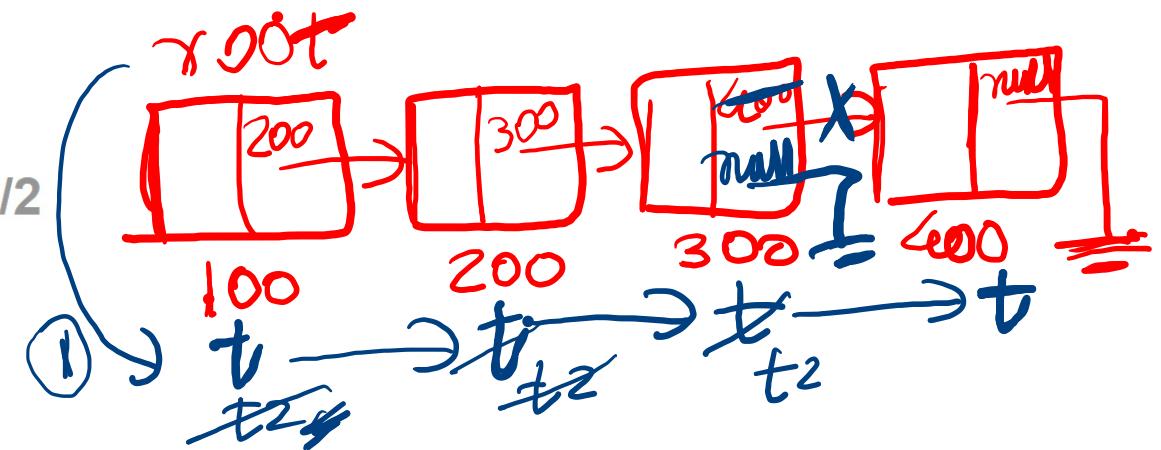


...va SortingDemo.java x SearchDemo.java x Treemain.java x GraphDemo.java x StackDemo.java x QueueLinearDemo.java x CircularQueueDemo.java x PriorityQueueDemo.java x LinkedListLinear.java

Source History

79
80
81
82
83
84
85
86
87
88
89
90
91
92

```
else
{
    Node t,t2;
    t=t2=root;
    while(t.next!=null)//2
    {
        t2=t;
        t=t.next;
    }
    t2.next=null;//break link
    System.out.println("Deleted:"+t.data);
}
```



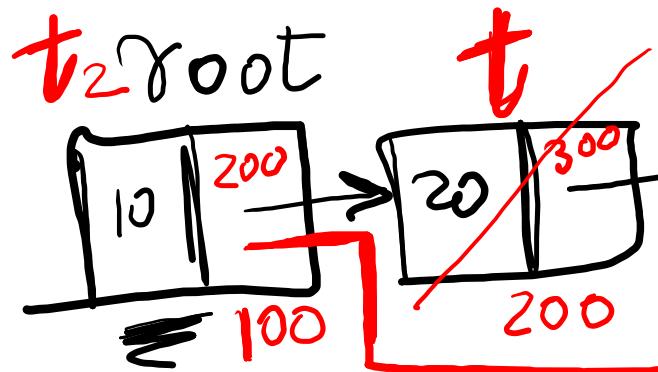


```

138 {
139     Node t;
140     int c=0;
141     t=root;
142     while(t!=null && t.data!=key)//2
143     {
144         t=t.next;
145         c++;
146     }
147     if(t!=null)//found
148         System.out.println("Found at "+c+" from root");
149     else
150         System.out.println("Not Found");
151 }
```

Handwritten annotations:

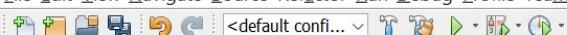
- A red circle labeled "root" encloses the first node (10).
- The pointer from the first node to the second is labeled "100".
- The pointer from the second node to the third is labeled "200".
- The pointer from the third node to the fourth is labeled "300".
- The pointer from the fourth node to the fifth is labeled "400".
- The variable "t" is circled in black.
- The word "null" is written in large red letters at the end of the list.
- Two cases are shown for the search key:
 - key = 30, C = 0 + 2
 - key = 420, C = 0



(case 1: $\text{key} \Rightarrow \gamma_{root} \rightarrow \text{Delete-Left}$

(case 2: $\text{key} \Rightarrow \text{at last} \rightarrow \text{DeleteRight}$

(case: k = in between



...va SortingDemo.java x SearchDemo.java x Treemain.java x GraphDemo.java x StackDemo.java x QueueLinearDemo.java x CircularQueueDemo.java x PriorityQueueDemo.java x LinkedListLinear.java

Source History

```
173     if(t==root)//case 1
174     { root=root.next;
175     }
176
177     else if(t.next==null)//case2
178     { t2.next=null;
179     }
180     else//case 3
181     { t2.next=t.next;
182     }
183
184     System.out.println("Deleted:"+t.data);
185
186 }
```

root → root

10 → 20 → 30

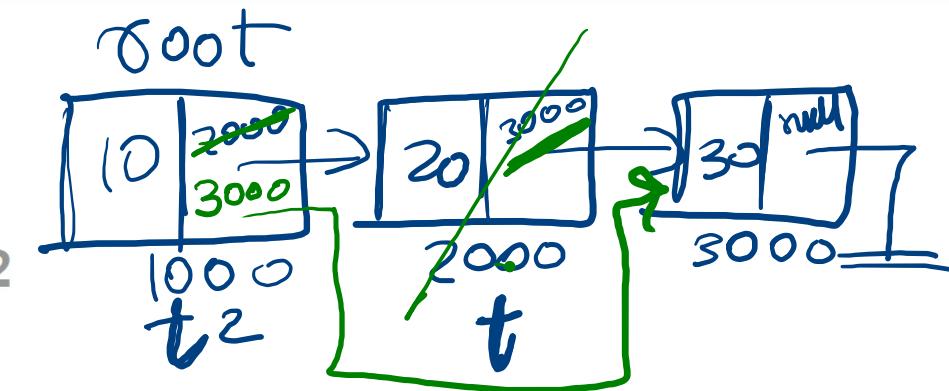
t *t₂*

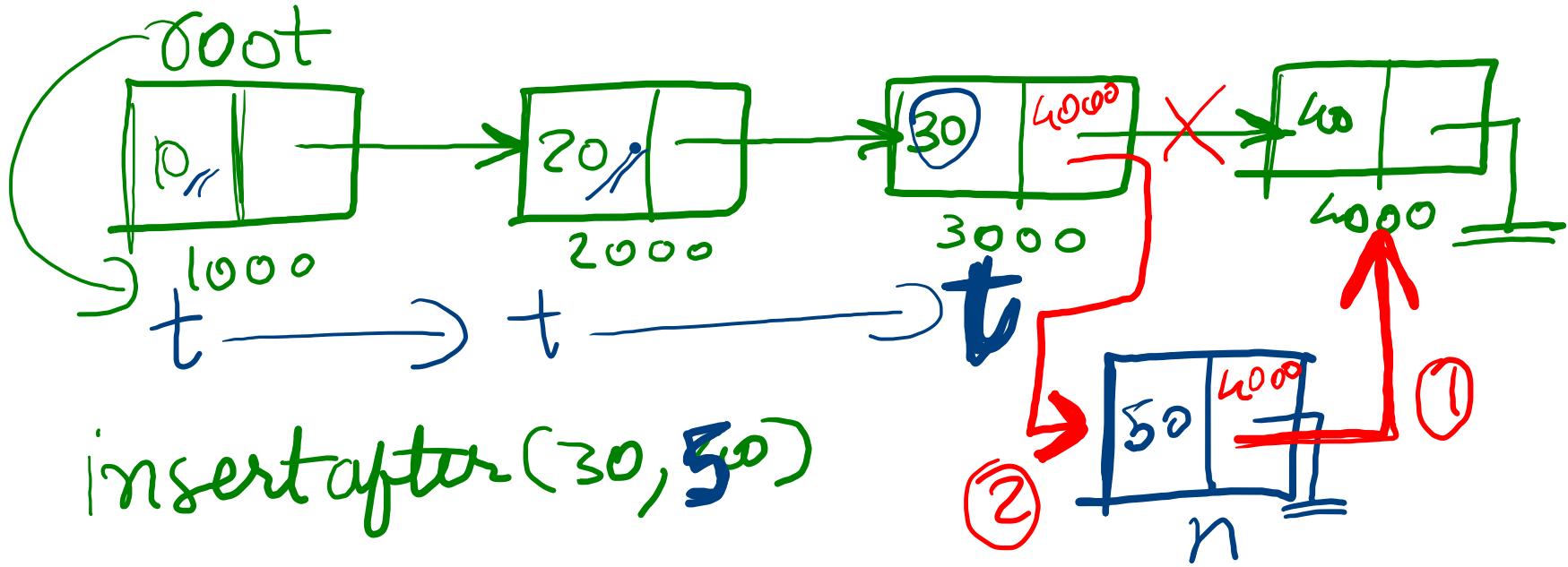
delete(10)

delete(30)



```
173 if(t==root)//case 1
174 { root=root.next;
175 }
176
177 else if(t.next==null)//case2
178 { t2.next=null;
179 }
180 else//case 3
181 { t2.next=t.next;
182 }
183
184 System.out.println("Delete
185 }
186 }
```





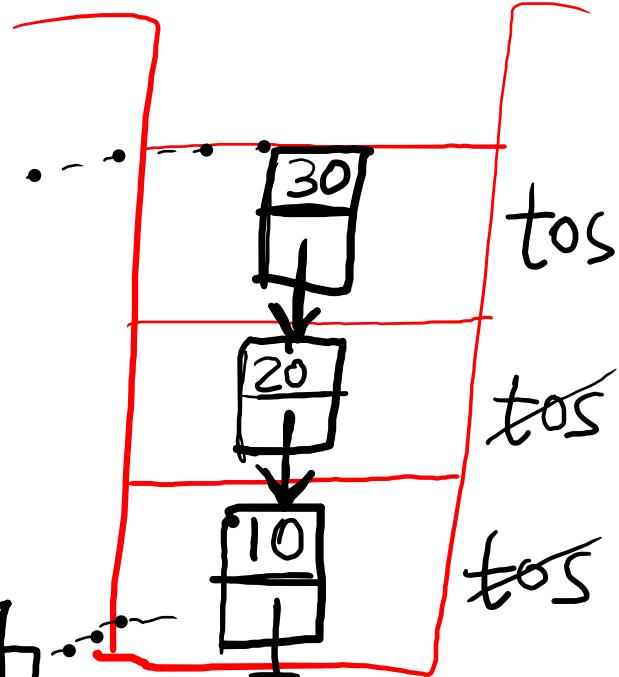
Push(10) / insertLeft(.data)

Push(20)

Push(30)

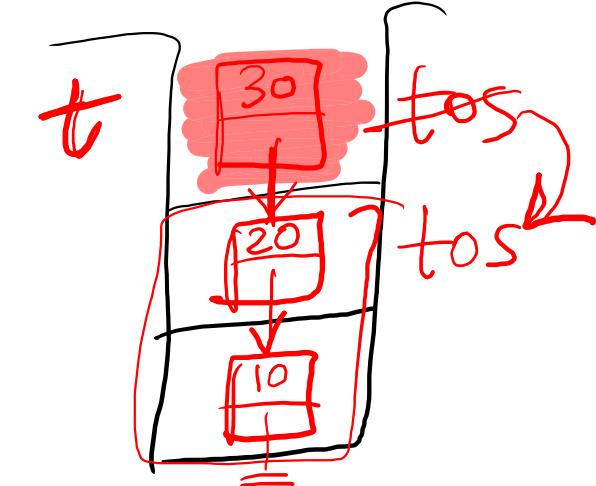
pop(): 30

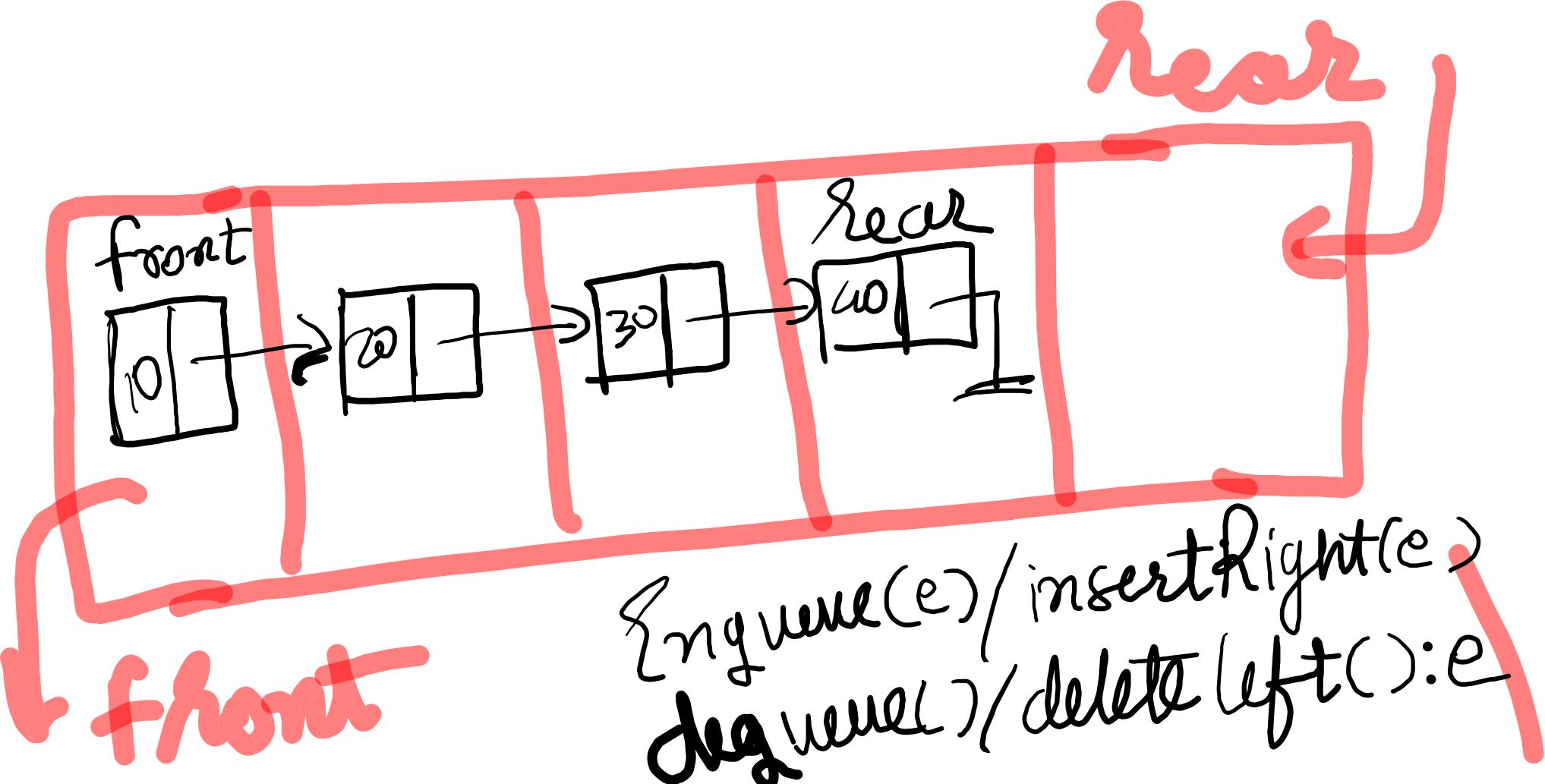
/ deleteleft()



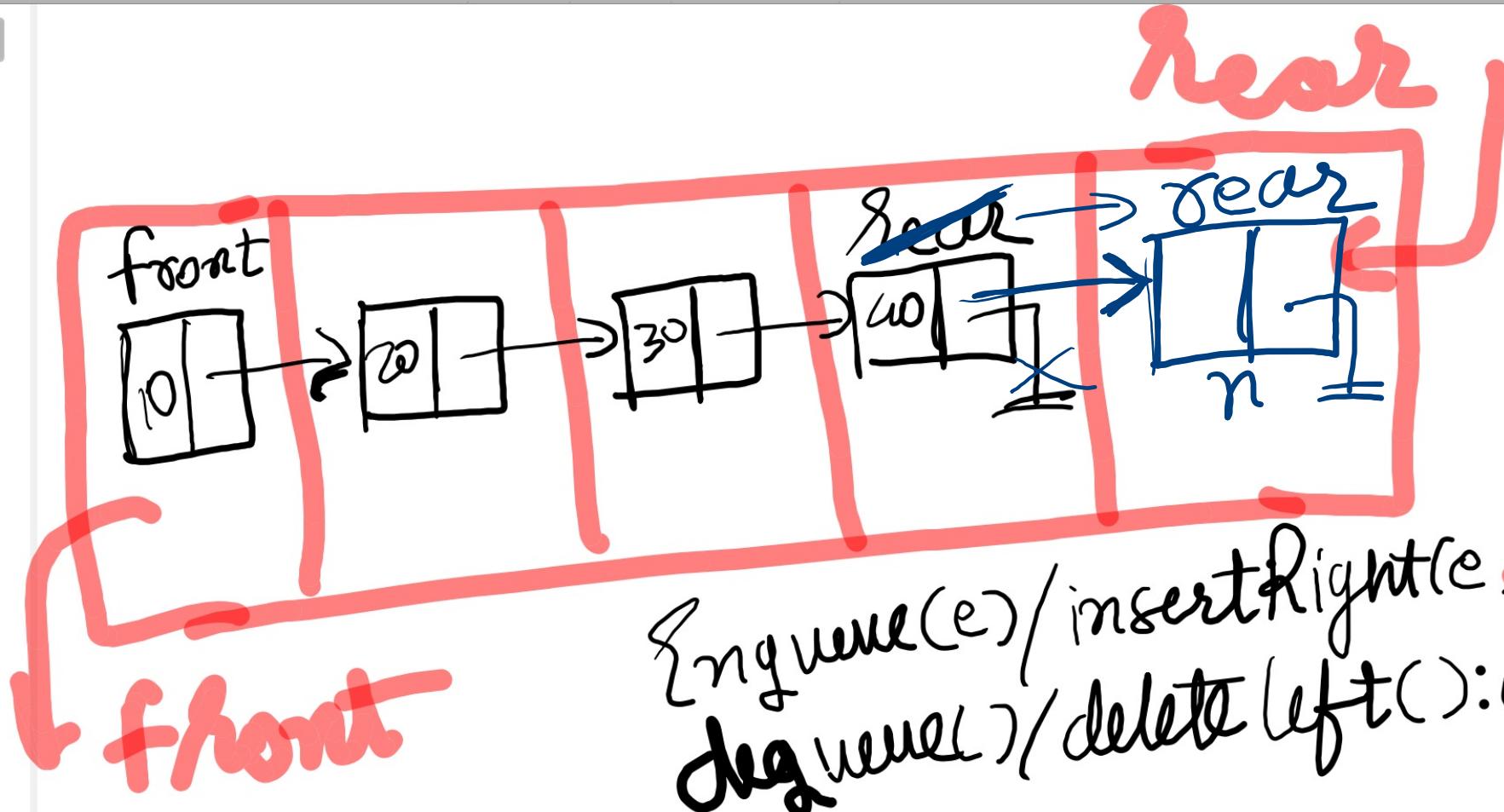


```
37     void pop()
38     {
39         if(tos==null)
40         {
41             System.out.println("Stack Empty");
42         }
43         else
44         {
45             Node t=tos;//1
46             tos=tos.next;//2
47             System.out.println("Poped:"+t.data);
48         }
49     }
50     void printStack()
```





Enqueue(e) / insertRight(e)
dequeue() / deleteLeft():e



`Enqueue(e)/insertRight(e)`
`dequeue() / deleteLeft():e`

front

