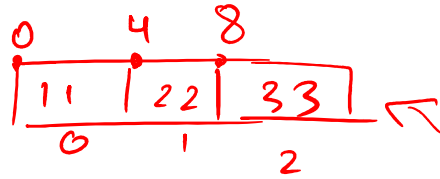


Data Structure  
↳ array



# Linked List

↳ random

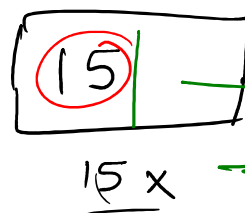
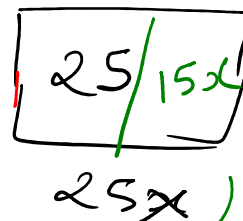
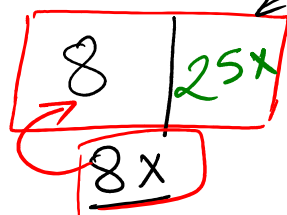
dynamic

head = 8x

15 ←  
25 ←  
8 ←

node

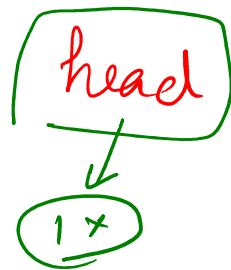
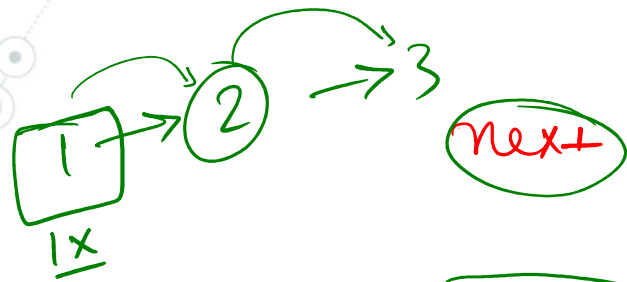
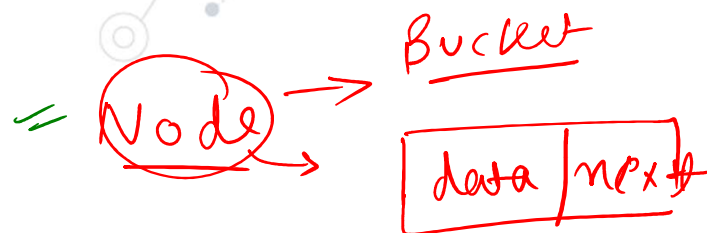
pointer



NULL ←

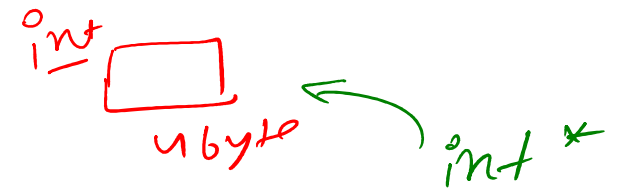
array





pointer

first node in  
linked list



```
class node  
{  
    int data;  
    node * next;  
}
```

NULL  
nullptr