# Udemy section 4 LinkedList

## **append()** – add to the back end of LL.

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def append(self, value)

new\_node = Node(value)

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(When self.length is zero, or there is no any node in linked list)

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(when there is already existing items in the linked list) append code

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self.length +=1

## print\_list() – print each item of LL.

def print\_list(self):

temp = self.head

while temp is not None:

print(temp.value)

temp = temp.next

when temp node is not null or None, print that node value, and set next node to that variable.

## pop() – remove last node from end of the LL.

def pop(self):

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If self.length == 0:

return None

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temp = self.head

pre = self.head

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while (temp.next)

pre = temp

temp = temp.next

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self.tail = pre

self.tail.next = None

self.length -= 1

if self.length == 0:

self.head = None

self.tail = None

return temp.value

## prepend() – add a node to beginning of the LL.

def prepend(self, value):

new\_node = Node(value)

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AI-generated content may be incorrect. when there is no node in linked list.

If self.length == 0:

self.head == new\_node

self.tail == new\_node

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When there is a multiple nodes inside linked list. Else case of prepend.

self.length += 1

return True # optional

## pop\_first() – remove first item off of the linked list

def pop\_first(self):

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If self.length == 0:

retuin None

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temp = self.head

self.head = self.head.next

temp.next = None

self.length -= 1

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If self.length == 0:

self.tail = None

## get() – return the node at that index

def get(self, index):

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if index < 0 or index > self.length:

return None

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temp = self.head

for \_ in range(index):

temp = temp.next

return temp

set()