

Have you implemented a linked list before?  
A. Yes  
B. No

# INTRO TO LINKED LISTS

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Problem Solving with Computers-II

C++

```
#include <iostream>
using namespace std;

int main(){
    cout<<"Hola Facebook!";
    return 0;
}
```



# Linked list vs Array

Vector & linked list

Size is fixed

int arr[3] = { 1, 2, 3 };

**Array**



0x8000

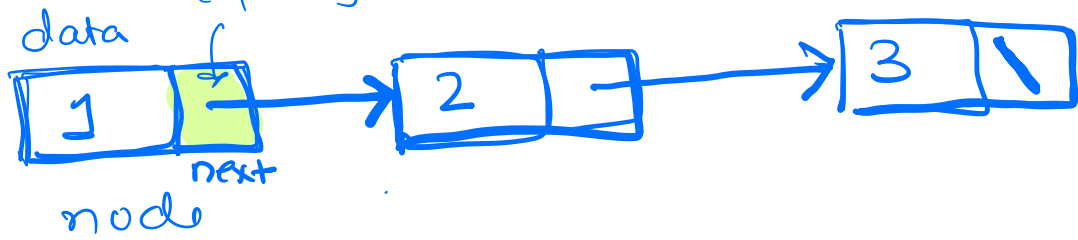
arr[0]

arr[1]  
0x8004

0x8008

Linked list

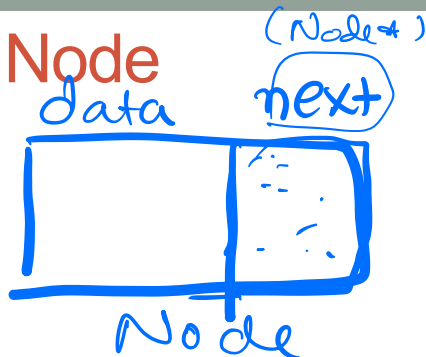
explicitly store the address of the next node



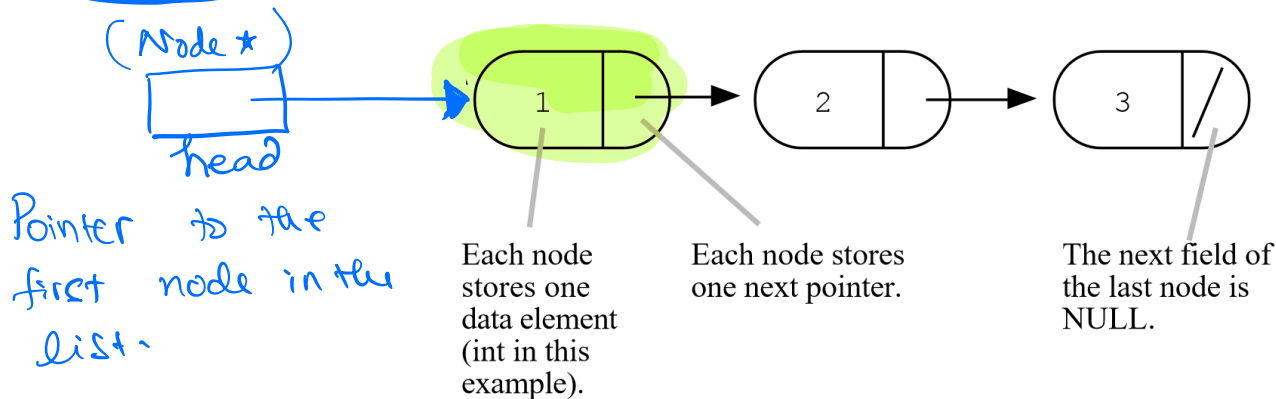
Linked chain of nodes

# Defining the type Node


Address of the next Node



The overall list is built by connecting the nodes together by their next pointers. The nodes are all allocated in the heap.



Which of the following are valid ways of representing a linked list

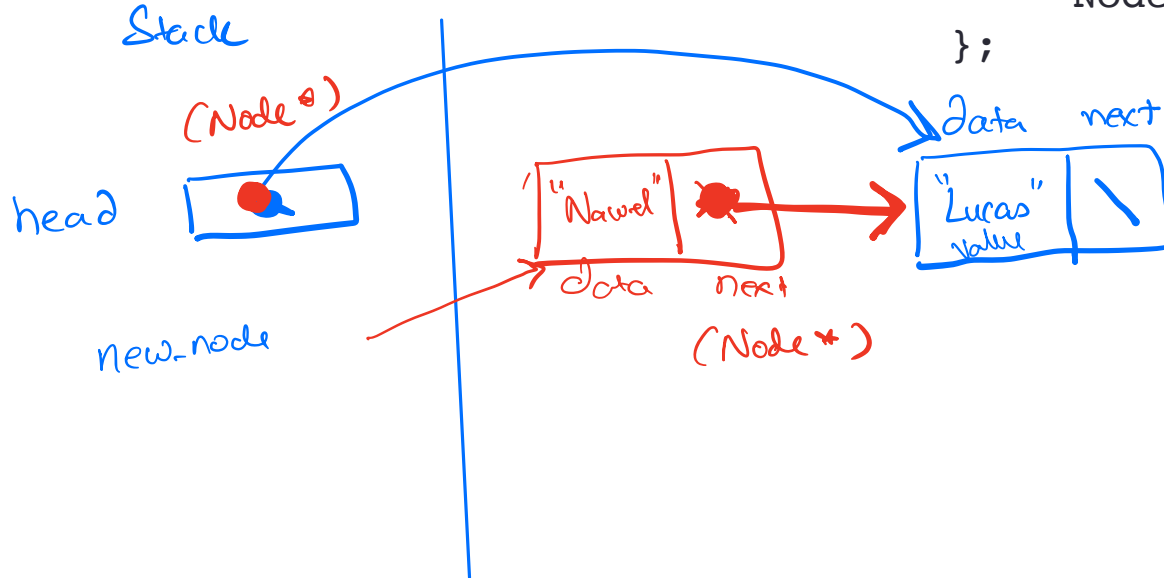
-  A. `Node* head;`
- B. `int* head = nullptr;`
- C. `Node* head; Node* tail;`
- D. Need to define a new type called `LinkedList`

```
struct Node {  
    int data;  
    Node *next;  
};
```

# Simplest Linked List (just a head pointer)

- Create an empty list
- Add a node with data "April Sanchez"

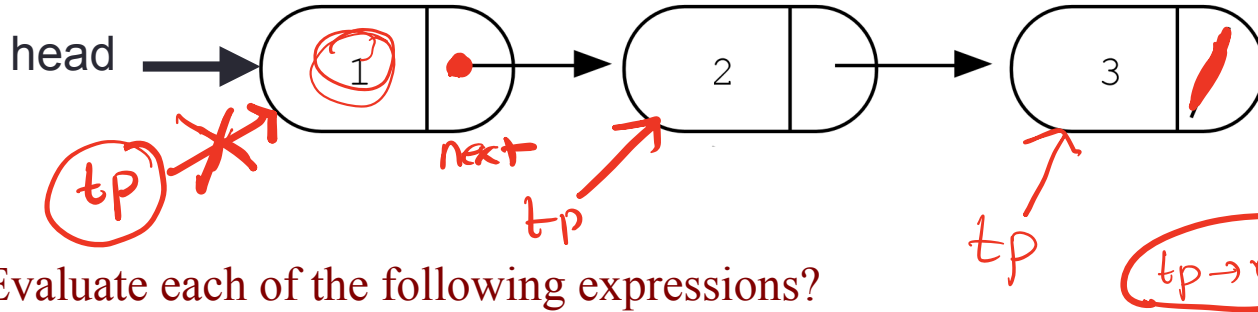
```
struct Node {
    string data;
    Node* next;
};
```



Assume the following linked list exists

In lecture, we practiced iterating over the nodes in the linked list using a while loop.

```
struct Node {  
    int data;  
    Node *next;  
};
```



Evaluate each of the following expressions?

1. head->data 1

2. head->next->data 2

3. head->next->next->data 3

4. head->next->next->next->data

null

Run time error (dereferencing null pointer)

A. 1

B. 2

C. 3

D. nullptr

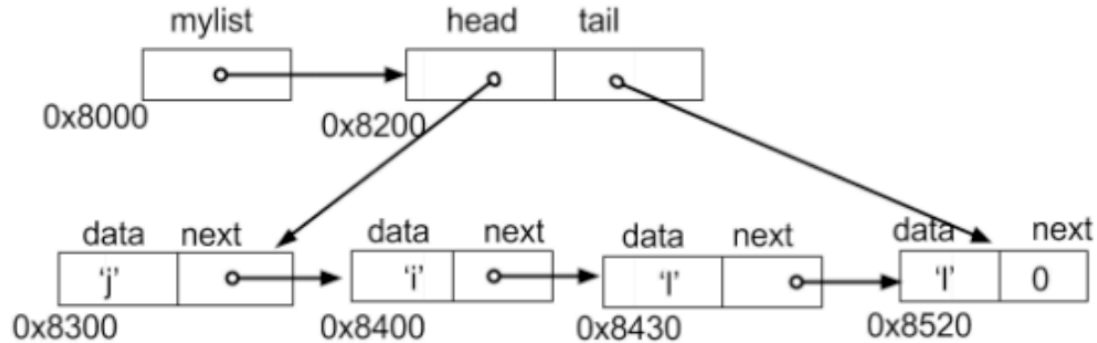
E. Run time error

# LinkedList datatype

- Define the type LinkedList
- Create an empty list
- Add a node to the list with data “April Sanchez”

```
struct Node {  
    string data;  
    Node* next;  
};
```

# Accessing nodes in a linked list



a. `cout<<mylist;`

b. `cout<<mylist->tail;`

c. `cout<<mylist->tail->data;`

d. `cout<<mylist->head->next;`

e. `cout<<mylist->head->next->`



# Next time

- OOP style Linked List