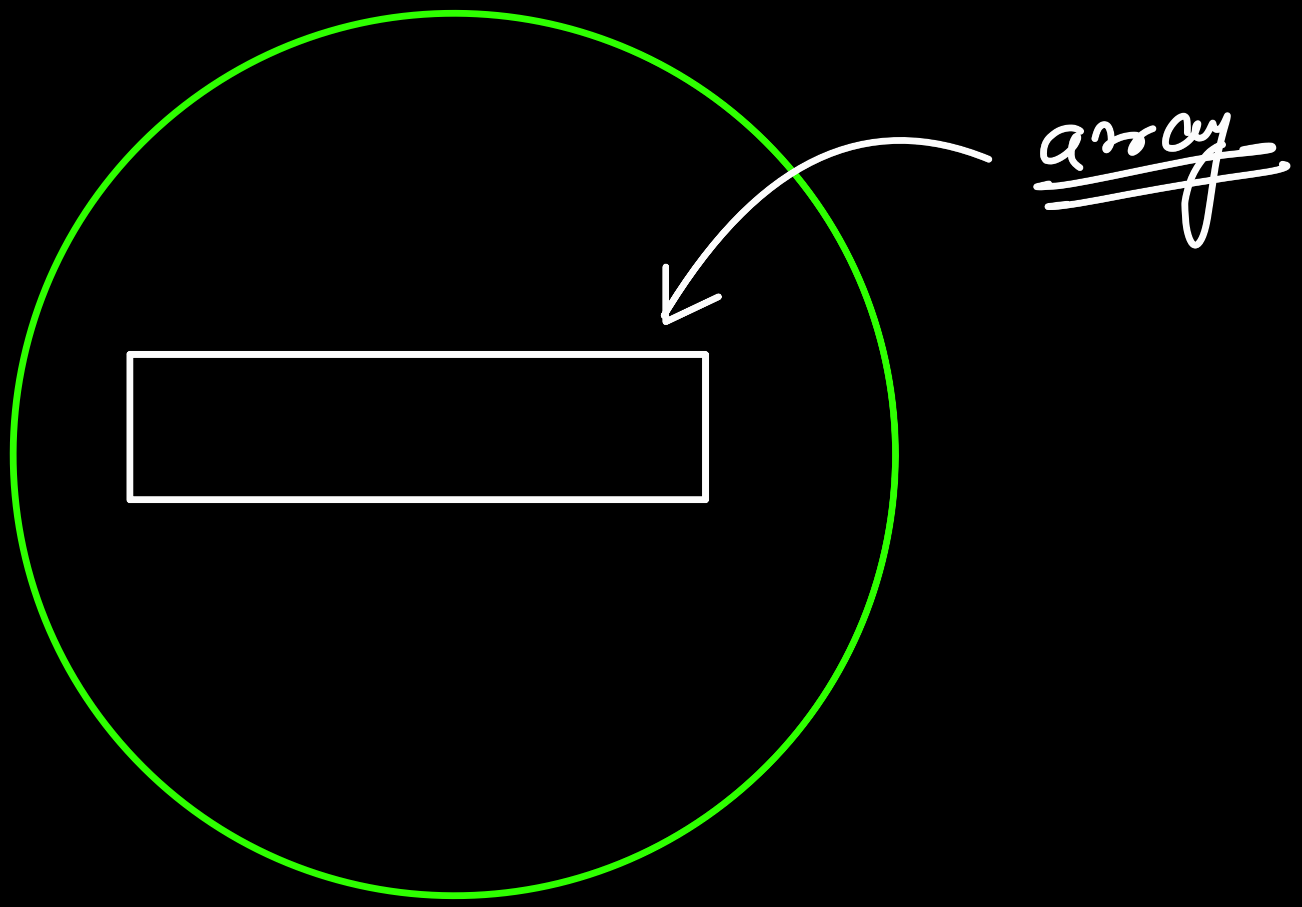
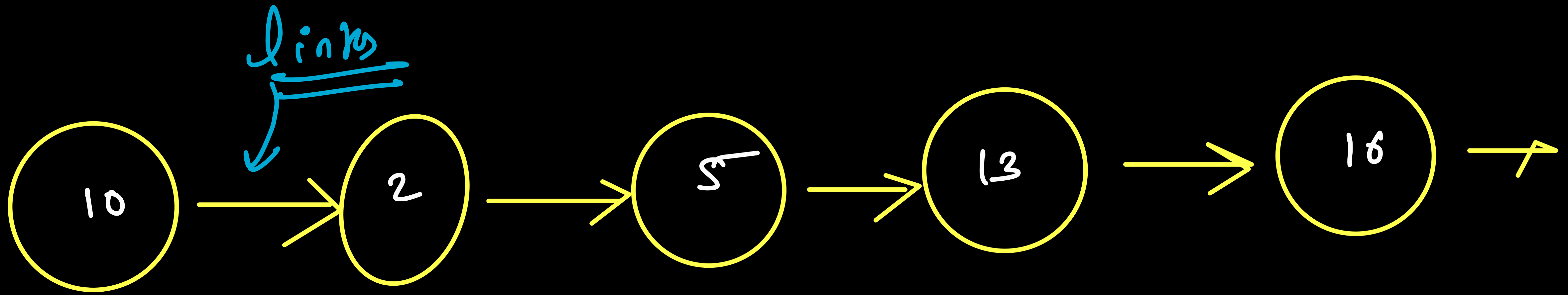
Arrays → Sometimes can be memory in efficient

&

Problems ? ?



Linked List



node

what is node ?

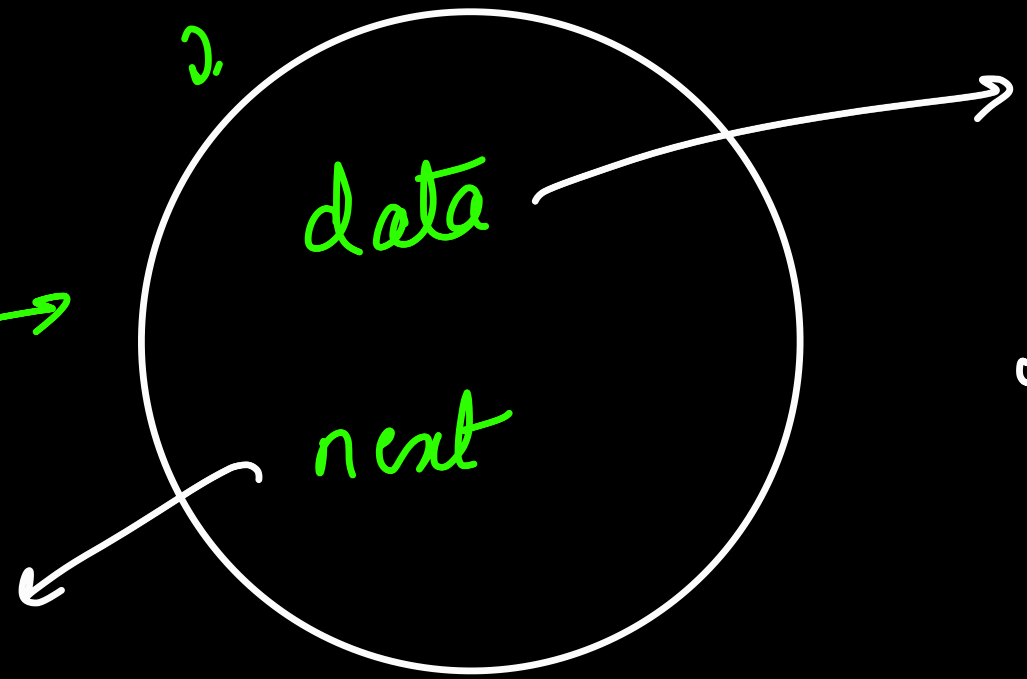
It is a custom object that you prepare in the memory

Linked List → 1D data structure

linear

class

Node →



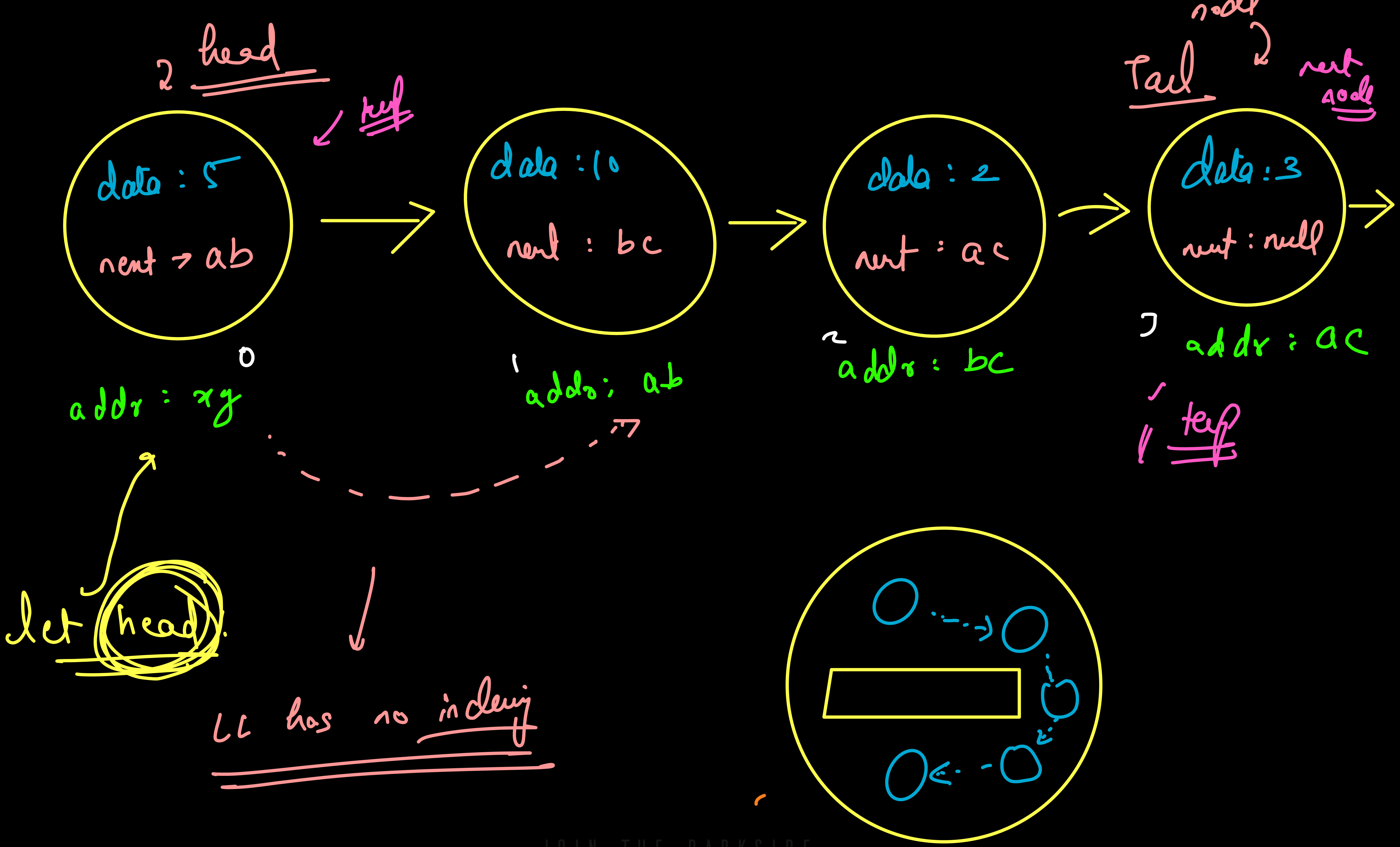
is the data value we want to store inside a node

next stores the

reference to the next node
in the ll chain

i = 0

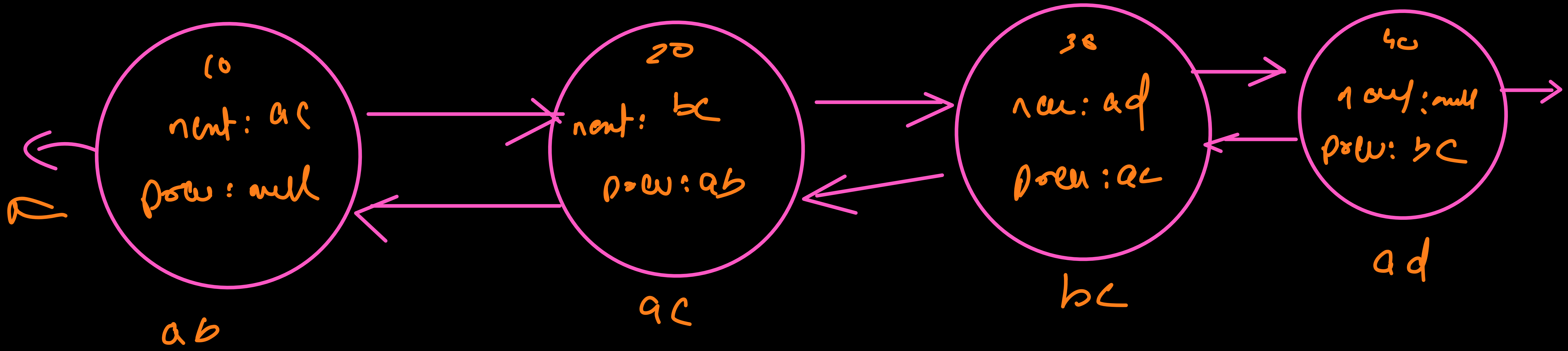
i < index



x = new Product()

head = new Node()

Doubly ll



You Don't Need Memory Address.

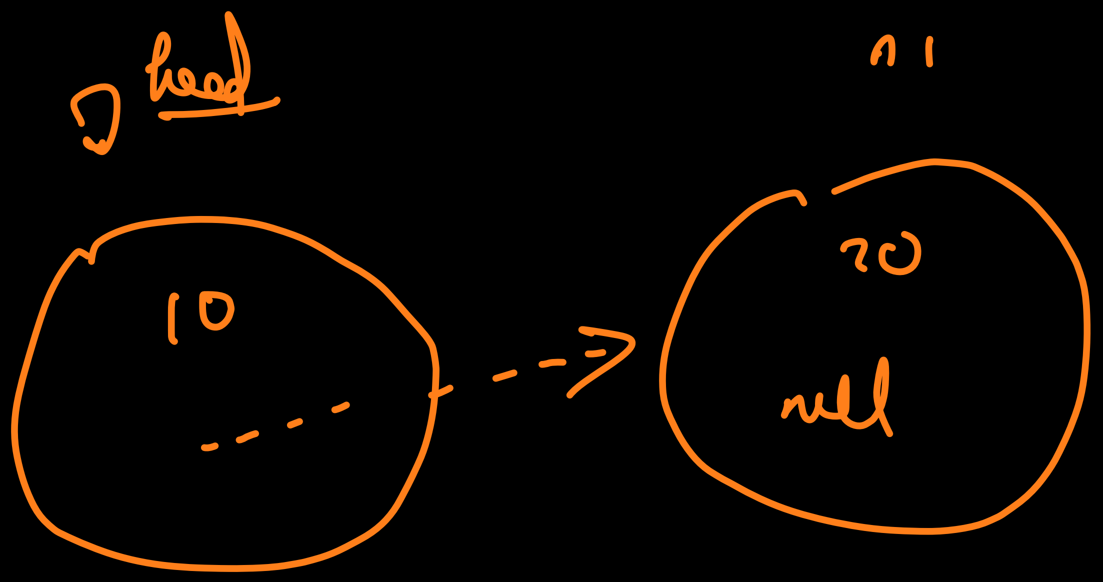
It is for conceptualisation.

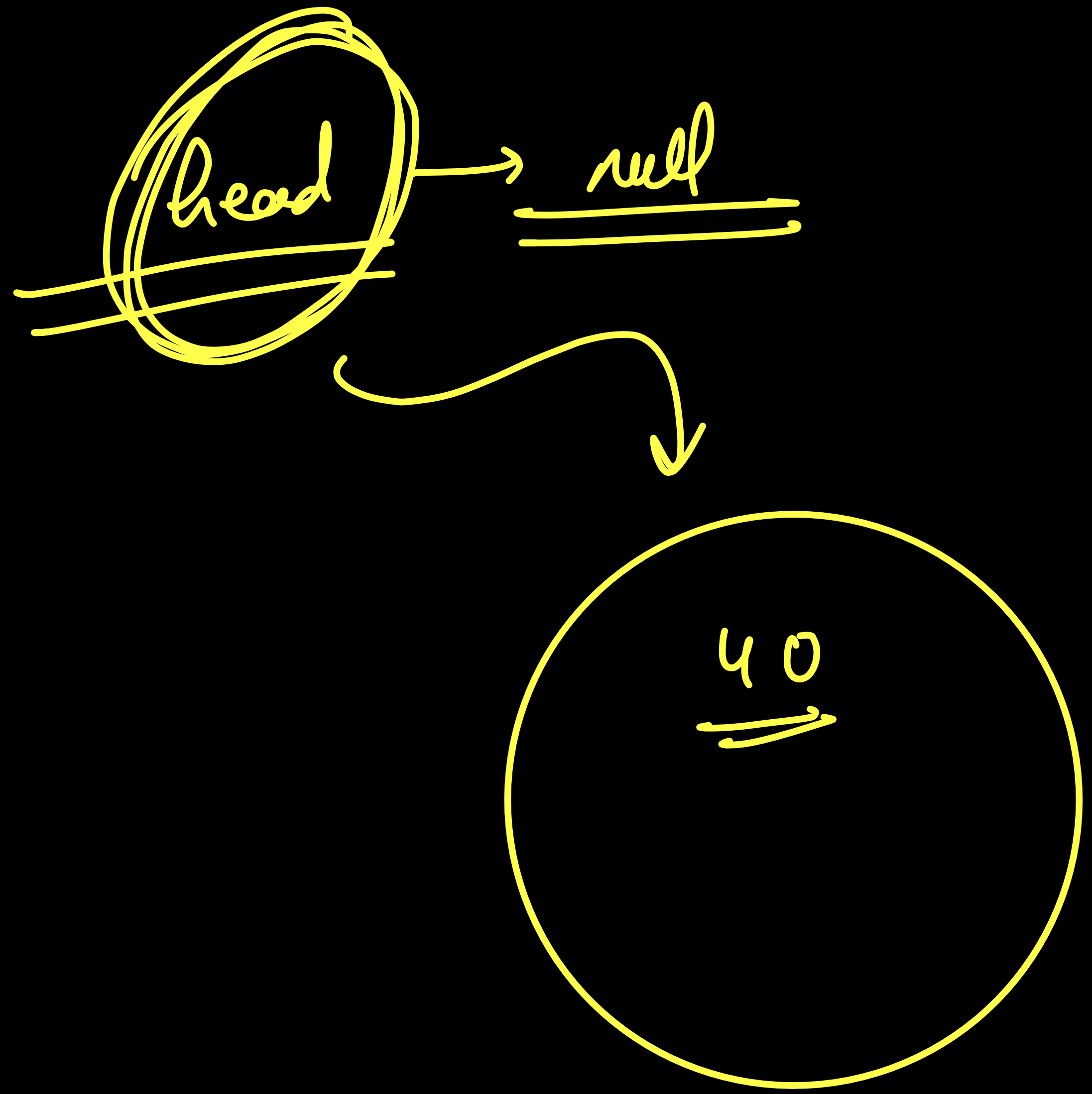
```
class Node {
    constructor (data) {
        this.data = data;
        this.next = null;
    }
}
```

head = new Node (10)

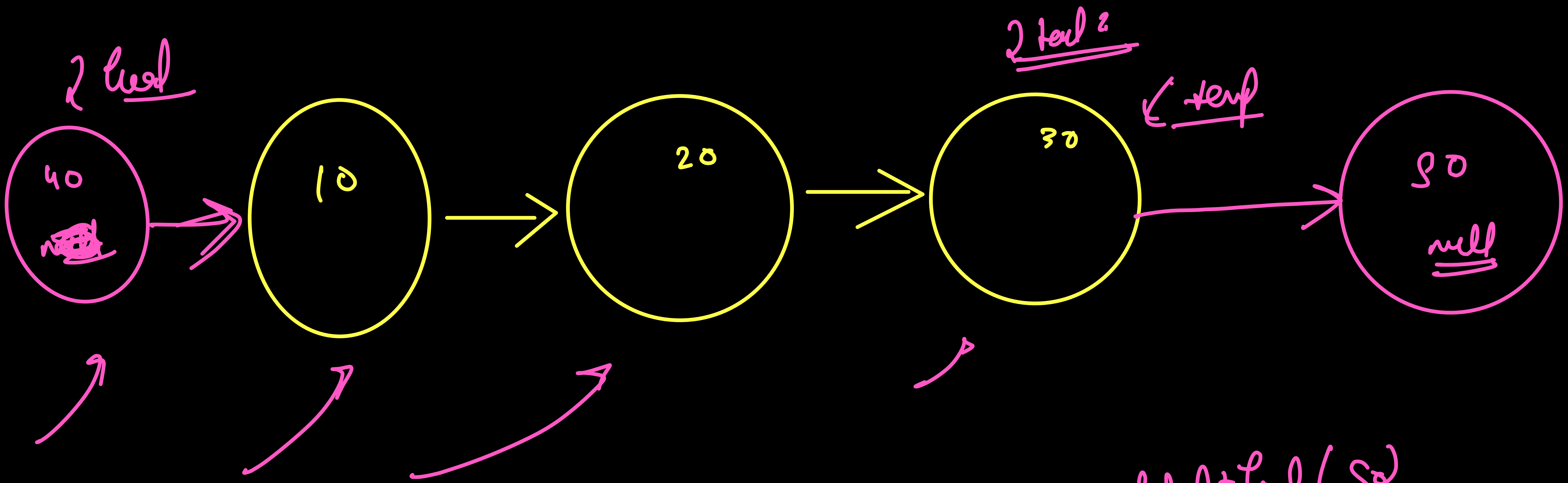
n1 = new Node (20)

head.next = n1





add At Head (40)



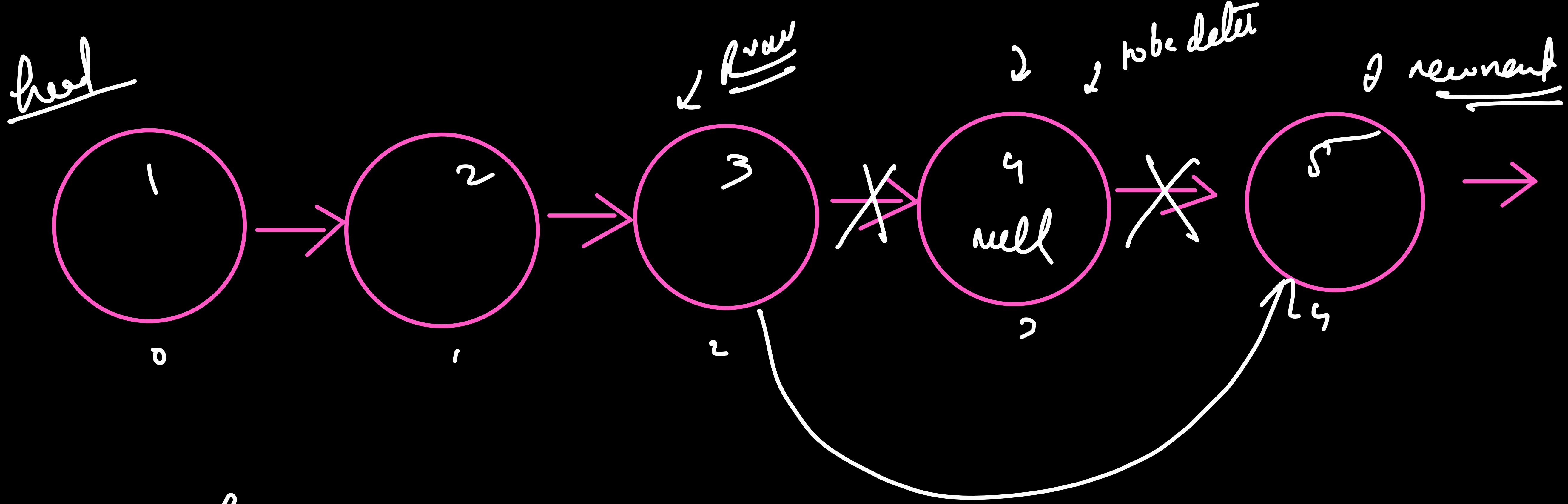
addAtTail(50)

addAtHead(40)

```
let n = new Node(40)
n.next = this.head
this.head = n;
```

empty ll → add AT Tail

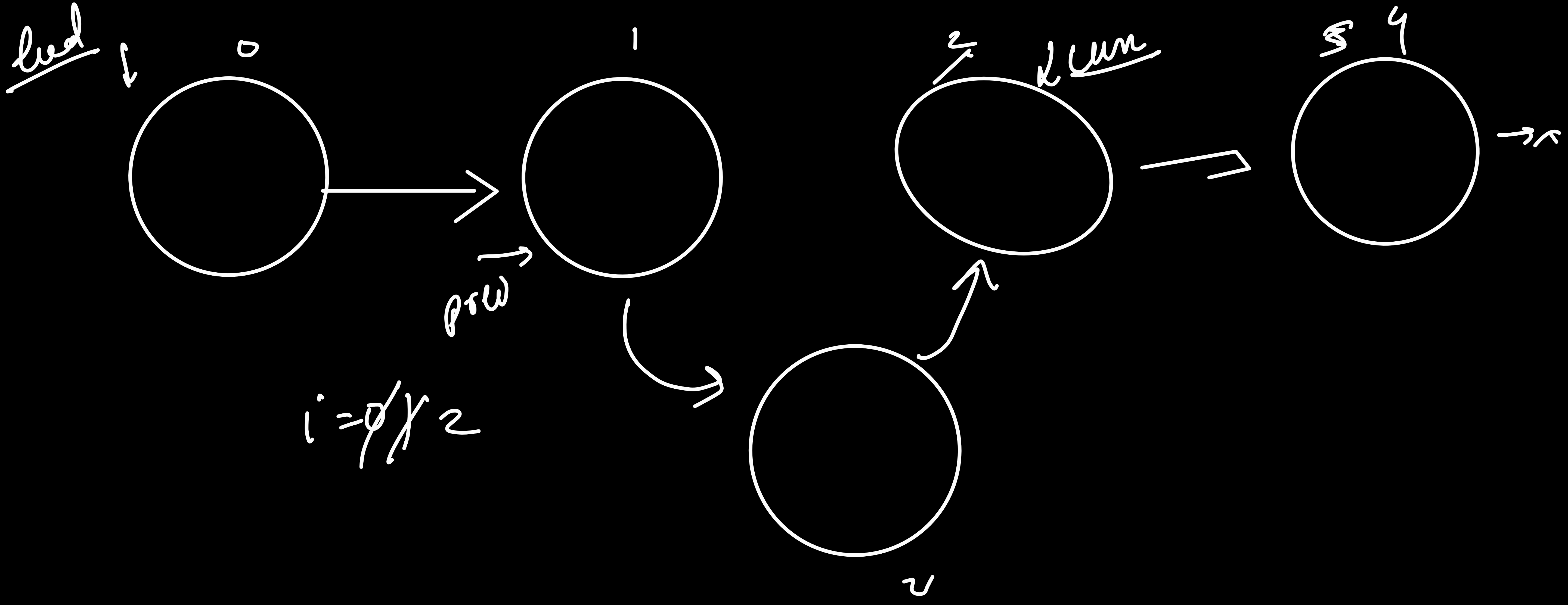
head → null



i = ~~0~~ ~~1~~ ~~2~~ 3

prev = nodeToBeDel
nodeToBeDel = nodeToBeDel.next

prev.next = newnext
nodeToBeDel.next = null



prev = curr

curr = curr . next

n = new Node (...)

prev . next = n

n . next = curr