#### **Understand Linked Lists**

### **Types of Linked Lists:**

#### • Singly Linked List:

- Structure: Each node contains a data element and a reference (or pointer) to the next node in the sequence.
- Operations: Can efficiently perform insertions and deletions, especially at the beginning or end of the list. However, traversing backward is not possible.
- Memory Usage: Each node requires additional memory for storing the reference to the next node.

#### • Doubly Linked List:

- Structure: Each node contains a data element, a reference to the next node, and a reference to the previous node.
- Operations: Supports efficient insertions and deletions from both ends and any position in the list. Traversal can be done in both directions (forward and backward).
- Memory Usage: Each node requires more memory than a singly linked list because it stores two references (next and previous).

#### Analysis:

# **Time Complexity of Operations**

- Add:
  - o **Best Case**: O(1) (if adding to the front)
  - Worst Case: O(n) (if adding to the end requires traversal)
- Search:
  - o **Best Case**: O(1) (if the task is at the head)
  - Worst Case: O(n) (if the task is at the end or not present)
- Traverse: O(n) (requires visiting each node in the list)
- Delete:
  - o **Best Case**: O(1) (if deleting the head node)
  - Worst Case: O(n) (if the task is at the end or not present)

## **Advantages of Linked Lists Over Arrays**

- **Dynamic Size**: Linked lists can grow and shrink in size dynamically, unlike arrays which have a fixed size once created.
- Efficient Insertions/Deletions: Inserting or deleting elements, especially at the beginning or middle, is more efficient compared to arrays where shifting elements is necessary.
- **No Wasted Space**: Linked lists do not require pre allocating space, making them more memory efficient for unpredictable or variable-sized datasets.

# **Limitations of Linked Lists**

- **Memory Overhead**: Each node requires extra memory for storing the reference(s) in addition to the data.
- **Sequential Access**: Accessing elements requires traversal from the head node, which is less efficient compared to direct indexing in arrays.