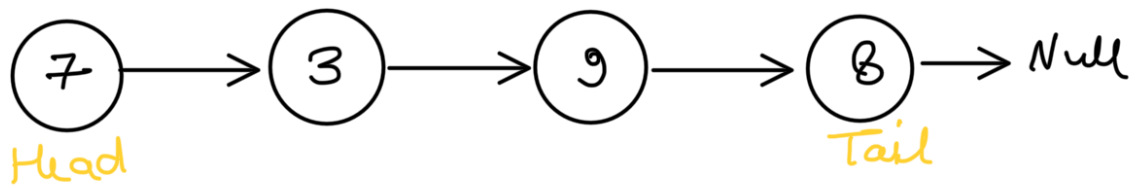


LINKED LIST



Singly Linked List

* Designing a Singly Linked List :

- (i) Singly Linked List Object
- (ii) `get(index)`
- (iii) `addathead (value)`
- (iv) `add at Tail (value)`
- (v) `add at Index (index, value)`
- (vi) `delete At Index (index)`

```
class Node
```

```
def __init__(self, value):  
    self.value = value  
    self.next = None
```

```
class SinglyLinkedList:
```

```
def __init__(self):  
    self.head = None
```

```
self.tail = None  
self.size = 0
```

```
def get(self, index):
```

```
    if index < 0 or index >= self.size:  
        return -1
```

```
    counter = 0  
    current = self.head
```

```
    while counter != index:  
        current = current.next  
        counter += 1  
    return current
```

```
def addAtHead(self, value):
```

```
    node = Node(value)  
    if not self.head:  
        self.head = node  
        self.tail = node  
    else:  
        node.next = self.head  
        self.head = node  
  
    self.size += 1
```

```
def addAtTail(self, value):
```

```
    node = Node(value)  
    if not self.head:  
        self.head = Node  
        self.tail = Node  
    else:  
        self.tail.next = Node  
        self.tail = Node
```

self.size += 1

def addAtIndex (self, index, value):

if index < 0 or index > self.size :
 return 'invalid index'

if index == 0 :
 return self.addAtHead(value)

if index == self.size :
 return self.addAtTail(value)

node = Node(value)
prev = self.get(index-1)
temp = prev.next
prev.next = node
node.next = temp
self.size += 1

def deleteAtIndex (self, index):

if index < 0 or index >= self.size :
 return 'invalid index'

if index == 0 :
 temp = self.head
 self.head = temp.next
 self.size -= 1
 if self.size == 0 :
 self.tail = None
 return temp.value

if index == self.size - 1
 old_tail = self.tail
 new_tail = self.get(index-1)
 self.tail = new_tail

```
new_tail.next = None  
self.size -= 1  
return old_tail.value
```

```
prev = self.get(index-1)  
deleted_node = prev.next  
prev.next = deleted_node.next  
self.size -= 1  
return deleted_node.value
```