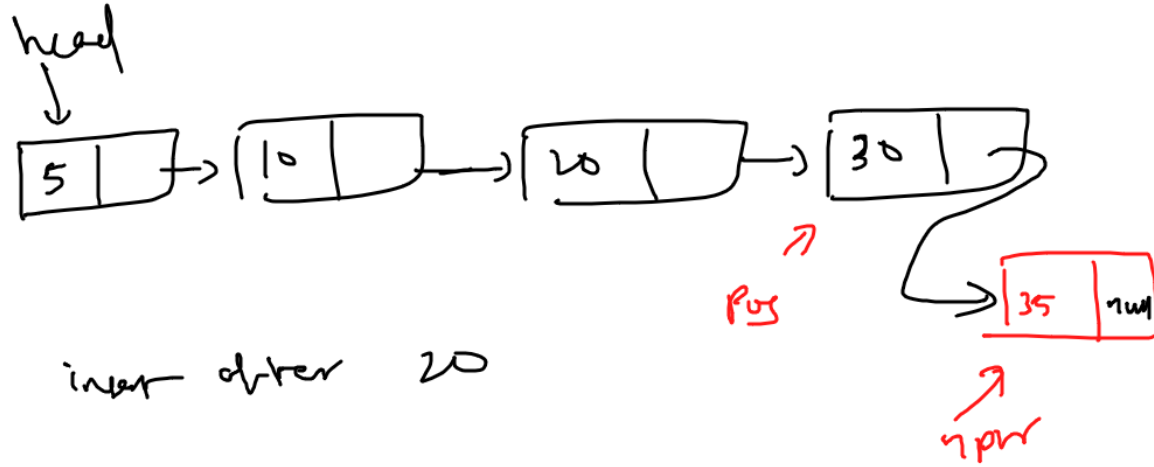


\Rightarrow $npr \rightarrow \text{next} = \text{head}$
 $\text{head} = npr$

$\Rightarrow \text{head} = npr$

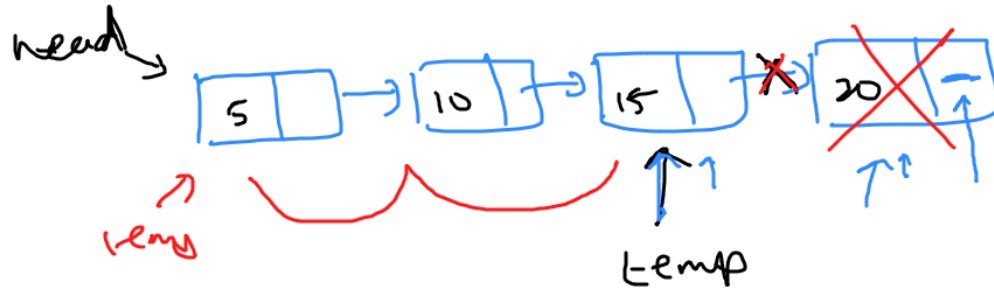


insert after 20

$nptr \rightarrow next = pos \rightarrow next$
 $pos \rightarrow next = nptr$

deleteEnd ()

if head == null \rightarrow no deletion possible



```
node temp = head
```

```
while (temp.next.next != null)
```

```
{ temp = temp.next;
```

```
}
```

```
temp.next = null;
```

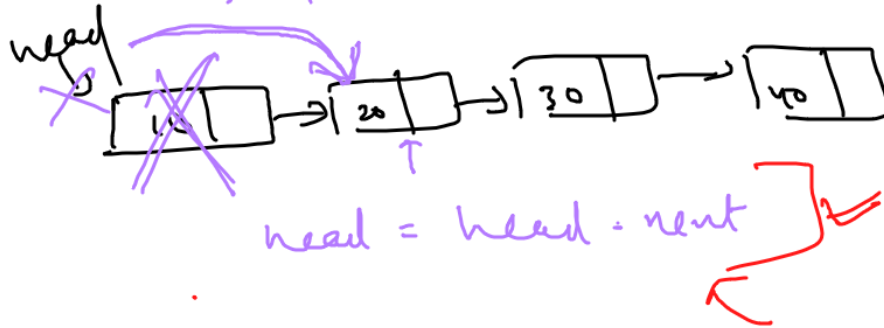
temp.next = null;



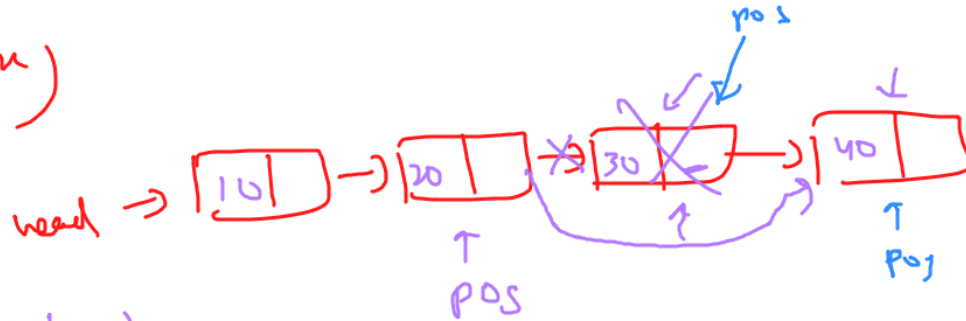
```
if (head.next == null)
{ head = null;
}
```

delete Beg ()

if head == null \rightarrow no operation



delete After (n)



delete After (20)

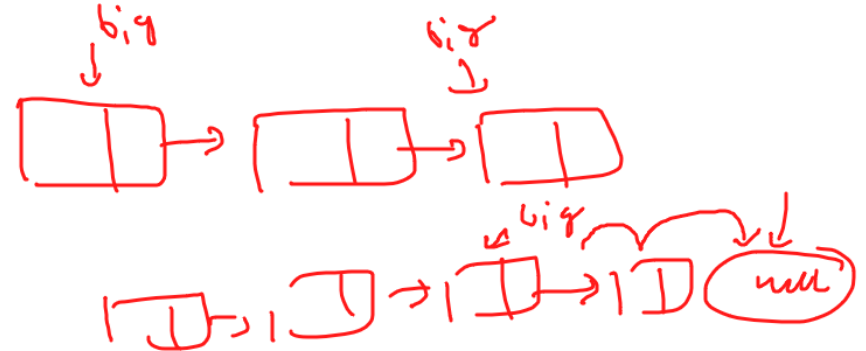
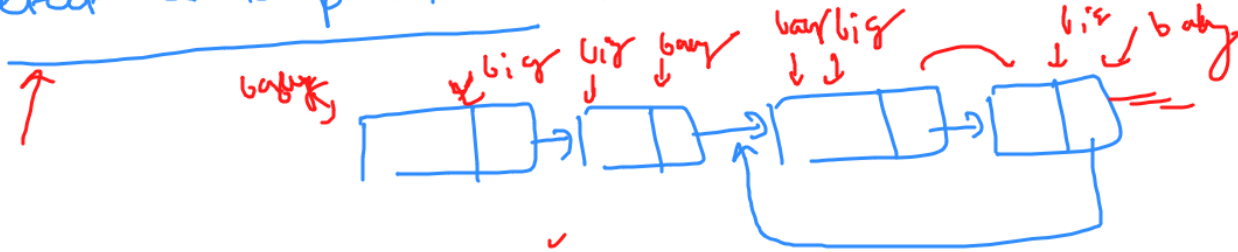
delete After (25) →

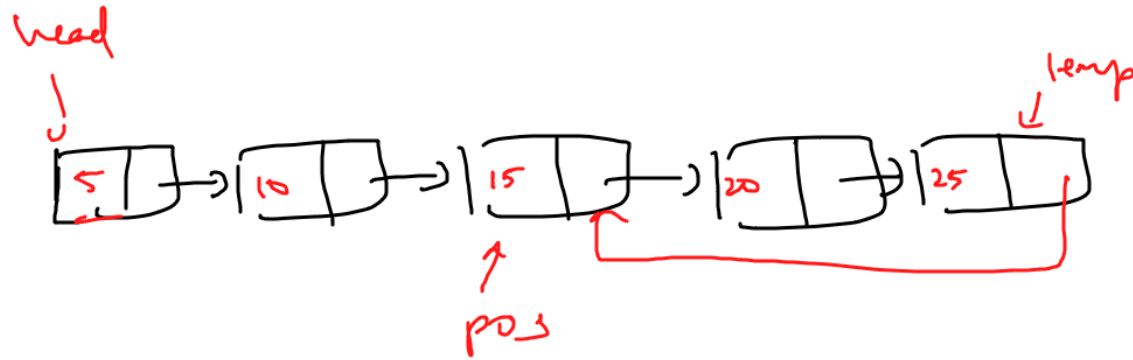
delete After (40) →

pos.next = pos.next.next

if (pos.next == null)

Detect a loop in LL ::





$temp \cdot next = pos$