Linked Lists



"In computer science, a linked list is a data structure consisting of a group of nodes which together represent a sequence. Under the simplest form, each node is composed of DATA and a REFERENCE (in other words, a link) to the next node in the sequence; more complex variants add additional links. This structure allows for efficient insertion or removal of elements from any position in the sequence."

- Wikipedia

DISCLAIMER

You will likely never have a compelling reason to actually use a linked list as a web developer

Linked Lists matter because for some reason they still get used in programming interviews data structures matter

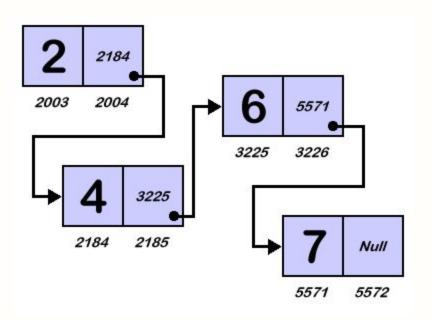
Some Other Lists

```
ARRAYS
 [:one, 2, "three"]
 int list[3] = \{1, 2, 3\};
LITERALLY EVERYTHING IN LISP
 (map 'string 'shout (lisp is weird))
<l
   HTML
   does
   too
```

Notice the C array

```
int list[3] = {1, 2, 3};
const char *strings[3][3] = {"one","two","thre"};
```

- size set in advance, can't be changed
- only one data type per array
- that sucks



Linked Lists aren't in the standard library of either Ruby or JavaScript

So let's write our own implementation

```
2 class LinkedList
   class Node
                                                                  include Enumerable
     attr_accessor :value, :next
                                                                  attr accessor :head
     def initialize(value, next_node = nil)
       @value = value
       @next = next_node
 6
     def to_s
 9
       value.to_s
10
     end
11 end
                                                              19
                                                              20
                                                                  # remove and return the node from the front of the list
                                                                  def shift
                                                              30
                                                                    old_head = @head
                                                                    @head = @head.next
                                                                    old_head
```

```
def each
  @head && yield(@head)
  next_node = @head.next
  while next node
   yield(next_node)
   next_node = next_node.next
 end
def initialize(head = Node.new)
 @head = head
# add a node to the front of the list
def unshift(new_head)
 new_head.next = @head
 @head = new_head
```

require_relative 'node'