

# Singly Linked List Implementation

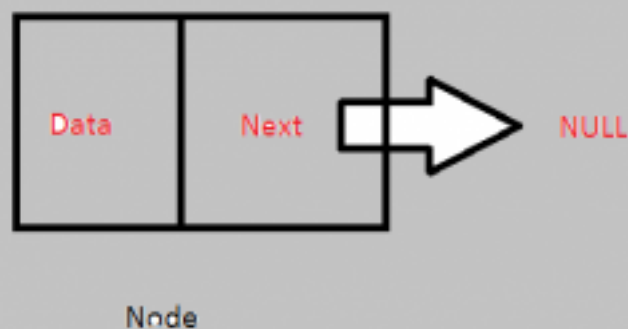
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Linked List– As the name suggests it's a list which is linked.

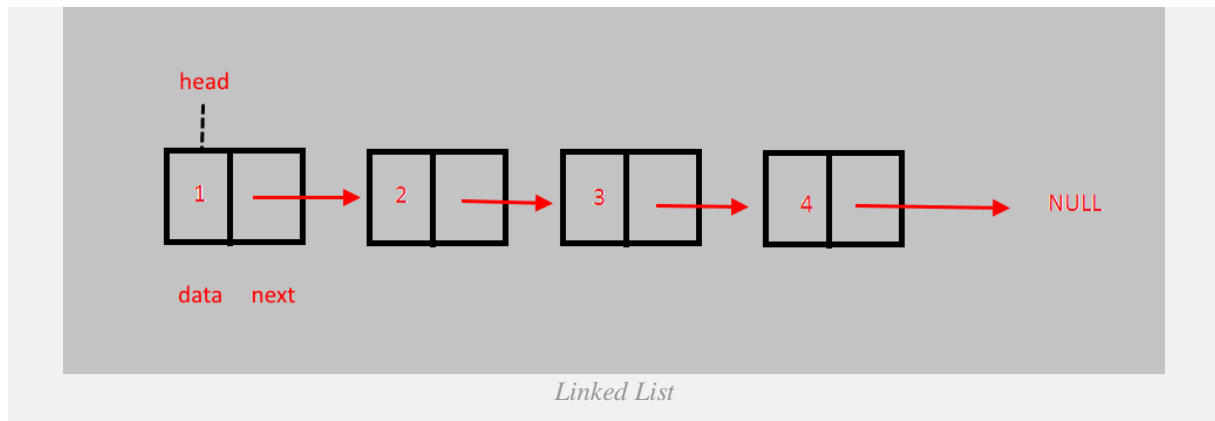
- Linked List consist of Nodes

Nodes are nothing but objects of a class and each node has data and a link to the next node.

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



- The last node in the list points to NULL , so when you reach there you will know that the list ends here.



### Operations:

**Add at the Start :** Add a node the beginning of the linked list. Its  $O(1)$ .

**Add at the End :** Add a node at the end of the linked list. its  $O(n)$  since to add a node at the end you need to go till the end of the array.

**Delete at the Start :** Delete a node from beginning of the linked list. Its  $O(1)$ .

**Delete at the End :** Delete a node from the end of the linked list. its  $O(n)$  since to delete a node at the end you need to go till the end of the array.

**Get Size:** returns the size of the linked list.

**Get Element at Index :** Return the element at specific index, if index is greater than the size then return  $-1$ . its  $O(n)$  in worst case.

**Add Element at Specific Index :** Add element at specific index. If index is greater than size then print "INVALID POSITION". Worst case its  $O(n)$

**Display():** Prints the entire linked list.  $O(n)$ .