Linked Lists



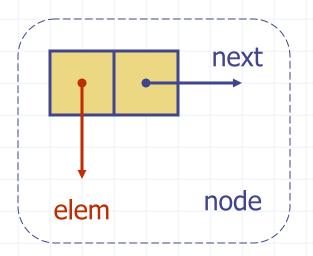


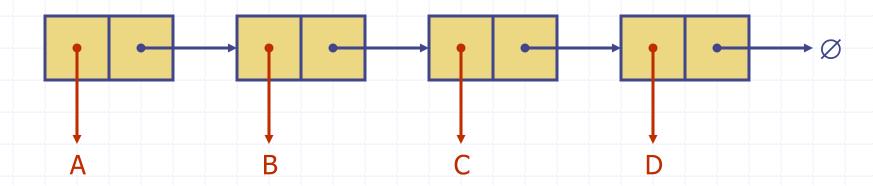




Singly Linked List (§ 4.4.1)

- A singly linked list is a concrete data structure consisting of a sequence of nodes
- Each node stores
 - element
 - link to the next node



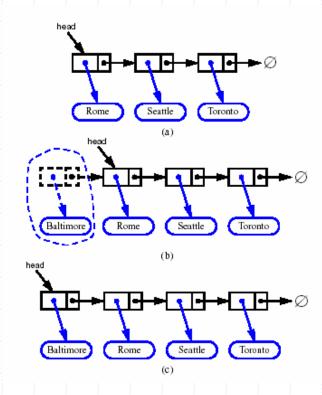


The Node Class for List Nodes

```
public class Node
// Instance variables:
private Object element;
private Node next;
/** Creates a node with null references to its element and next node. */
public Node()
  this(null, null);
/** Creates a node with the given element and next node. */
public Node(Object e, Node n) {
   element = e;
   next = n;
// Accessor methods:
public Object getElement() {
  return element;
public Node getNext() {
  return next;
// Modifier methods:
public void setElement(Object newElem) {
   element = newElem;
public void setNext(Node newNext) {
   next = newNext;
```

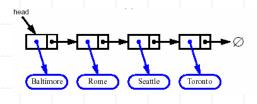
Inserting at the Head

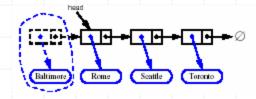
- 1. Allocate a new node
- 2. Insert new element
- 3. Have new node point to old head
- 4. Update head to point to new node

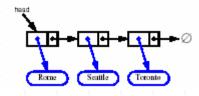


Removing at the Head

- Update head to point to next node in the list
- Allow garbage collector to reclaim the former first node

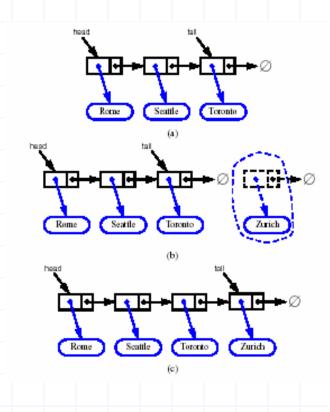






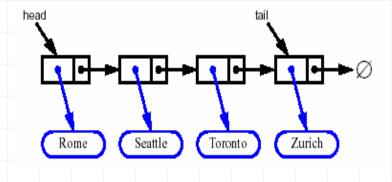
Inserting at the Tail

- Allocate a new node
- 2. Insert new element
- 3. Have new node point to null
- 4. Have old last node point to new node
- 5. Update tail to point to new node



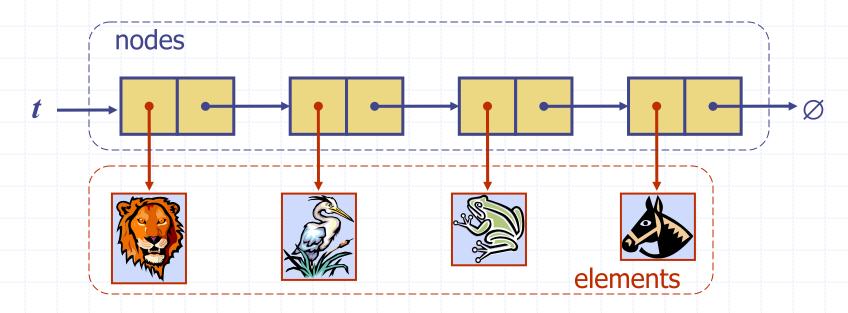
Removing at the Tail

- Removing at the tail of a singly linked list is not efficient!
- There is no constant-time way to update the tail to point to the previous node



Stack with a Singly Linked List

- We can implement a stack with a singly linked list
- The top element is stored at the first node of the list
- The space used is O(n) and each operation of the Stack ADT takes O(1) time



Queue with a Singly Linked List

- We can implement a queue with a singly linked list
 - The front element is stored at the first node
 - The rear element is stored at the last node
- The space used is O(n) and each operation of the Queue ADT takes O(1) time

