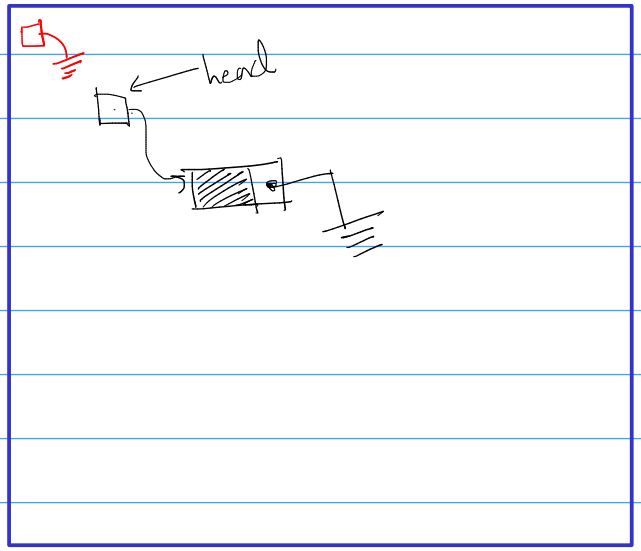


Initializer

① Create Head (ptr) = Null

② Create another node

Cond: If head == Null

→ Begining

Init ① head

② Newnode / Newnode → data = ##

Creation ③ head → Newnode

④ Newnode → Next = II

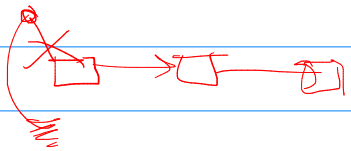
header = 1;

Del All

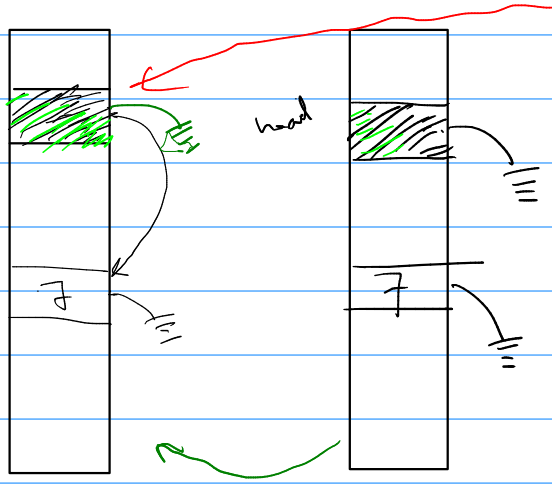
Wipeout ① head = Null header = 0;

alt ① free(head);

Introduce a flag int headerisfs = 1/0;

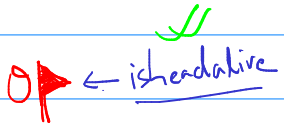


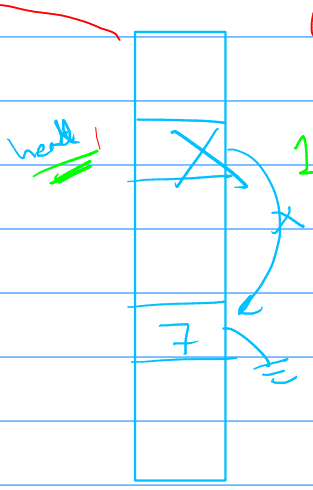
Init

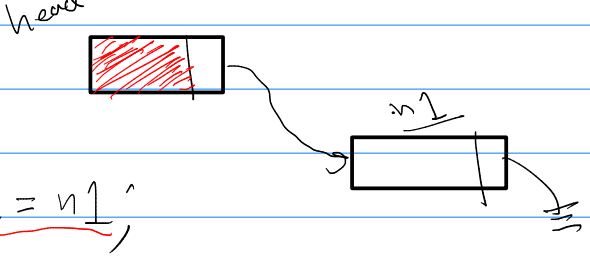


head = Null

isheadative == 0;

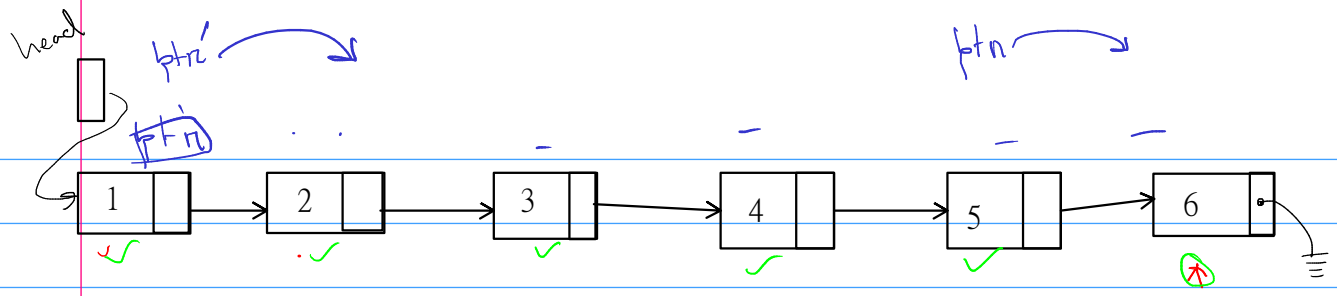






head = n1;

head → next = n1;



Traversing:

```
sn *display(sn *head){
        sn *ptr;
        head=ptr;
        printf("the displayed linklist:-\n ");
        while(ptr->next!=NULL){
                printf("%d\t",ptr->data);
                ptr=ptr->next;
        }
return head;
}
```

Head=n1;

```
sn *display(sn *head){
        sn *ptr;
        head->next=ptr;

        while(ptr->next!=NULL){
                printf("%d\t",ptr->data);
                ptr=ptr->next;
        }
return head;
}
```

Head->next=n1;

Init head=NULL

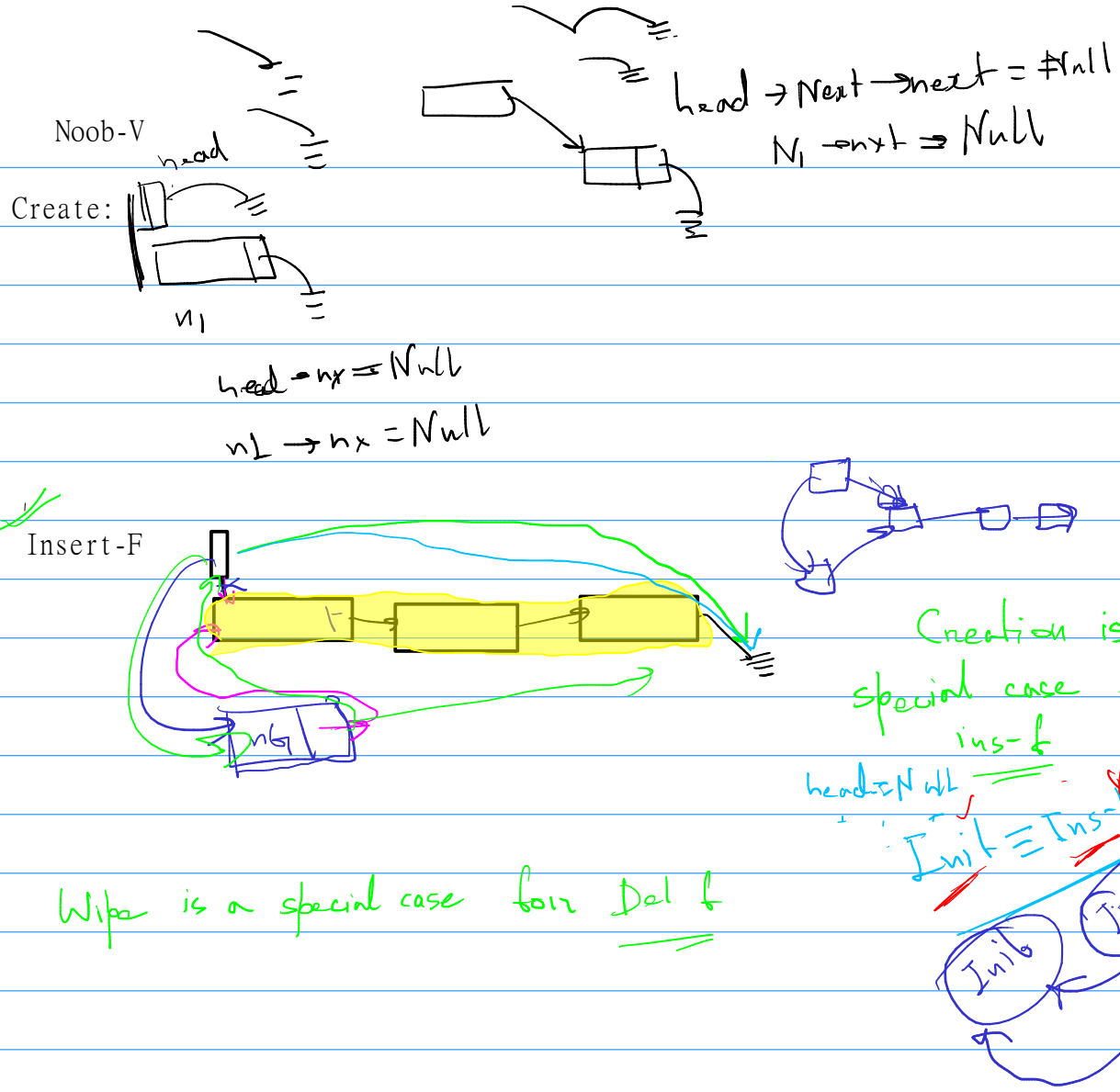
2, 2, 3, 4, 5,

recap:

a[++i] = data;

a[i++] = data;

1. Create
2. Destroy
3. Ins-f
4. Del-f
5. Ins-r
6. Del-r
7. Int-f
8. Int-r


Noob-V
head
Create:
n1
head → Next → next = #Null
N1 → nxt ⇒ Null
head → nx = Null
n1 → nx = Null
Insert-F
Creation is a special case for ins-f
head=Null
Init = Ins-f = Ins-R
Init
Ins-R
Ins-f
Wipe is a special case for Del f