

SLLL - Add at specific position

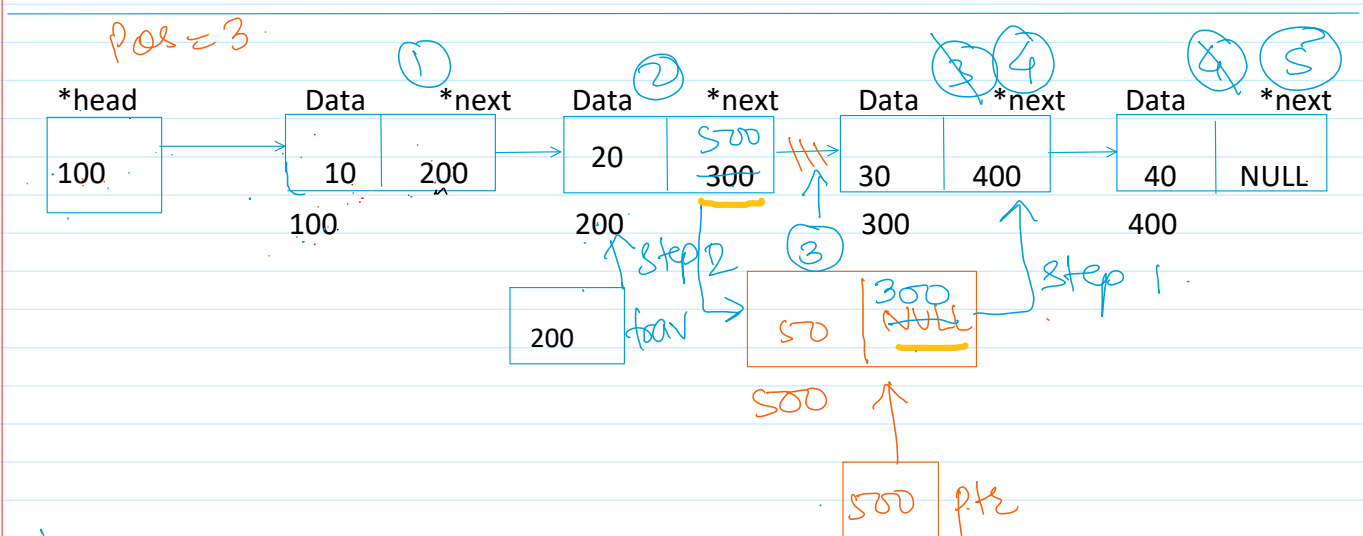
27 October 2023 16:36

- ① If List is empty \rightarrow pf("list is empty");
- ② If pos == 1 \rightarrow add_first()
- ③ If pos == count+1 \rightarrow add_last() $10+1 = 11$

If pos < 1 or pos > count+1

20 > 11

(-3 0 20)
Invalid position



① traverse till pos-1

② update the next pointer of newnode to point to already existing 3rd node

500 \rightarrow next = 300;

ptr \rightarrow next = 200 \rightarrow next;

ptr \rightarrow next = trav \rightarrow next;

③ Update the next pointer of pos-1 node to point to newnode

200 \rightarrow next = 500;

trav \rightarrow next = ptr;

