What is Linkedlist

--> Linkedlist is a linear datastructure. --> It is a collections of nodes. --> Nodes:Combination of Data and next node address Nodes --> Data | Adress of next Node --> For each and every node we will store two things data and address of next node --> Head --> First node of a linkedlist is known as head --> Tail -->Last node of a linkedlist is known as tail(Address of Tail is always be None) Steps for implementation of linkedlist

In []: --> Create a node --> Data and next --> Make Connections

Implementation of Linkedlist

In [1]: class Node: def __init__(self, data):

self.next=None c1=Node(10) print(c1.data)

self.data=data print(c1.next)

c2=Node(20) print(c2.next) print(c2.data)

c1.next=c2

print(c1.next) print(c2) c3=Node(30) print(c3.data,c3.next) print(c2.next) c2.next=c3 print(c2.next,c3)

10 None None

<__main__.Node object at 0x000001B5484835B0> <__main__.Node object at 0x000001B5484835B0> 30 None <__main__.Node object at 0x000001B5484837C0> <__main__.Node object at 0x000001B5484837C0>Traversal (Printing) of a Linkedlist

class Node: def __init__(self, data): self.data=data self.next=None def printll(head):

while head is not None: print(str(head.data)+"-->", end=" ") head=head.next print("None")

c1=Node(10) c2=Node(20) c3=Node(30) c4=Node(40) c1.next=c2 c2.next=c3 c3.next=c4 printll(c2) 20--> 30--> 40--> None

> def __init__(self,data): self.data=data self.next=None

In [3]: class Node:

c4=Node(40) c1.next=c2 c2.next=c3 c3.next=c4 printll(c2)

20

def printll(head): while head is not None: print(head.data) head=head.next c1=Node(10) c2=Node(20) c3=Node(30)

30 40 Operations of Linkedlist In []: Basic Operations of Linkedlist:

> 1.Insertion --> Inserting an element in linkedlist(start,end,pos) 2.Deletion --> Deletion of element in linkedlist(start,end,pos)

3.Traversal -->(Accessing) Visiting each and every element of the linkedlist.

Insertion at Beginning

Insertion Operations

In []: #Insertion of node at begining. 1.Create a node 2. Make the connection with exsiting linkedlist 3. Change the head to the new node

Steps for Insertion at the Beginning

Implementation In [7]:

class Node: def __init__(self, data): self.data=data self.next=None def printll(head):

print(str(head.data)+"-->", end="")

z=Node(30)a=Node(40) y.next=x x.next=zz.next=a

114=insert_at_begin(100,y)

20-->10-->30-->40-->None

100-->20-->10-->30-->40-->None

while head is not None:

head=head.next

def insert_at_begin(data, head): newNode=Node(data) newNode.next=head head=newNode return head

print("None")

x=Node(10)y=Node(20)

printll(y)

printll(114)

In []: #Insertion at given pos 1.Create a node

Insertion at Given Position

Steps for Insertion at the given position

2. Take two pointers prev and next node

3.Use while loop and move to that position 3.Prev.next=newNode 4.newNode.next=next 5.return head

In [8]: class Node: def __init__(self, data): self.data=data self.next=None

Implementation

def printll(head): while head is not None: print(str(head.data)+"-->", end="") head=head.next print("None")

def insert_at_pos(data, head, pos): prev=None curr=head i=0

while i<pos:</pre> prev=curr curr=curr.next i=i+1

newNode=Node(data) prev.next=newNode newNode.next=curr return head x=Node(10)

ll4=insert_at_pos(100,y,2)

20-->10-->30-->40-->None

20-->10-->100-->30-->40-->None

y=Node(20) z=Node(30)a=Node(40) y.next=x x.next=zz.next=a printll(y)

printll(114)