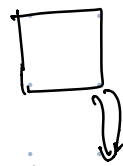


# Data Structures

Linked list

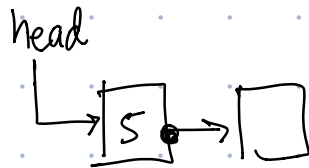
— Pointers — reference  
vars

— Memory allocation  
manual — auto



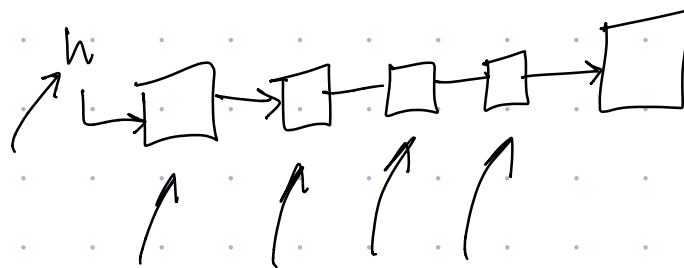
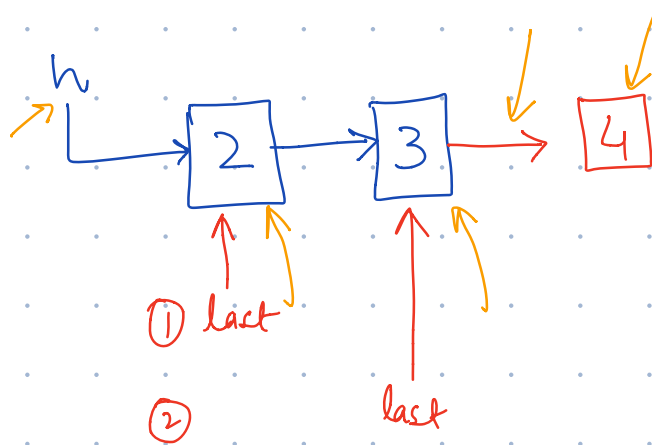
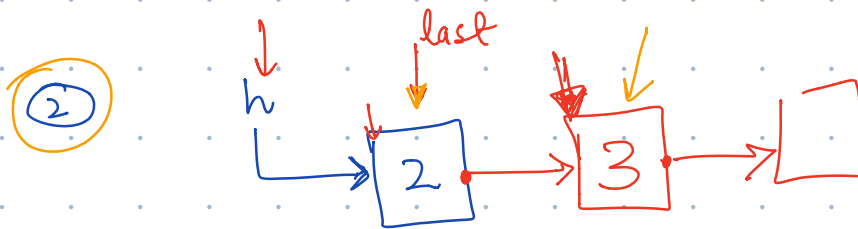
Reference count = 0

Garbage Collection



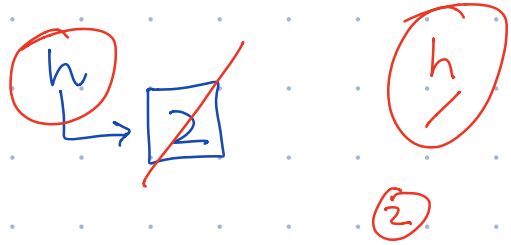
h

# PUSH

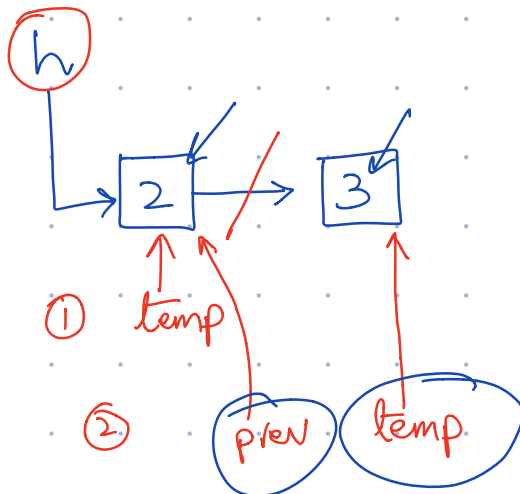


# POP

①

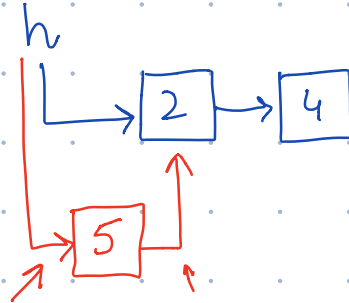


②



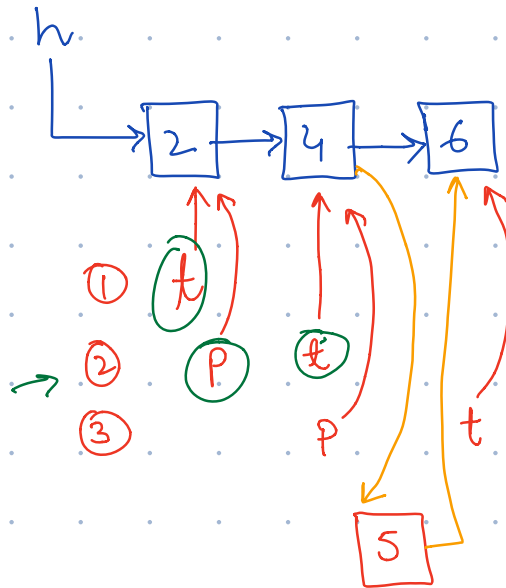
# INSERT

①

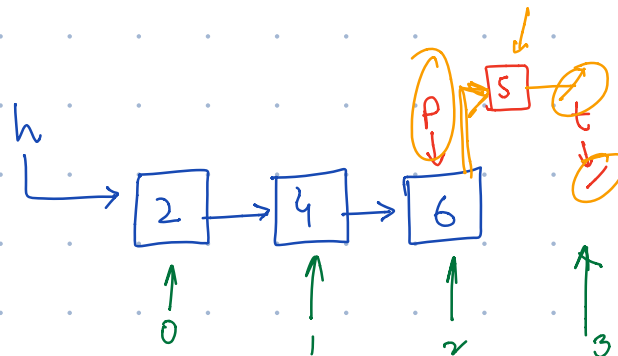


②

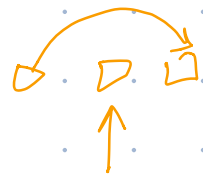
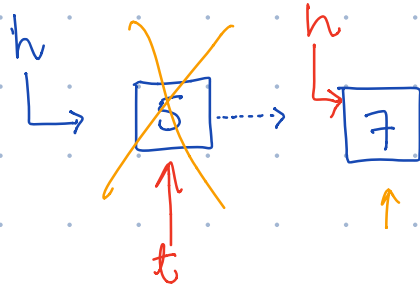
FOR  
MID



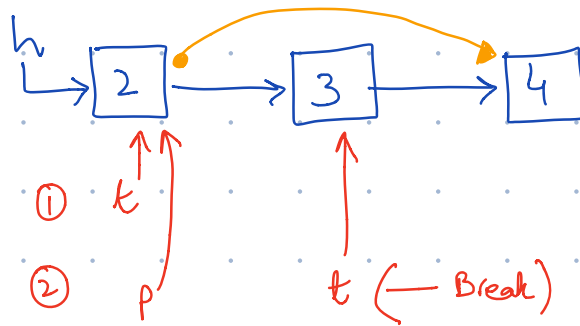
FOR  
END



# REMOVE



2



IF NOT FOUND

