



DISADVANTAGE -> Slow access time if what you want is in the middle

- ton must start @ one end and follow the pointers

The Cinhed List knows whose it "starts" > the bread ... and whose it evids" > the trail

SLIGHT DISADVANTAGE -> more memory, because you're
Story values AND pointers

ADVANTAGE -> much fastes insert/remove @ beginning/middle

-> with Array /ArrayList, you'd hove to Gry all items
after the insert/remove point

