

```

//  

// main.cpp  

// all linked list class  

//  

// Created by KAIBALYA SAHOO on 20/03/2021.  

//

```

```

#include <iostream>  

using namespace std;  

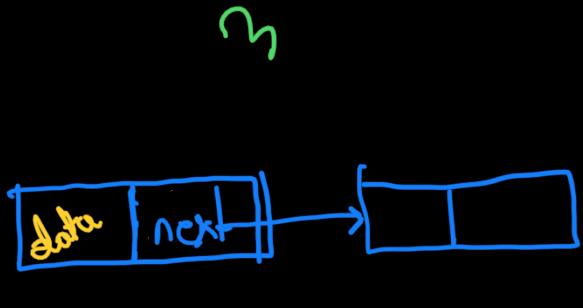
class Node  

{  

public:  

    int data;  

    Node *next; → point to
};
```



```

class LinkdList  

{  

private:  

    Node *first;  

public:  

    LinkdList() → Constructor  

    {  

        first=NULL; → Initialization (Initial - empty)  

    }  

    LinkdList(int A[],int n);  

    ~LinkdList(); → Destructor  

    void display();  

    void insert(int index,int n);  

    int Delete(int index);  

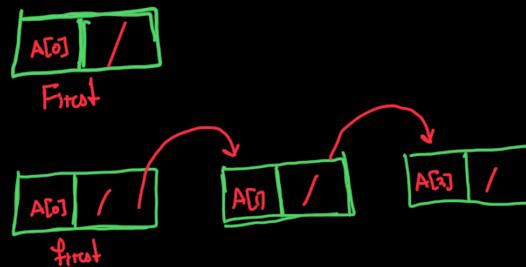
    int Length();  

};
```

→ display function  
→ Inserting an element  
→ deleting an element  
→ measuring the length

```

LinkdList::LinkdList(int A[],int n) → Scope resolution
{
    Node *last,*t;
    int i=0;
    first=new Node;
    first->data=A[0];
    first->next=NULL;
    last=first;
    for( i=1;i<n;i++)
    {
        t=new Node;
        t->data=A[i];
        t->next=NULL;
        last->next=t;
        last=t;
    }
}
```



\* → help to Create a new node  
\* last → help to point the last node

```

        t->data=A[i];
        t->next=NULL;
        last->next=t;
        last=t;
    }

}

```

```
LinkedList::~LinkedList()
```

```
{
    Node *p=first;
    while(first)
    {
        first=first->next;
        delete p;
        p=first;
    }
}
```

```
void LinkedList::display()
```

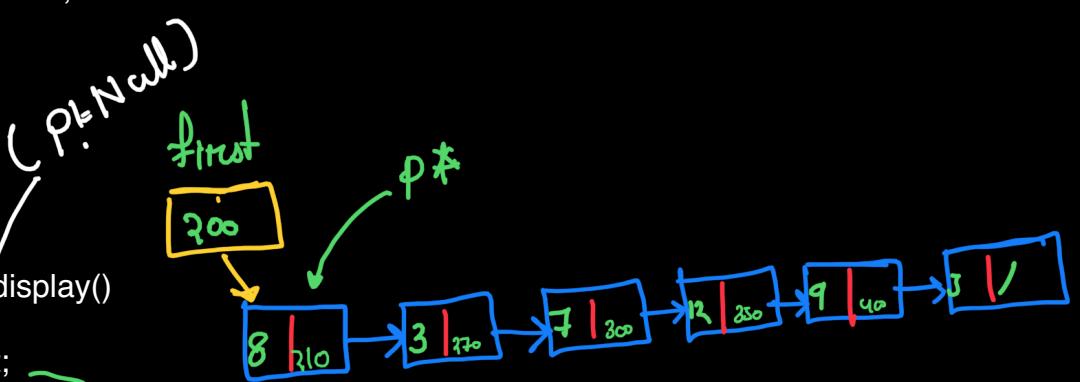
```
{
    Node *p=first;
    while(p)
    {
        cout<<p->data<<"";
        p=p->next;
    }
    cout<<endl;
}
```

```
int LinkedList::Length()
```

```
{
    Node *p=first;
    int len=0;
    while(p)
    {
        len++;
        p=p->next;
    }
    return len;
}
```

```
void LinkedList::insert(int index, int x)
```

```
{
    Node *t,*p=first;
    if(index<0 || index>Length())
        return;
    t=new Node;
    t->data=x;
```



temporary pointer

→ moving node to next node  
→ showing the data

\* we don't use loop  
Because we don't  
know that how much  
we have to go

→ you have to traverse all through  
element.  
→ you can also perform (Sum, searching  
maximum, )  $O(n)$

To check the validity of the Index.  
If it is Inbetween 0 to size

```

t->next=NULL;
if(index==0)
{
    first=t;
}
else
{
    for(int i=0;i<index-1;i++)
    {
        p=p->next;
    }
    t->next=p->next;
    p->next=t;
}

```

```

}

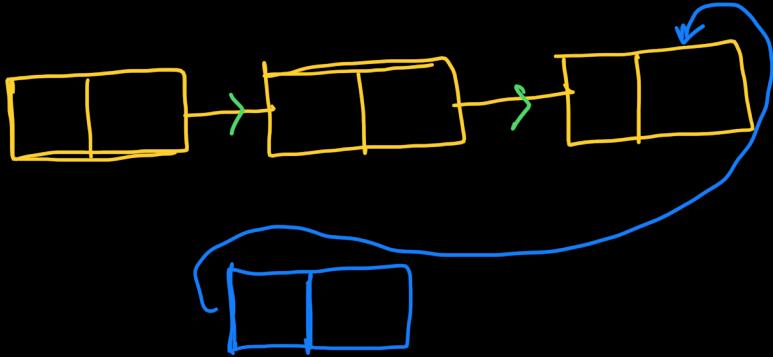
int LinkdList::Delete(int index)
{
    Node *p,*q=NULL;
    int x=-1;
    if(index<1 || index>Length())
        return -1;
    if(index==1)
    {
        p=first;
        first=first->next;
        x=p->data;
        delete p;
    }
    return x;
}

```

```

int main()
{
    int A[]={1,2,3,4,5};
    LinkdList l(A,5);
    l.display();
    cout<<l.Delete(1)<<endl;
    l.display();
}

```



}

\* Recursive function of Linked list to traverse through the elements.

```
int Count (struct Node *p) {  
    int c=0;  
    while (p!=0)  
    {  
        p=p->next;  
        c++;  
    }  
    return c;  
}
```

int Count (struct Node \*p)  
{  
 if (p==0)  
 return 0;  
 else  
 return Count (p->next)+1;  
}