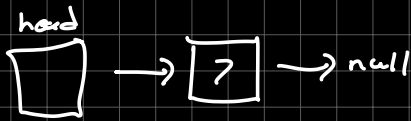




height = 0
size = 0



height = 0
size = 1

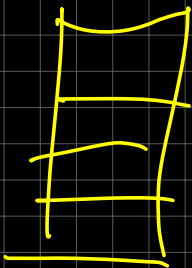
or height = 1
size = 1

↑ use nodes height?

if not then level = List height
= node height - 1

Current choice is List height = node height - 1

Current.next Nodes.get(height)



List height = 3

Node height = 4

Do we want heights to be private?

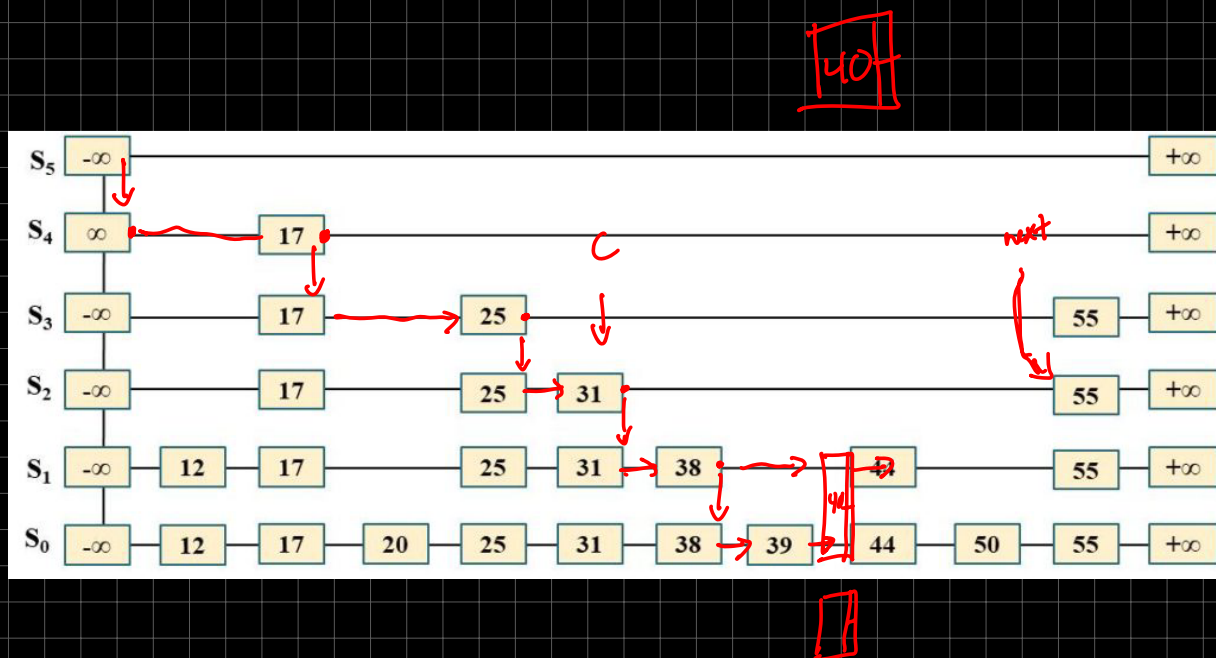
Do we

Run Maybe Grow on every node when
expanding

Run generateRandomHeight when inserting new node

How to use get to insert newNode if it doesn't exist yet

Since multiple pointers are kept for next nodes
no reason to check to remove



You can add both previous next to
new + new's next to previouses old next

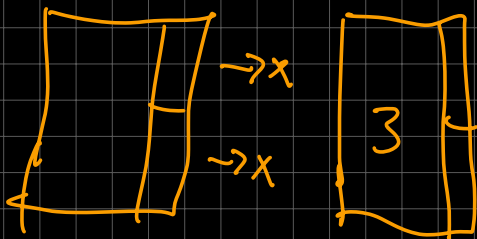
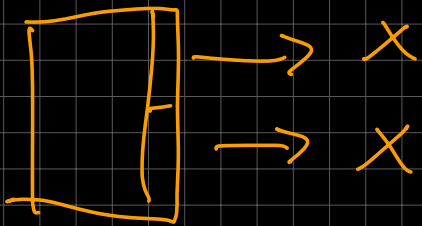
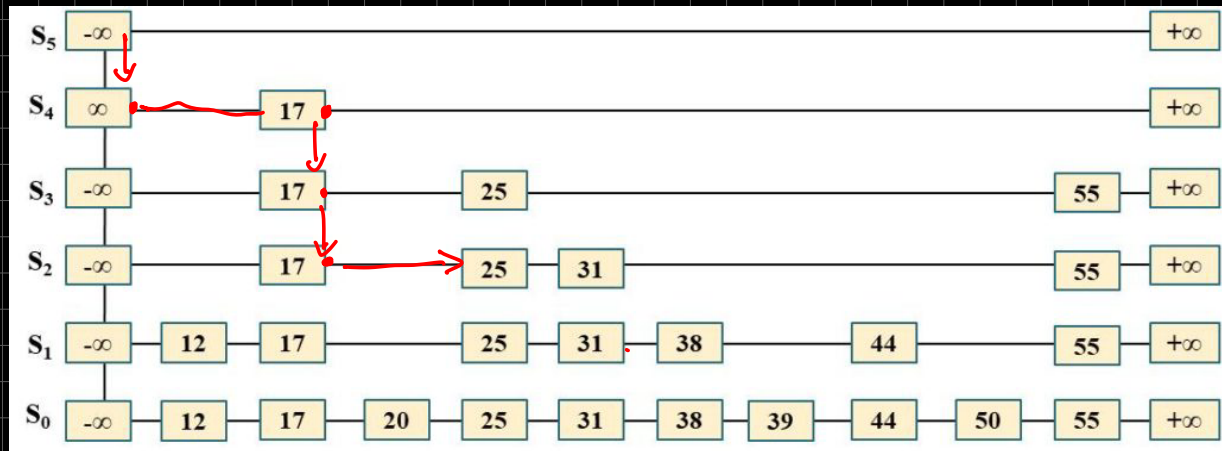
Get Iterative:

1) go right

2) go down

3) or level = 0 + next = null so \

4) or level = 0 & next > lookup > 0 } return null



Node value:

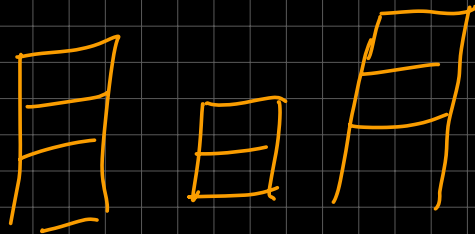
null →

null →

print

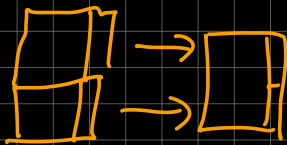
null →

each node has height of 2
 & 20 is not there



When inserting the first node inserted into
 breadcrumbs will have the tallest height to point to
 new node

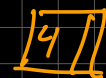
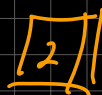
— This is just a stack

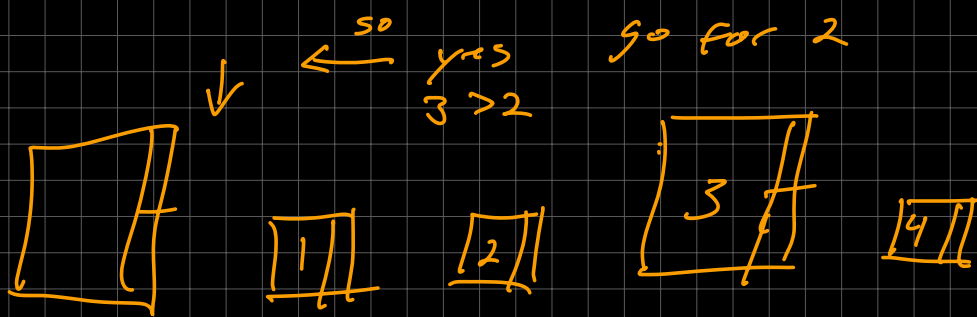


go for 5

$3 > 5 = \text{no}$

$3 < 5 \text{ yes}$





next.value = 3

$3 < 2$ no move down

next.value = 1

$1 < 2$ yes go right



level = 1
height = 2



$1 < 1$ no

