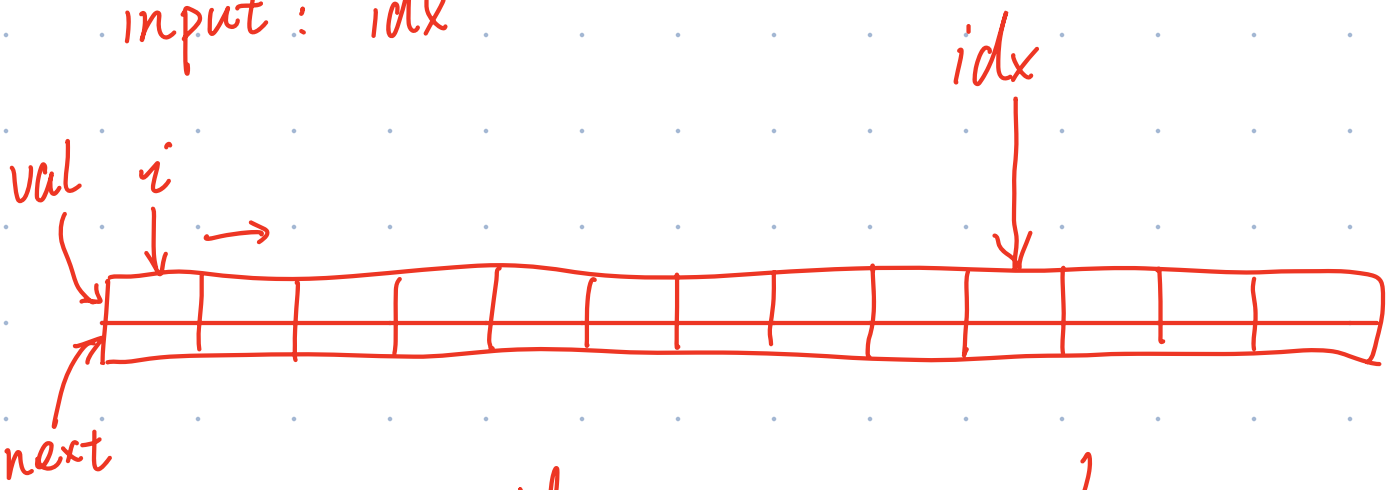
1. int get(MyLinkedList* lst, int idx)

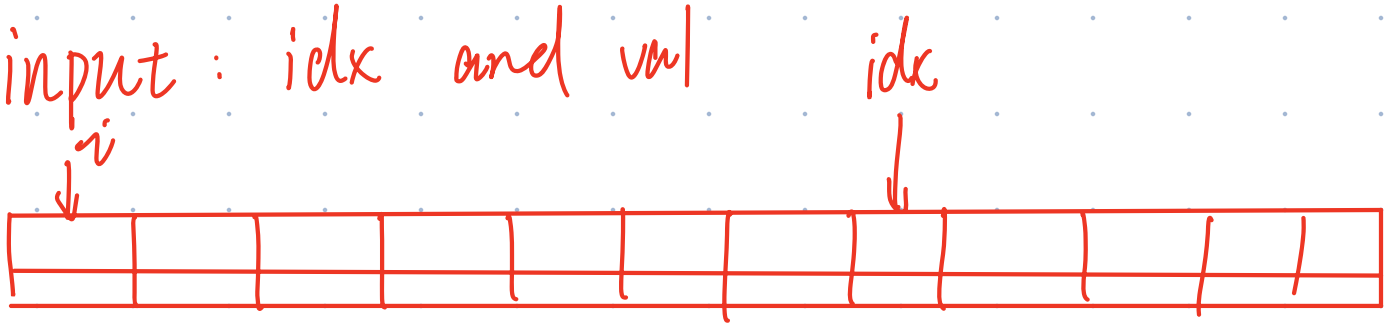
input : idx



once i == idx return val

2. int set(MyLinkedList* lst, int idx, int val)

input : idx and val

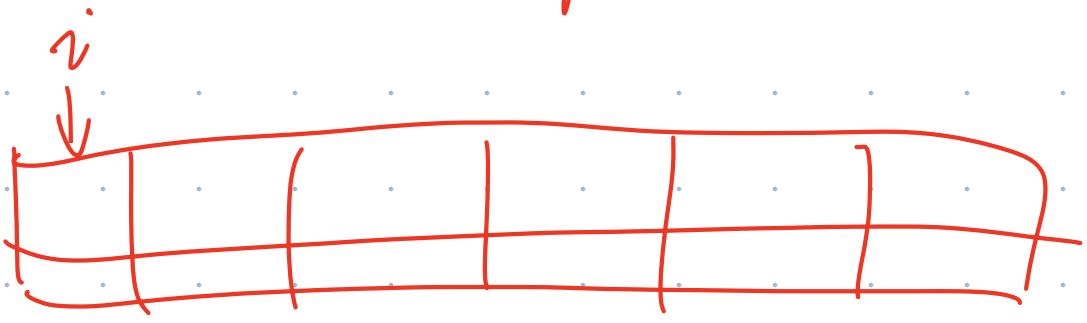


if i doesn't equal idx, i++

until i == idx

then we re-value the val of the idx ListNode

3. int size (MyLinkedList* lst)



i++ until approaches the very last ListNode whose pointer is NULL, then return the i

4. int addAtIndex (MyLinkedList* lst, int idx, int val)

same i++ until i == idx

① idx == 0 (head)

the "next" of idx ListNode → the

original first one.

② middle

the former one points to the idx new one's address,
the idx one points to the later one's address

③ Last

directly change the last one's next element from NULL to the idx one's address, and assign the next element of the idx with NULL

5. int removeAtIndex (MyLinkedList *lst, int idx)

① idx is the head:

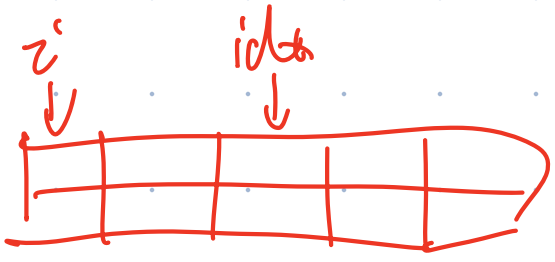
the pointer of the originally second one assign with NULL

free (firstOne)

② middle

create 2 ListNode*

(idx-1, idx+1)



when i == idx

assign the (idx-1) one with the

(idx+1) one

free (idx)

③ tail

assign the (idx-1) one with NULL

free(idx)