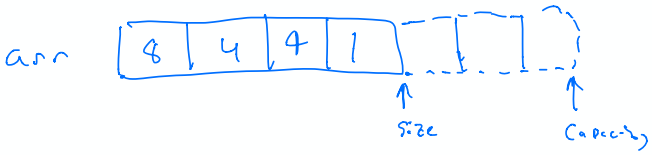
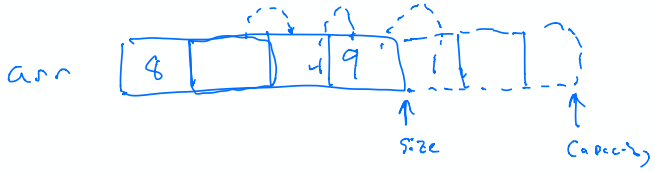
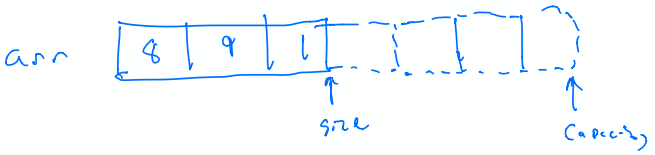


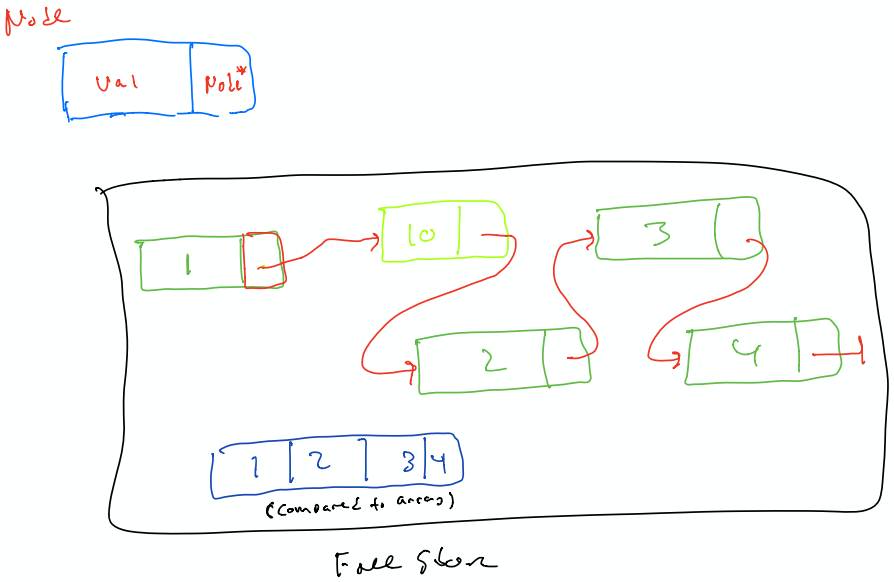
size = 4

capacity = 7

arr[1] = *(arr + 1)





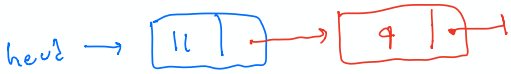


Full Store

```
template <typename T>
struct Node {
    T data;
    Node<T> *next;
    Node(T data) : data(data), next(nullptr) {}
};
```

```
Node<int> *head = new Node(11);
```


```
head->next = new Node<int>(9);
```



```
template <typename T>
void insert ( Node<T> *& head , T val)
{
    if (head == nullptr)
    {
        head = new Node<T> (val);
        return;
    }
    ~~while (head->next != nullptr)~~
        ~~head = head->next;~~
    Node<T> *curr = head;
    while ( curr->next != nullptr)
        curr = curr->next;
    curr->next = new Node<T> (val);
}
```

```
template <typename T>
void delete (Node<T> *&head )
{
    Node<T> * next = nullptr;
    while (head) {
        next = head->next;
        delete head;
        head = next;
    }
}
```

```
Node<T> linked = nullptr;
insert (linked, 7);
insert (linked, 8);
```