





# Struktur Data

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EPISODE **4A**

Single Linked List



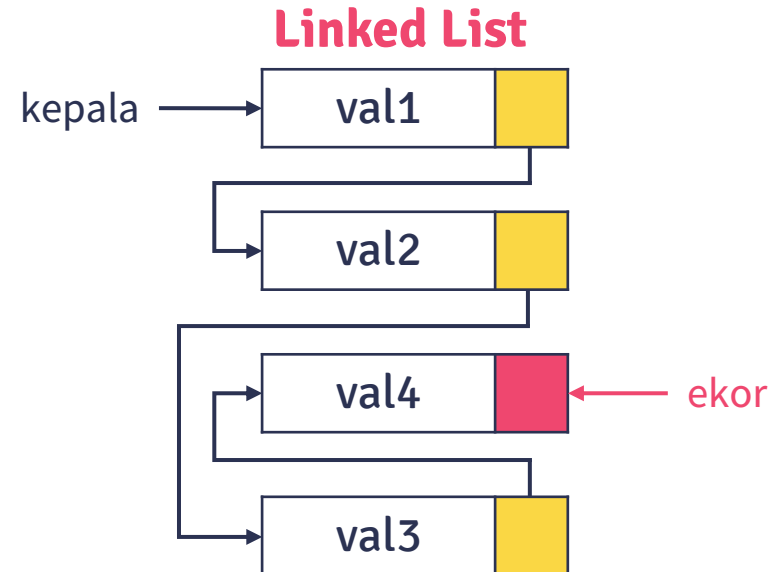
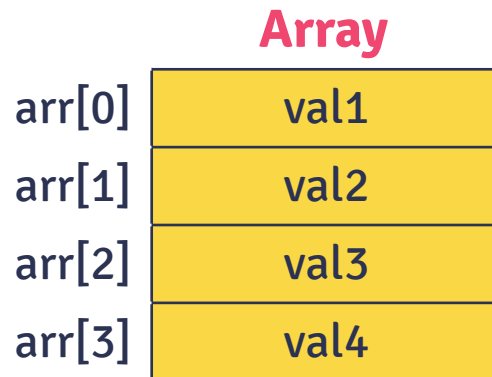
# Linked List ?

- Linked List adalah elemen yang berurutan yang dihubungkan dengan pointer.
- Elemen terakhir menunjuk ke NULL (untuk Linked List non Circular).
- Elemen pada Single Linked List dapat bertambah atau berkurang (dinamis) selama program dijalankan.
- Dapat dibuat selama diperlukan (hingga memori sistem habis).
- Linked List tidak membuang ruang memori (tetapi membutuhkan beberapa memori ekstra untuk pointer).



# Array **vs** Linked List ?

- Array memiliki ruang atau aksesibilitas yang terbatas. Sedangkan Linked bisa meng-Alokasi memori secara dinamis.



# Array **vs** Linked List ?

- Array memiliki ruang atau aksesibilitas yang terbatas. Sedangkan Linked bisa meng-Alokasi memori secara dinamis.

**Array**

v1	v2	v3	v4	v5	v6				
----	----	----	----	----	----	--	--	--	--

Tambahin valueN ke posisi ke-2

**Array**

v1	v2	v3	v4	v5		v6			
----	----	----	----	----	--	----	--	--	--

**Array**

v1	v2	v3	v4		v5	v6			
----	----	----	----	--	----	----	--	--	--

**Array**

v1	v2	v3		v4	v5	v6			
----	----	----	--	----	----	----	--	--	--

**Array**

v1	v2		v3	v4	v5	v6			
----	----	--	----	----	----	----	--	--	--

**Array**

v1		v2	v3	v4	v5	v6			
----	--	----	----	----	----	----	--	--	--

**Array**

v1	vN	v2	v3	v4	v5	v6			
----	----	----	----	----	----	----	--	--	--



# Array **vs** Linked List ?

- Array memiliki ruang atau aksesibilitas yang terbatas. Sedangkan Linked bisa meng-Alokasi memori secara dinamis.

**Linked List**

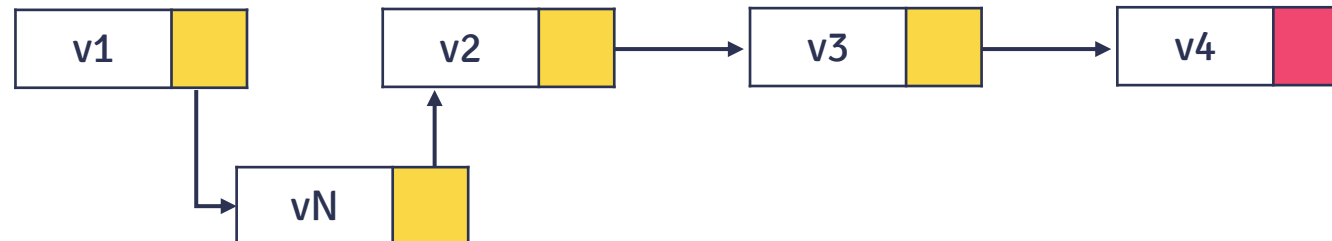


Tambahin valueN ke posisi ke-2

**Linked List**



**Linked List**



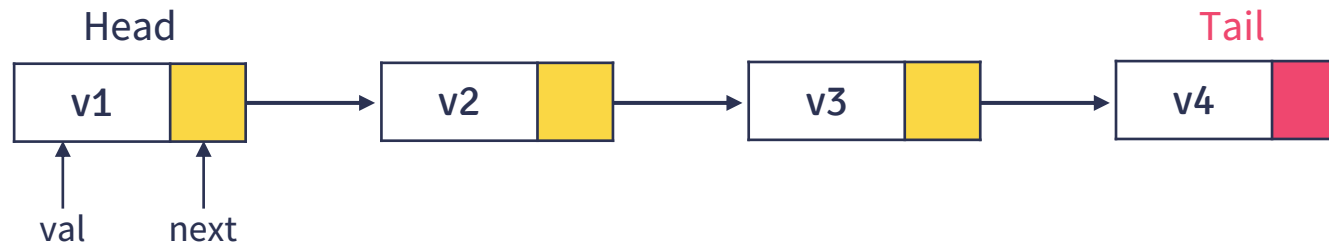
# Type Linked List ?

- Single Linked List (Singly Linked List).
- Double Linked List (Doubly Linked List).
- Circular Linked List.
- Multiple Linked List.



# Single Linked List ?

- Single Linked List merupakan suatu linked list yang hanya memiliki satu variabel pointer saja. Dimana pointer tersebut menunjuk ke node selanjutnya dan pointer pada tail menunjuk ke NULL.
- Navigasi item maju saja.
- Single Linked List terdiri dari sejumlah elemen (node) dimana setiap node memiliki penunjuk berikutnya ke elemen (node) berikutnya.
- Penunjuk node terakhir adalah NULL, yang menunjukkan akhir dari Single Linked List.





# Deklarasi & Inisialisasi ?

```
/*
struct LinkListName{
    // komponen / member
    dataTypeData1 dataName1;
    . . .
    LinkListName *next;
};
*/
```

```
int main()
{
    /*
    LinkListName *node1, *nodeN;
    node1 = (LinkListName*) malloc(sizeof(LinkListName));
    nodeN = new LinkListName();
    */
    /*
    node1->dataName1 = valData1;
    . . .
    node1->next = nodeN;

    nodeN->dataNameN = valDataN;
    . . .
    nodeN->next = NULL;
    */
}
```

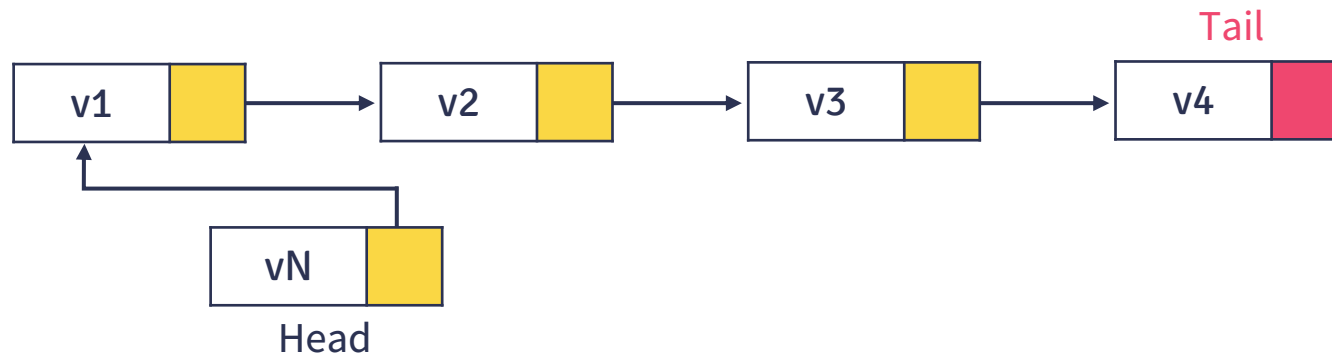
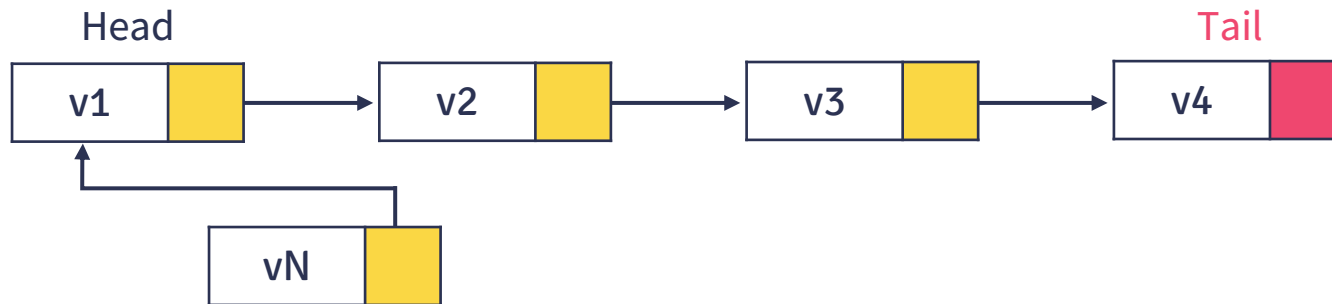
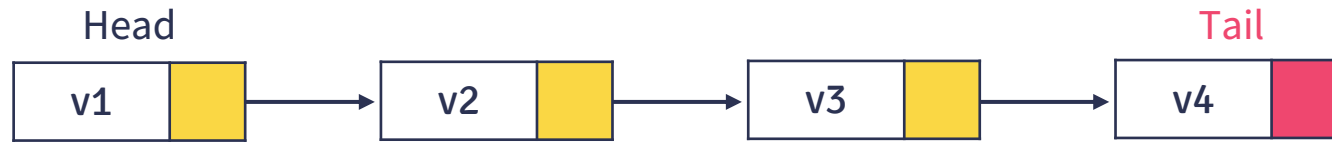


# Print Single Linked List ?

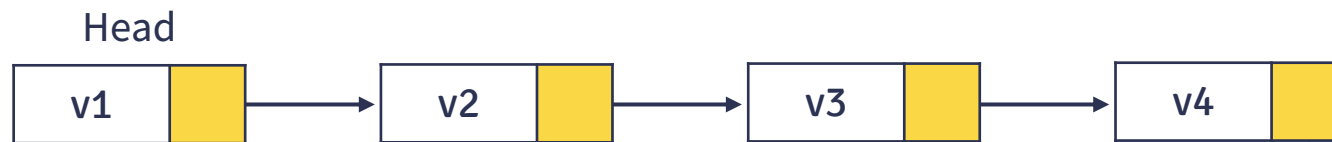
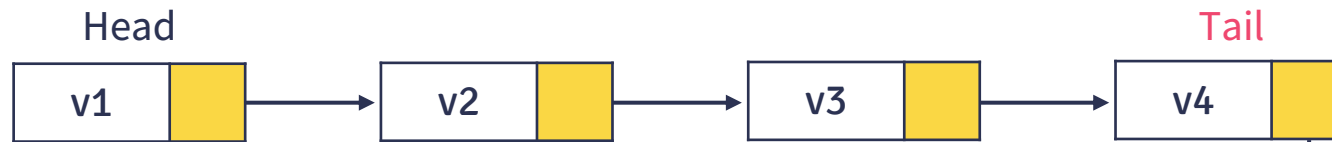
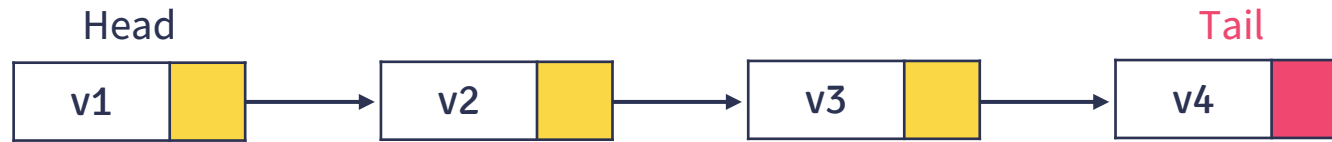
```
/*  
LinkListName *cur;  
cur = node1;  
while( cur != NULL ){  
    // print  
    cur = cur->next;  
}  
*/
```



# Added at Beginning Node ?

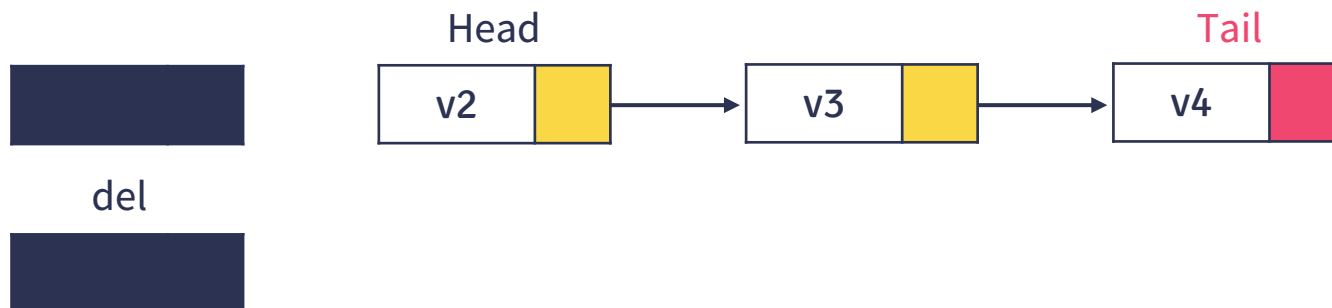
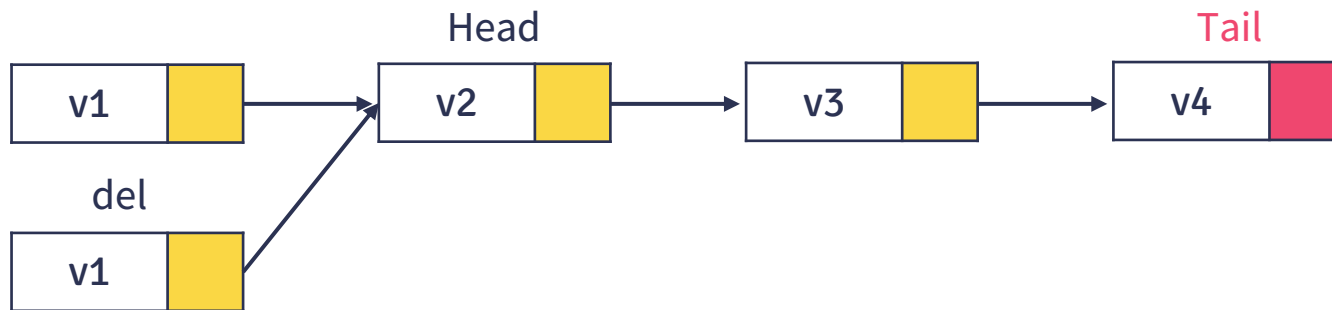
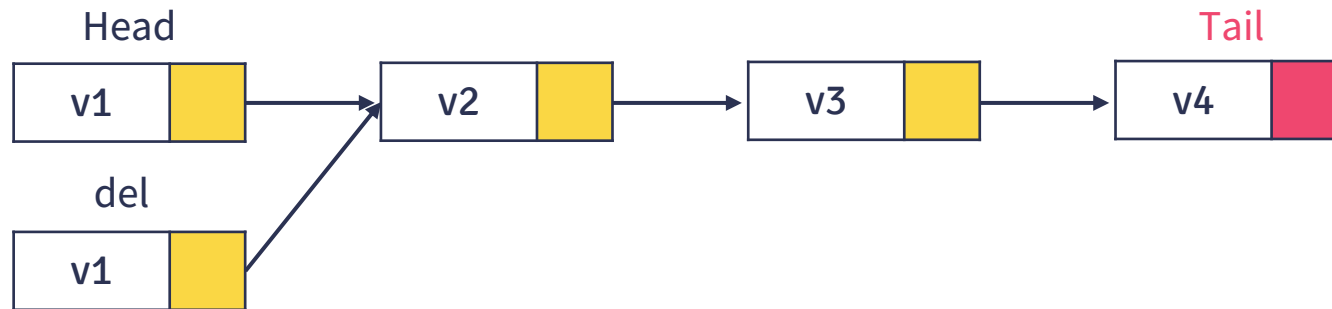


# Added at Last Node ?

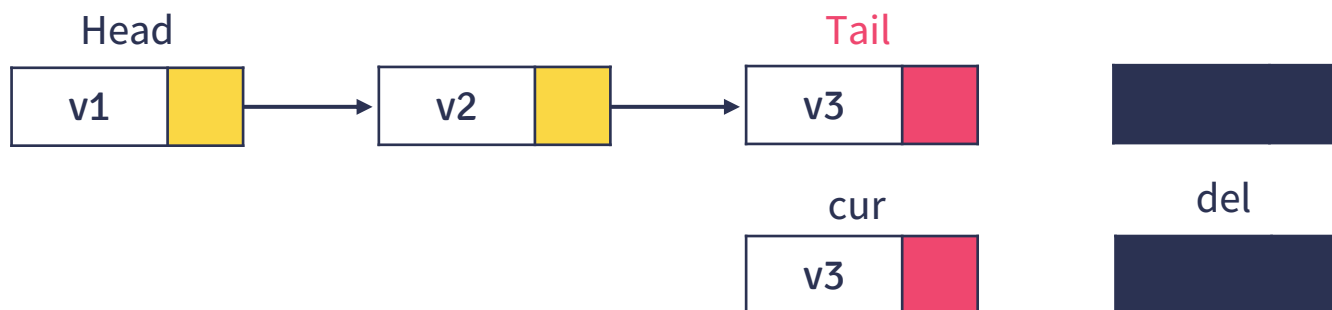
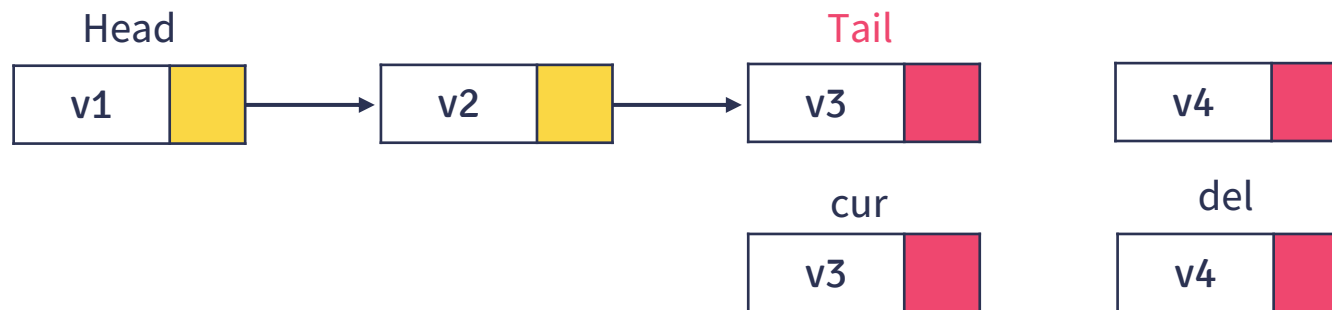
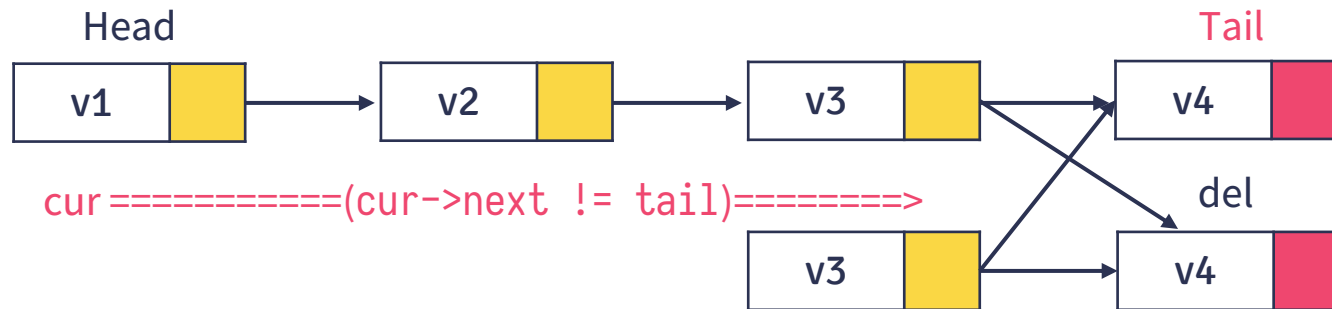


**Tail**

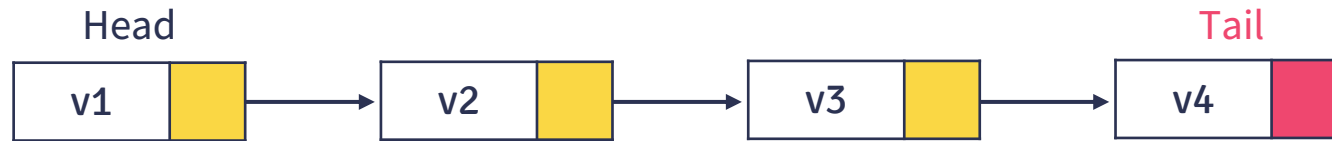
# Delete the First Node ?



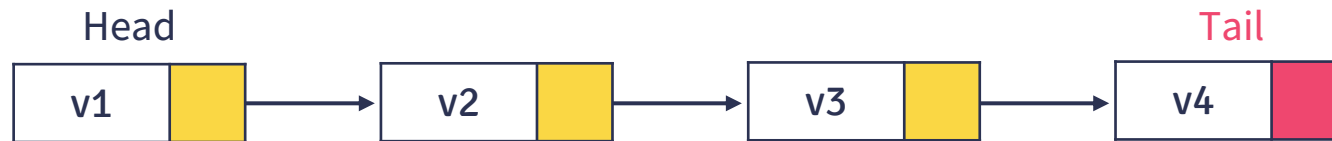
# Delete the Last Node ?



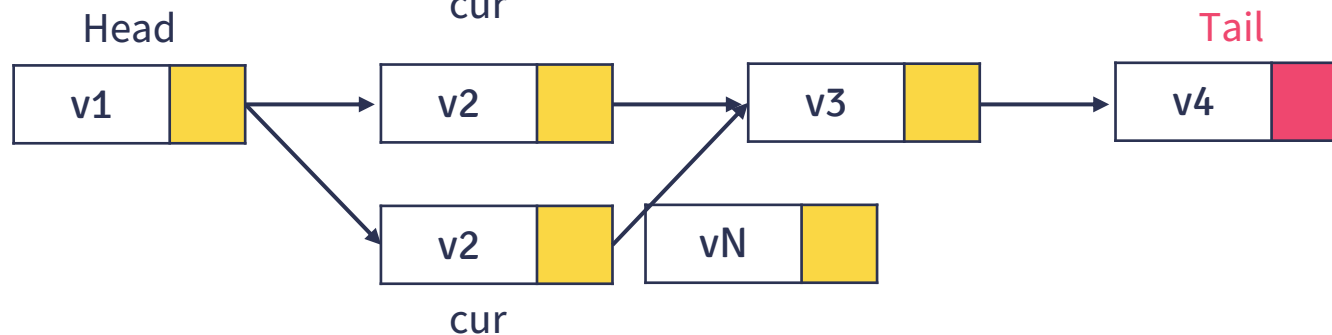
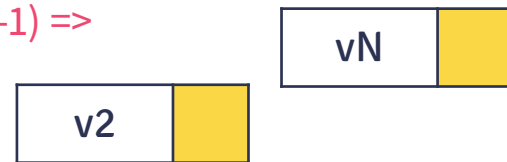
# Added at Middle Node ?



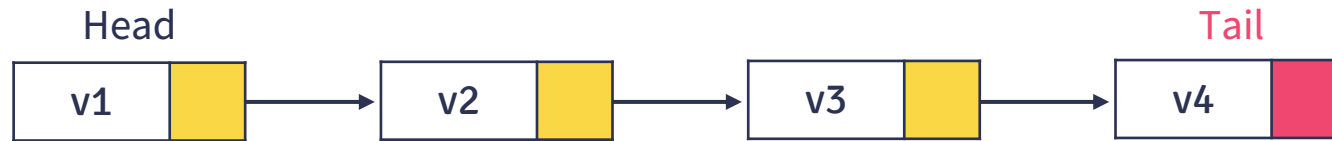
Tambah vN ke posisi 3



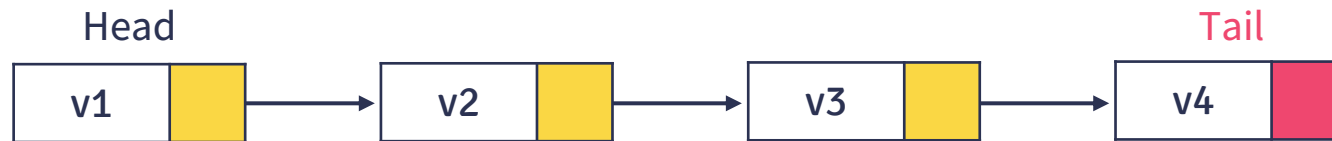
== loop (1 < posisi-1) ==>



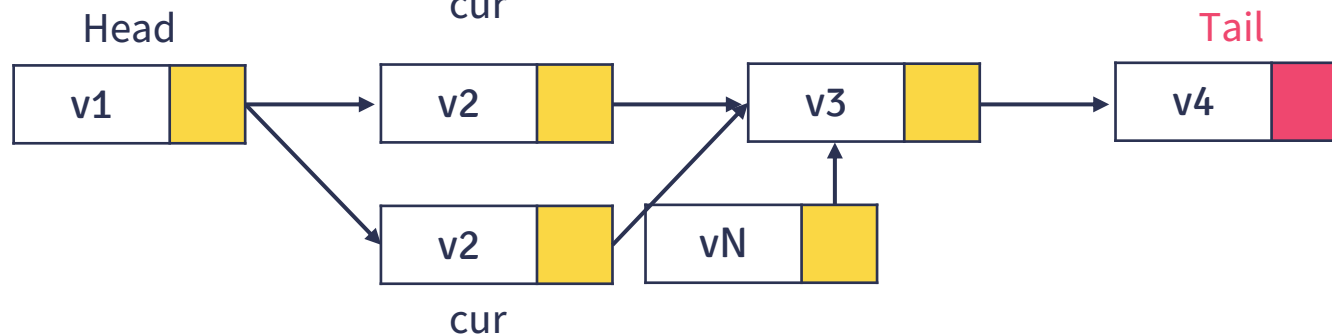
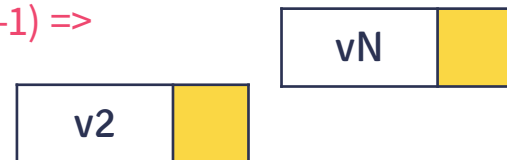
# Added at Middle Node ?



Tambah vN ke posisi 3

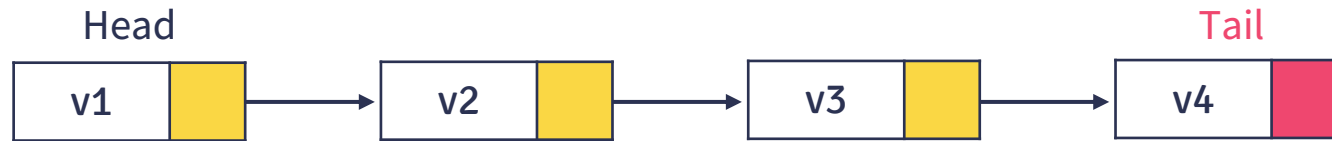


== loop (1 < posisi-1) ==>

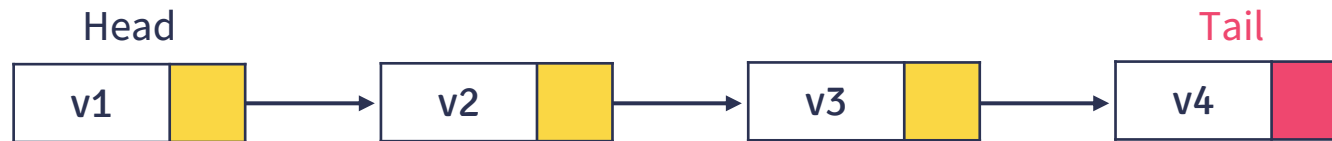




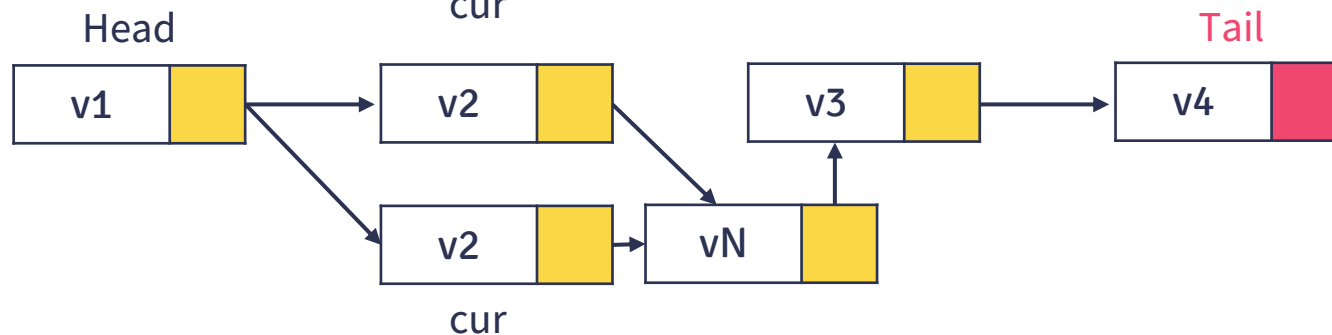
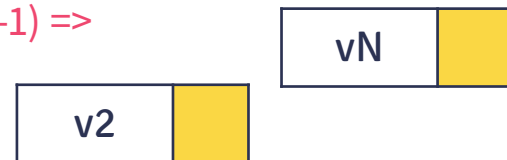
# Added at Middle Node ?



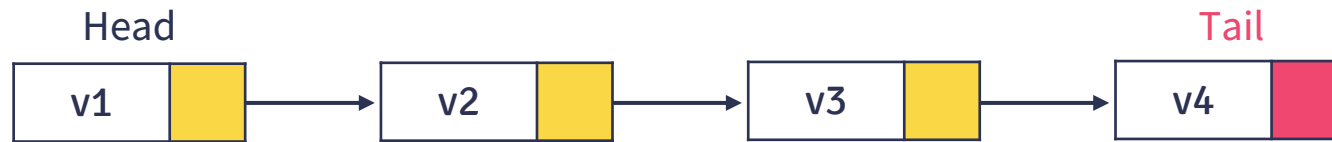
Tambah vN ke posisi 3



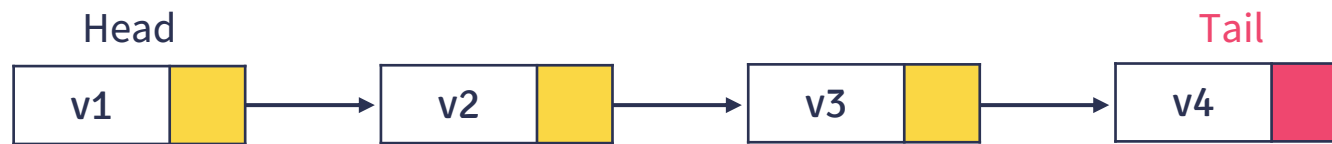
== loop (1 < posisi-1) ==>



# Delete at Middle Node ?



Hapus node ke-3



===== loop (1 <= posisi) =====>

== posisi - 1



before

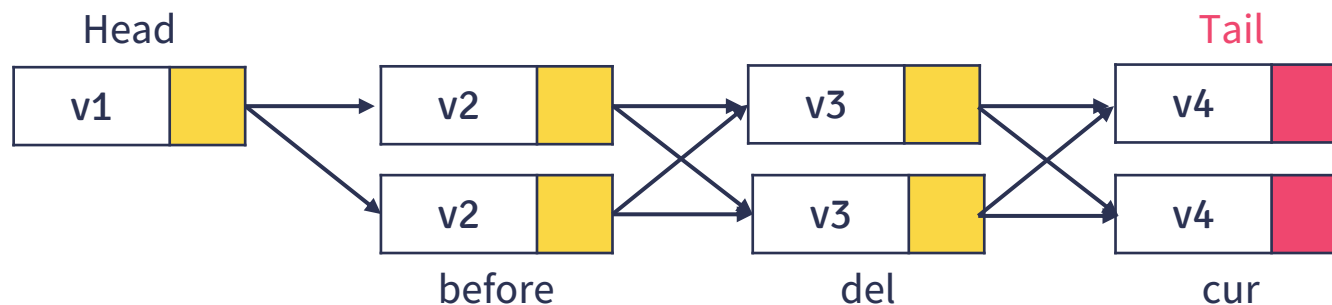
== posisi



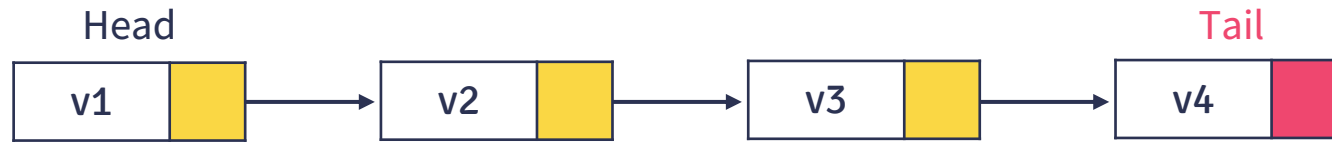
del



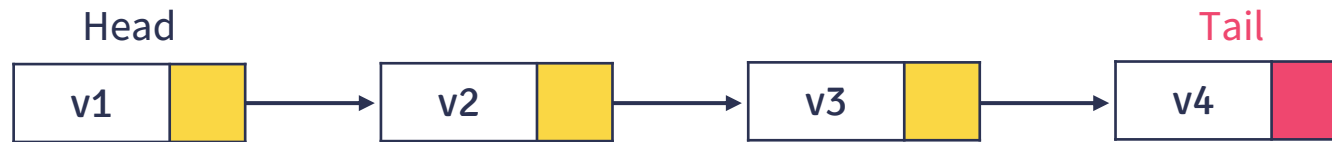
cur



# Delete at Middle Node ?



Hapus node ke-3



===== loop (1 <= posisi) =====>

== posisi - 1



before

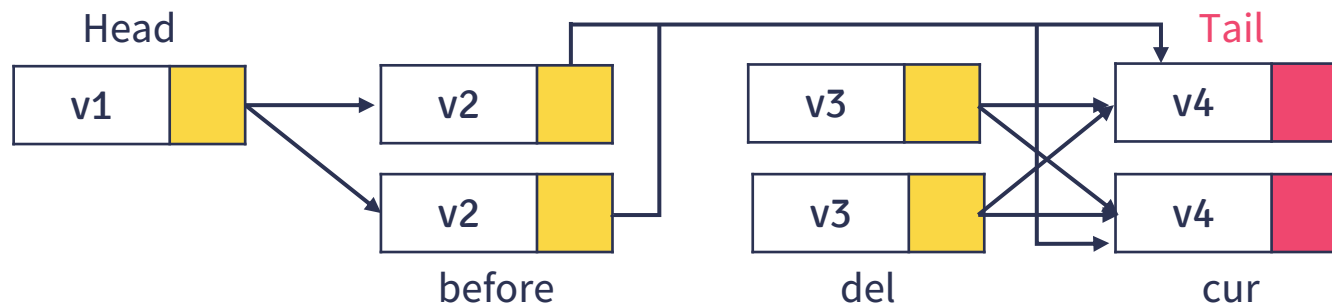
== posisi



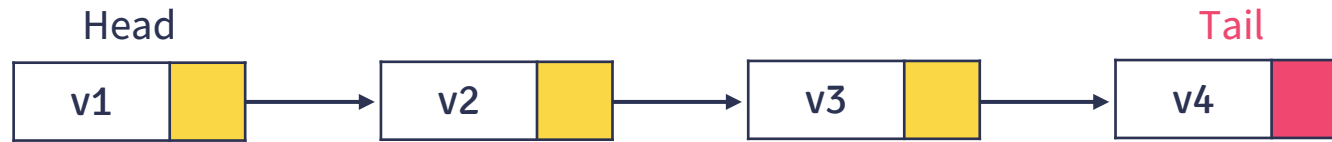
del



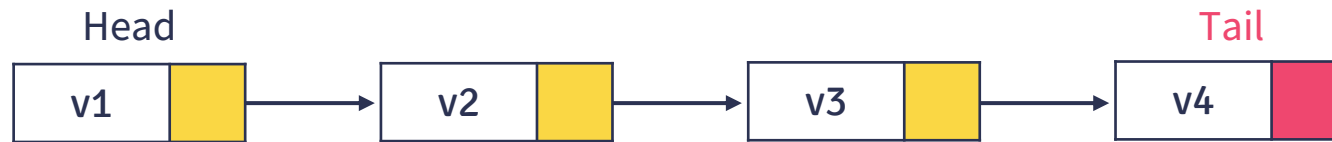
cur



# Delete at Middle Node ?



Hapus node ke-3



===== loop (1 <= posisi) =====>

== posisi - 1

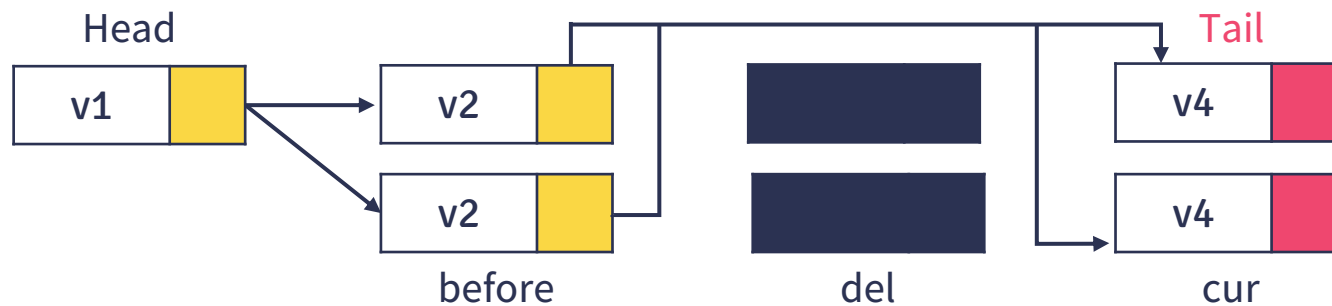
== posisi



before

del

cur





**Video Selanjutnya**

Double Linked List



**Thank you**

**#KEEPLARNING  
#KEEPSPIRITS**

