

Algorithms on Singly LinkedList

1. Write algorithms for the following:

a. Front

Step 1: Create a new element with the given value.

Step 2: Check whether the list is empty (start == null).

Step 3: If the list is empty:

Set newElement -> link = NULL

Set start = newElement

Else:

Set newElement -> link = start

Set start = newElement

b. End

Step 1: Create a new node with the given value.

Step 2: Check whether the linked list is empty (head == NULL).

Step 3: If it is empty:

Set new node -> next = NULL

Set head = new node

Else:

Initialize temp = head

While temp -> next != NULL (i.e., temp is not the last node):

Move temp to the next node (temp = temp -> next)

Set temp -> next = new node

Set new node -> next = NULL

c. In between.

Step 1: Create a new node containing the given value.

Step 2: Check if the linked list is empty (head == NULL).

Step 3: If the list is empty:

Set newNode -> next = NULL

Set head = newNode

Else:

Initialize a temporary pointer temp = head and a counter position = 0

While temp is not NULL and position < desired_position - 1:

Move temp to the next node (temp = temp -> next)

Increment position by 1

If temp becomes NULL before reaching the desired position:

Display the message "Position out of bounds"

Exit the function

Set newNode -> next = temp -> next

Set temp -> next = newNode

2. Create a Python program to insert an element in the singly linked list:

a. Front

```
class Node:
    def __init__(self,data):
        self.data = data
        self.next = None

class LinkedList:
    def __init__(self):
        self.head = None

    def insertEle(self,data):
        newnode = Node(data)
        newnode.next = self.head
        self.head = newnode

    def display(self):
        current = self.head
        while current:
            print(current.data,end=" -> ")
            current = current.next
        print("NULL")

l = LinkedList()
l.insertEle(10)
l.display()
```

Output:

```
10 -> NULL
```

b. End

```
class Node:
    def __init__(self,data):
        self.data = data
        self.next = None

class LinkedList:
    def __init__(self):
        self.head = None

    def insertEnd(self,data):
        new_node = Node(data)
        if self.head is None:
            self.head = new_node
            return
        temp = self.head
```

```

        while temp.next:
            temp = temp.next

        temp.next = new_node

    def insertEle(self,data):
        newnode = Node(data)
        newnode.next = self.head
        self.head = newnode

    def display(self):
        current = self.head
        while current:
            print(current.data,end=" -> ")
            current = current.next
        print("NULL")

l = LinkedList()
l.insertEle(30)
l.insertEnd(190)
l.insertEnd(0)
l.insertEnd(90)
l.insertEnd(80)
l.display()

```

Output:

```

➡ 30 -> 190 -> 0 -> 90 -> 80 -> NULL

```

c. In Between

```

class Node:
    def __init__(self,data):
        self.data = data
        self.next = None

class LinkedList:
    def __init__(self):
        self.head = None

    def insertEnd(self,data):
        new_node = Node(data)
        if self.head is None:
            self.head = new_node
            return
        temp = self.head
        while temp.next:
            temp = temp.next

        temp.next = new_node

```

```

def insertEle(self,data):
    newnode = Node(data)
    newnode.next = self.head
    self.head = newnode

def insertAtPos(self, data, position):
    new_node = Node(data)

    if position == 1:
        new_node.next = self.head
        self.head = new_node
        return

    temp = self.head
    for _ in range(position - 2):
        if temp is None:
            print("Position out of bounds")
            return
        temp = temp.next

    if temp is None:
        print("Position out of bounds")
        return

    new_node.next = temp.next
    temp.next = new_node

def display(self):
    current = self.head
    while current:
        print(current.data,end=" -> ")
        current = current.next
    print("NULL")

l = LinkedList()
l.insertEle(30)
l.insertEnd(80)
l.insertAtPos(100, 3)
l.display()

```

Output

```

➡ 30 -> 80 -> 100 -> NULL

```