

Data Structure & Algorithms

Sunbeam Infotech



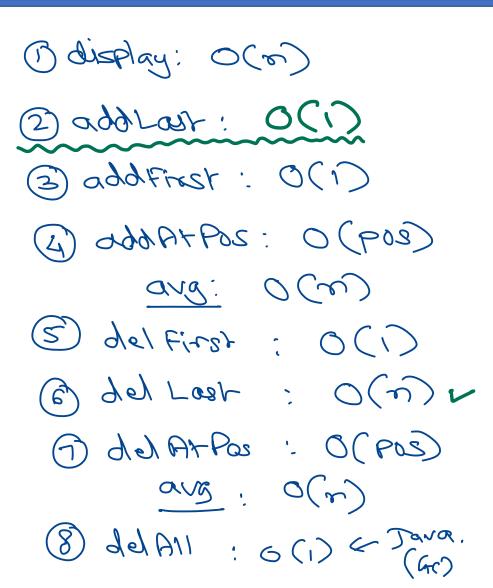
Linked List - Singly List

- (1) display: O(n)
- 2) add Lost: 0(n)
- (3) addfirst: O(1)
- (e09) 0 : 209+A6660 (A)
 - and: 0 (w)
- (E) del First ; O(1)
- (g) 40/ rost: 0(w)
- (Pas) avg: 0(Pas)
- (8) del A11: 6(1) < Java.

head 10->20->30->40-7



Linked List - Singly List



```
list
head
head
 10->20->30->40->50]
         toil. next = om;
          toil=mo;
  head
                  tail
```



Linked List - Singly Circular List.

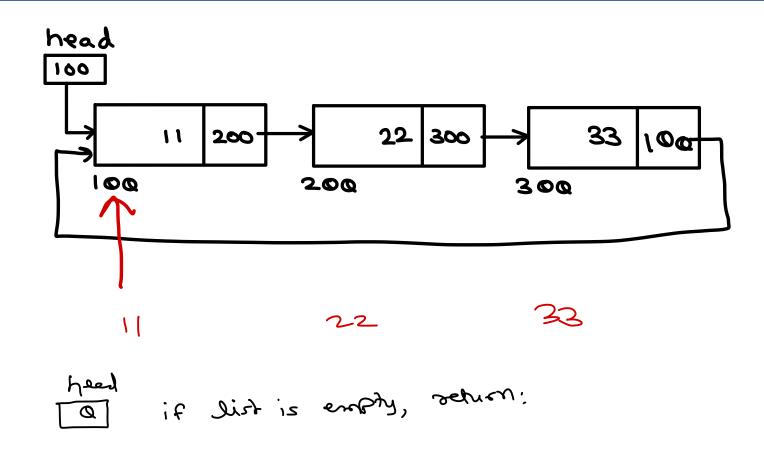
toav=heed;

do {

pr (toav.dota);

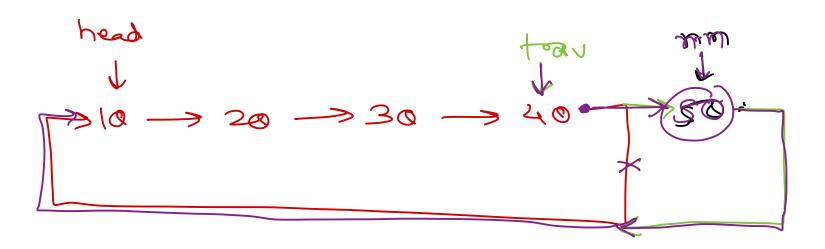
trav=toav.nert;

3 while (toav!=head)

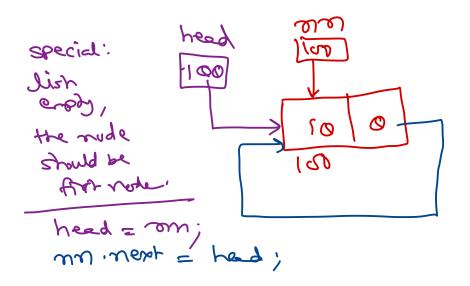




Linked List - 36 Lost ()

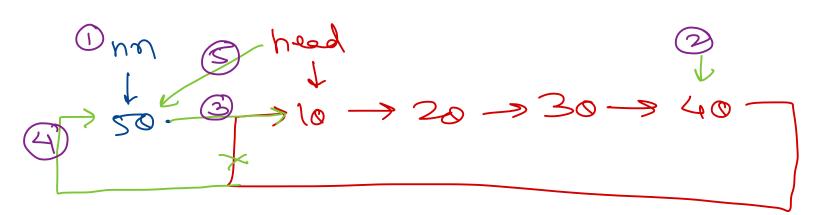


- D'asserse till lost under (par)
- 3) mon overt = had
- (a) tear sext = ses



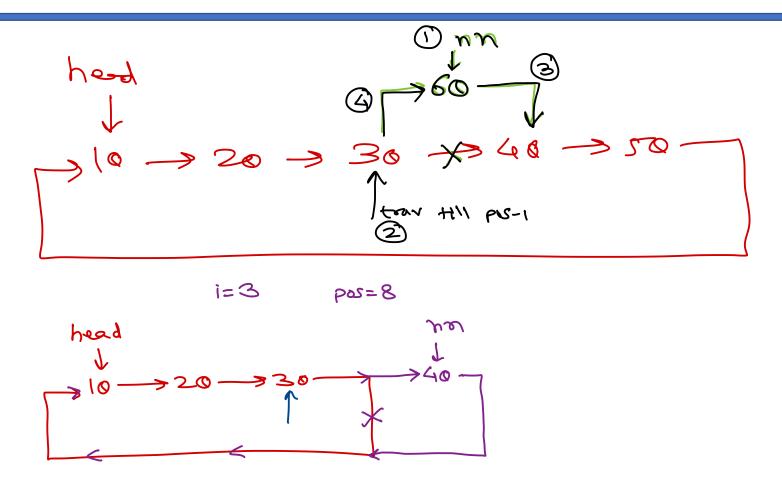


Linked List - add Flood >



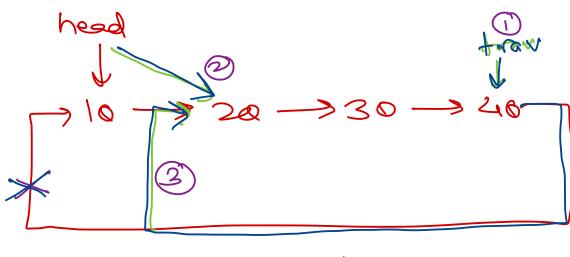
- O rosete no & init
- 3 toar till byt node
- 3 men next = had
- (4) lost rode over zon
- 3) head = mon;

Linked List -> add At Pas.





Linked List > del First >



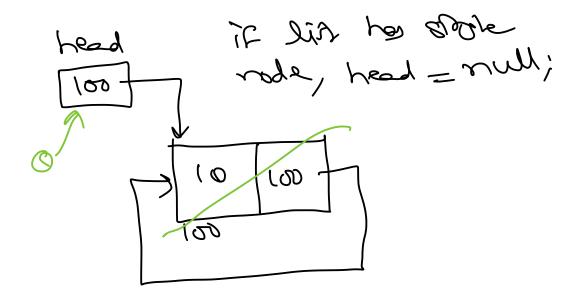
Otoav till last orde.

@ take hed to overt rule (2nd)

(3) tow's next to new had.

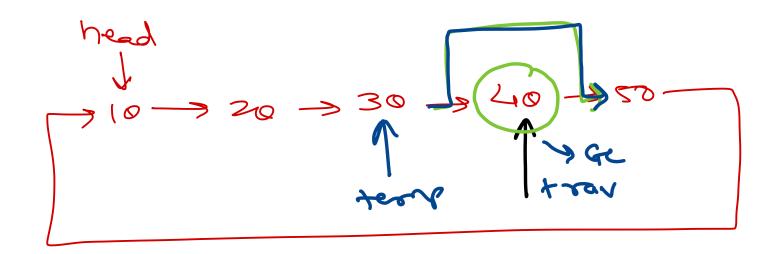
had it list is early,

athera exception.



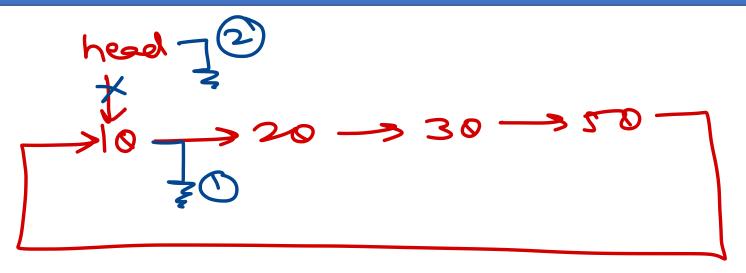


Linked List → del Ar Pos ()



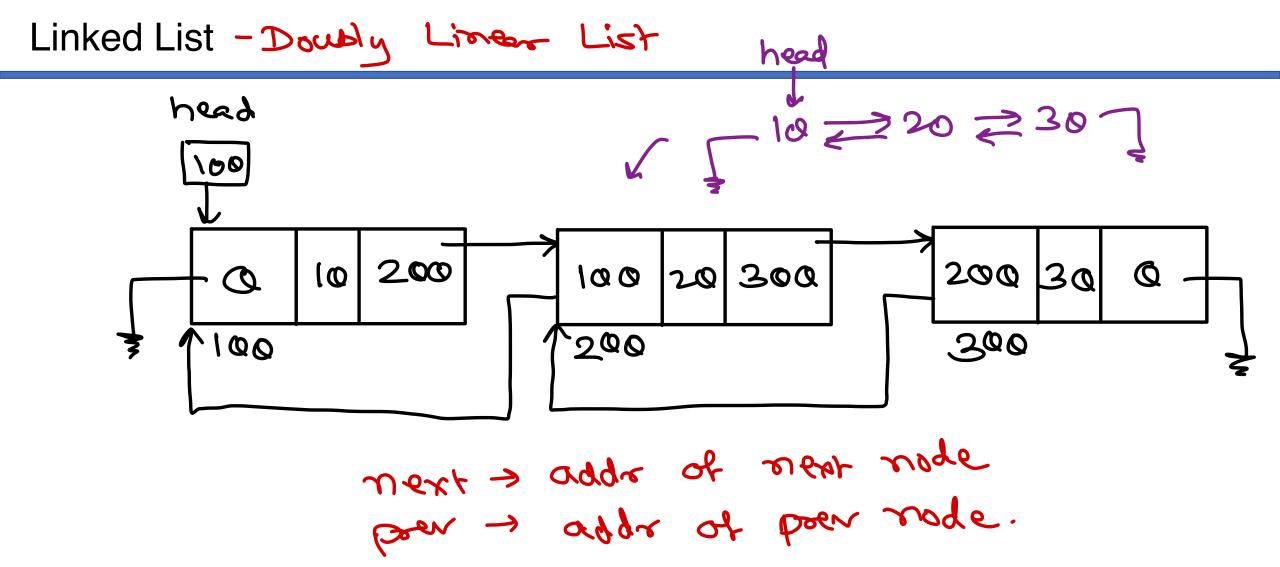


Linked List



- Denvert cir list into simly lin list. head. next = null;
- 2) make heed null; head = null;







Linked List — display ()

head $10 \Longrightarrow 20 \Longrightarrow 30 \Longrightarrow 40$

tour = head; while (trav! = oull) of pr (tour.deta); tour = tour.mert,

forward display

head 10 = 20 = 30 = 40

1) towerer till lost rode,

while (tow next! = null)

toxue town next;

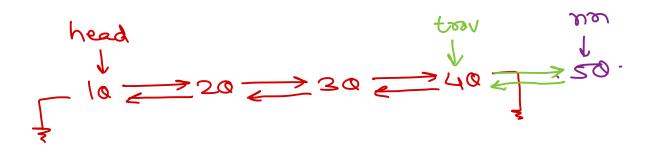
each next in ear dir.

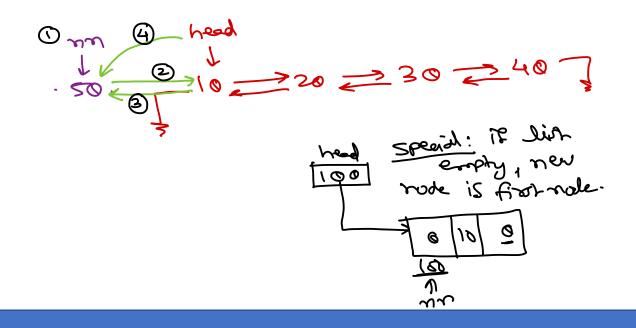
E trav & point (toav. data)

Frov= teav. poev;

renorse display

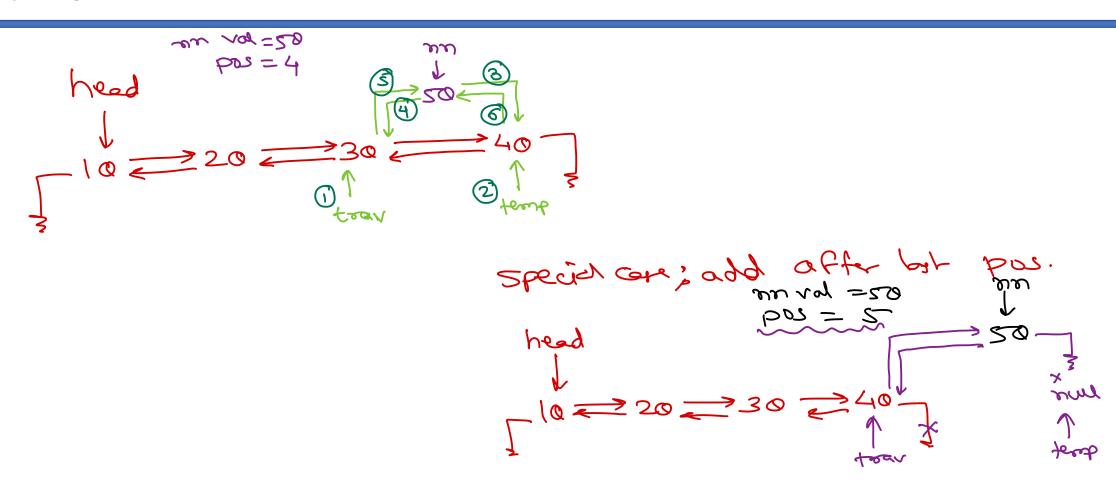
Linked List - add Lost) /add First ?





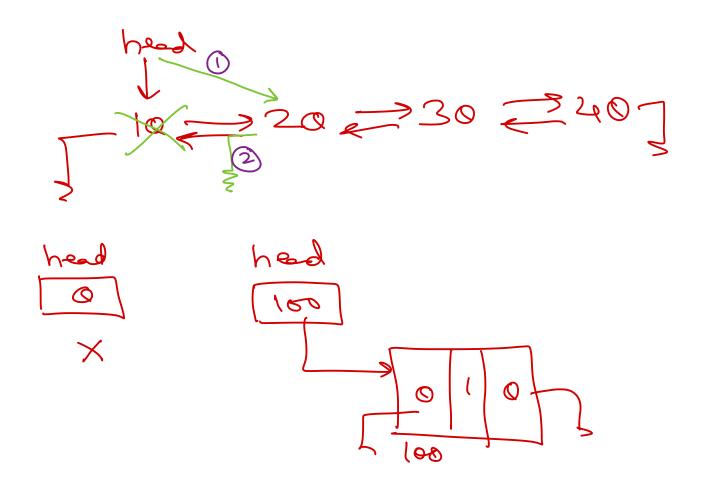


Linked List



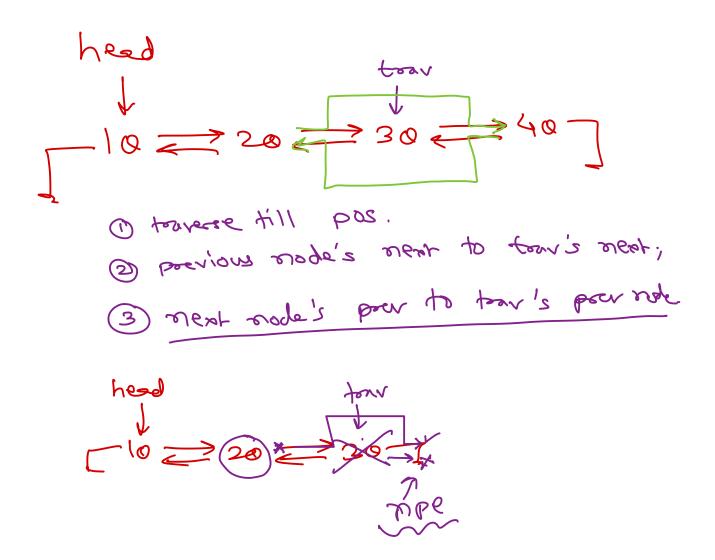


Linked List - del first ()





Linked List - del Jack







Thank you!

Nilesh Ghule <nilesh@sunbeaminfo.com>

