#### **Basic Operations on Linked List**

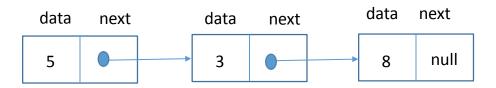
- Following are the basic operations supported by a list.
  - **Insertion** Adds an element in the list.
  - **Deletion** Deletes an element from the list.
  - **Display** Displays the complete list.
  - **Search** Search an element using the given key.
  - **Delete** Delete an element using the given key.

#### **Arrays & Linked list**

Arrays	Linked list
Fixed size: Resizing is expensive	Dynamic size
Insertions and Deletions are inefficient: Elements are usually shifted	Insertions and Deletions are efficient: No shifting
Random access i.e., efficient indexing	No random access  I Not suitable for operations requiring accessing elements by index such as sorting
No memory waste if the array is full or almost full; otherwise may result in much memory waste.	Since memory is allocated dynamically(acc. to our need) there is no waste of memory.
Sequential access is faster [Reason: Elements in contiguous memory locations]	Sequential access is slow [Reason: Elements not in contiguous memory locations]

## **Singly Linked list**

- A singly linked list is a dynamic data structure which may grow or shrink, and growing and shrinking depends on the operation made.
- In this type of linked list each node contains two fields one is data field which is used to store the data items and another is next field that is used to point the next node in the list.



#### **Creating a node of linked list**

```
# Node class (Creating a node of linked list)
class Node:
   # Function to initialize the node object
  def ___init___(self, data):
    self.data = data # Assign data
    self.next = None # Initialize next as null
Node1=Node(25)
                                               25
                                                        None
        Node1
```

## Creating an empty linked list

```
# Node class (Creating a node of linked list)
class Node:
   # Function to initialize the node object
  def ___init___(self, data):
    self.data = data # Assign data
    self.next = None # Initialize next as null
# Linked List class (Linking the nodes of linked list)
class LinkedList:
    # Function to initialize the Linked List object
  def __init__(self):
    self.head = None
```

3/15/2024 5

- init is a special method which is also called class constructor
- init method is called whenever new instance of a class is created and used to initialize the fields of a node
- Each node contain 2 fields.
- Using node class we are creating individual node not linking them

3/15/2024

## Creating a linked list with single node

```
class Node:
    def __init__(self, data):
    self.data = data
    self.next = None
class LinkedList:
    def __init__(self):
    self.head = None
LL = LinkedList()
LL.head = Node(3)
print(LL.head.data)
```

## **Creation and Traversal of single linked list**

```
# A single node of a singly linked list
                                              # insertion method for the linked list
                                               def insert(self, data):
class Node:
                                                 newNode = Node(data)
def __init__(self, data):
                                                 if(self.head):
  self.data = data
                                                  current = self.head
  self.next = None
                                                  while(current.next):
                                                   current = current.next
                                                  current.next = newNode
# A Linked List class with a single
                                                 else:
  head node
                                                  self.head = newNode
class LinkedList:
 def __init__(self):
  self.head = None
```

3/15/2024

# Creation and Traversal of single linked list (contd..)

```
# print method for the linked list
 def printLL(self):
  current = self.head
  while(current):
   print(current.data)
   current = current.next
# Singly Linked List with insertion and print methods
LL = LinkedList()
LL.insert(3)
LL.insert(4)
LL.insert(5)
LL.printLL()
```