

BIG O ANALYSIS

SLCreate is constant time

SLDestroy is constant time in the best case but $O(N)$ in the worst case because it has to deallocate the memory for each element.

SLInsert is $O(N)$ in the worst case because it could have to insert a new element at the end of the list
otherwise in the best case it is constant time

SLRemove is constant time

SLNextItem is $O(N)$ in the worst case if every element except for the last element were removed not destroyed then it would have to iterate to the last item and return it.