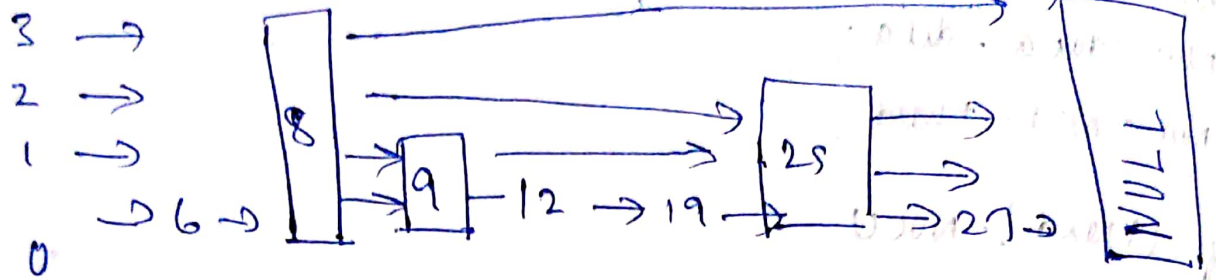


# 2

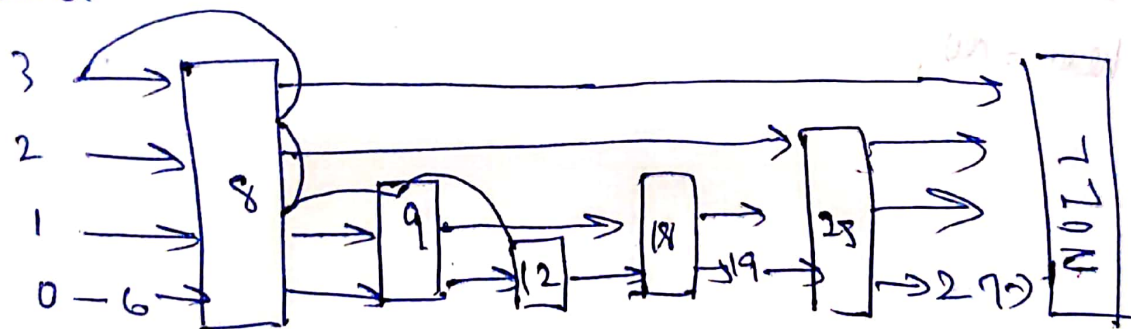
Original skip list

level



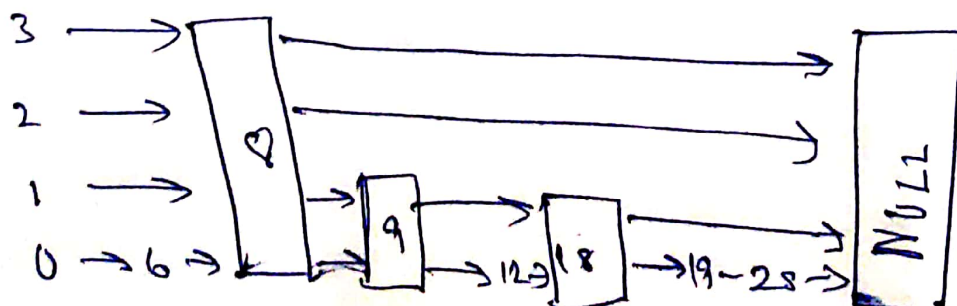
Insert (18)

level



Pointer manipulation : 8 - 9 - 12 -> Insert

Delete (25)



Pointer : 8 - 9 - 18 - 19 -> delete