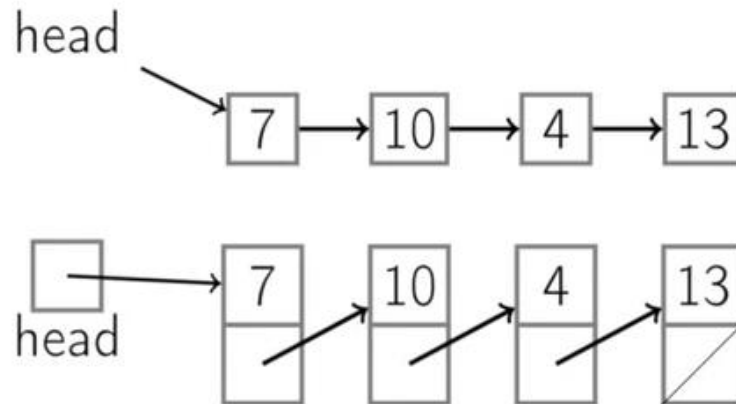


Singly-Linked Lists

Singly-Linked List



Node contains:

- key
- next pointer

List API

<code>PushFront(Key)</code>	add to front
<code>Key TopFront()</code>	return front item
<code>PopFront()</code>	remove front item
<code>PushBack(Key)</code>	add to back
<code>Key TopBack()</code>	return back item
<code>PopBack()</code>	remove back item
<code>Boolean Find(Key)</code>	is key in list?
<code>Erase(Key)</code>	remove key from list
<code>Boolean Empty()</code>	empty list?
<code>AddBefore(Node, Key)</code>	adds key before node

Time Complexity Analysis of Singly Linked List

- `PushFront` $O(1)$
- `PopFront` $O(1)$
- `PushBack` (no tail) $O(n)$
- `PopBack` (no tail) $O(n)$
- `PushBack` (with tail) $O(1)$
- `PopBack` (with tail) $O(n)$

Singly-linked List

PushFront(*key*)

node \leftarrow new node

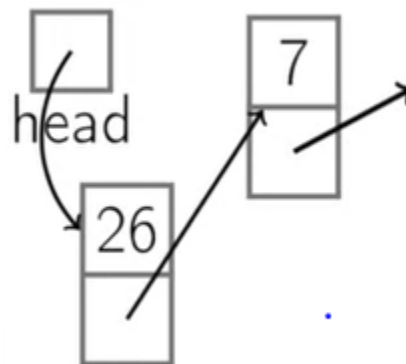
node.key \leftarrow *key*

node.next \leftarrow *head*

head \leftarrow *node*

if *tail* = nil:

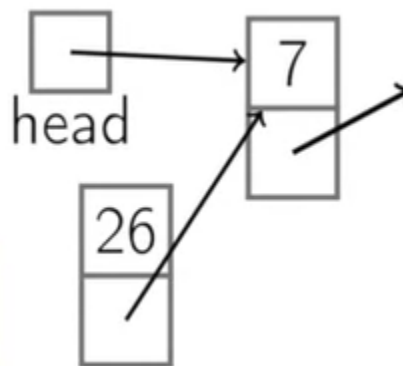
tail \leftarrow *head*



Singly-linked List

PopFront()

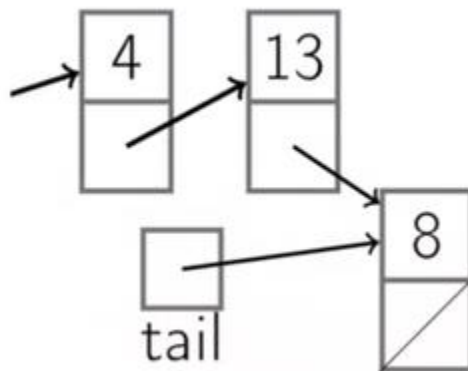
```
if head = nil:  
    ERROR: empty list  
head ← head.next  
if head = nil:  
    tail ← nil
```



Singly-linked List

PushBack(*key*)

```
node  $\leftarrow$  new node  
node.key  $\leftarrow$  key  
node.next = nil  
if tail = nil:  
    head  $\leftarrow$  tail  $\leftarrow$  node  
else:  
    tail.next  $\leftarrow$  node  
    tail  $\leftarrow$  node
```



Singly-linked List

PopBack()

```
if head = nil:  ERROR: empty list
if head = tail:
    head  $\leftarrow$  tail  $\leftarrow$  nil
else:
    p  $\leftarrow$  head
    while p.next.next  $\neq$  nil:
        p  $\leftarrow$  p.next
    p.next  $\leftarrow$  nil; tail  $\leftarrow$  p
```

