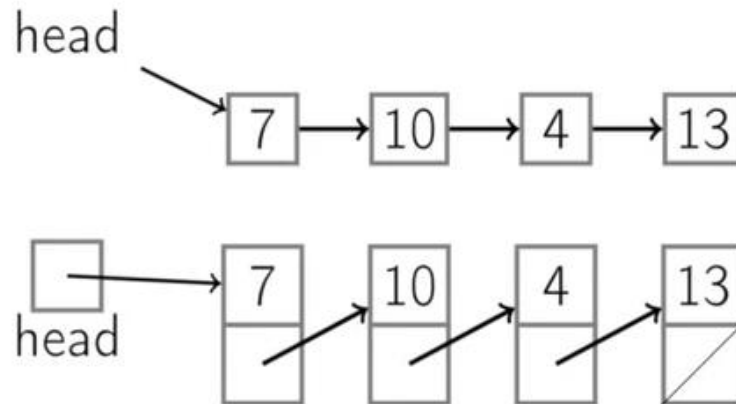


## Singly-Linked Lists

### 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

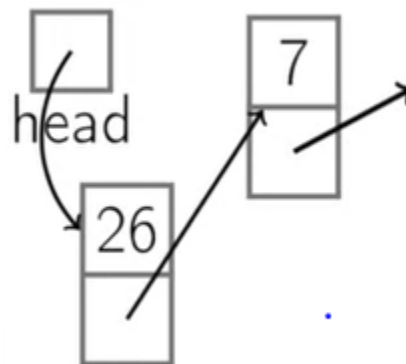
*node.key*  $\leftarrow$  *key*

*node.next*  $\leftarrow$  *head*

*head*  $\leftarrow$  *node*

if *tail* = nil:

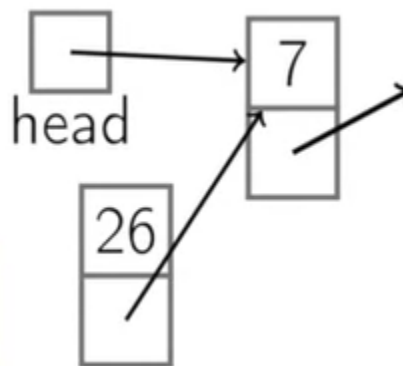
*tail*  $\leftarrow$  *head*



# Singly-linked List

## PopFront()

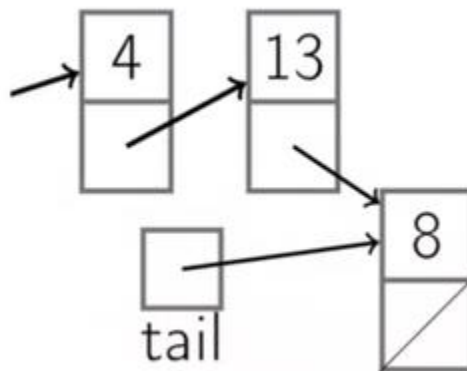
```
if head = nil:  
    ERROR: empty list  
head ← head.next  
if head = nil:  
    tail ← nil
```



# Singly-linked List

## PushBack(*key*)

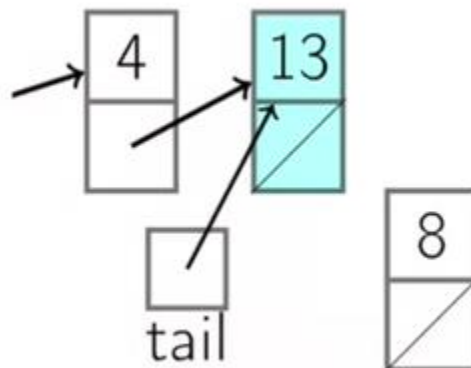
```
node  $\leftarrow$  new node  
node.key  $\leftarrow$  key  
node.next = nil  
if tail = nil:  
    head  $\leftarrow$  tail  $\leftarrow$  node  
else:  
    tail.next  $\leftarrow$  node  
    tail  $\leftarrow$  node
```



# 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
```



# Singly-linked List

AddAfter(*node*, *key*)

*node2*  $\leftarrow$  new node

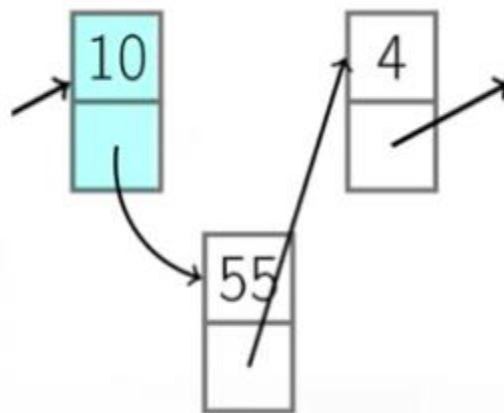
*node2.key*  $\leftarrow$  *key*

*node2.next* = *node.next*

*node.next* = *node2*

if *tail* = *node*:

*tail*  $\leftarrow$  *node2*



Singly-Linked List	no tail	with tail
PushFront(Key)	$O(1)$	
TopFront()	$O(1)$	
PopFront()	$O(1)$	
PushBack(Key)	$O(n)$	$O(1)$
TopBack()	$O(n)$	$O(1)$
PopBack()	$O(n)$	
Find(Key)	$O(n)$	
Erase(Key)	$O(n)$	
Empty()	$O(1)$	
AddBefore(Node, Key)	$O(n)$	
AddAfter(Node, Key)	$O(1)$	