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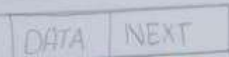
DATE: 24th 02-2026

ELEMENT OF A SINGLY LINKED LIST

1. NODE:

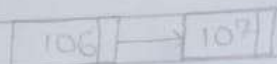
A node is the basic of a linked list. Each node has two parts

- Data
- Next pointer



2. DATA FIELD:

The data field stores the actual value (Number, character, etc.)



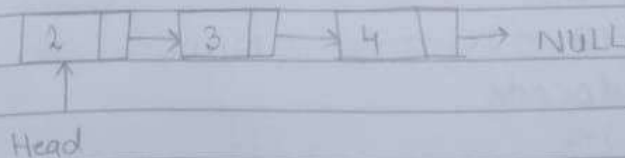
3. NEXT POINTER:

The next pointer stores the address the next node in the list. For the last node next pointer stores NULL.



4. HEAD POINTER:

The head pointer stores the address of the first node of the linked list. If the list is empty head = NULL.



INSERTION

1- Insertion at beginning:

Insert 10 into list:

$20 \rightarrow 30 \rightarrow 40$

- Initial list

$\text{Head} \rightarrow 20 \rightarrow 30 \rightarrow 40 \rightarrow \text{NULL}$

- Pseudocode

BEGIN

Create new node

Set $\text{newnode.data} = 10$

$\text{newNode.Next} = \text{head}$

$\text{head} = \text{newnode}$

END

- Dry run

- Create new node with data 10

- $\text{new Node} \cdot \text{next} = \text{head} (20)$

- $\text{head} = \text{new node}$

Final List

$\text{head} \rightarrow 10 \rightarrow 20 \rightarrow 30 \rightarrow 40 \rightarrow \text{NULL}$

2- Insertion at End:

Insert 50 into:

$10 \rightarrow 20 \rightarrow 30$

- Initial List

$\text{head} \rightarrow 10 \rightarrow 20 \rightarrow 30 \rightarrow \text{NULL}$

- Pseudocode

BEGIN

Create new node

Set newnode.data = 50

newnode.next = NULL

temp = head

WHILE temp.next \neq NULL

temp = temp.next

END WHILE

temp.next = newnode

END

- **Final list**

head \rightarrow 10 \rightarrow 20 \rightarrow 30 \rightarrow NULL

- **Dry run**

1- temp moves from 10 \rightarrow 20 \rightarrow 30

2- temp.next = newNode (50)

- 3- **Insertion at a specific position**

Insert 25 at position into list:

10 \rightarrow 20 \rightarrow 30 \rightarrow 40

- **Initial list**

head \rightarrow 10 \rightarrow 20 \rightarrow 30 \rightarrow 40 \rightarrow NULL

- **Pseudocode**

BEGIN

Create new node

set newNode.data = 25

temp = head

For i = 1 to position - 2

temp = temp.next

END For

newnode.next = temp.next

temp.next = newNode

END

- **Dry run**

1- temp stops at node 20

2- newnode.next = 30

3- temp.next = newNode

▶ **FINAL LIST**

head → 10 → 20 → 30 → 40 → NULL

DELETION

1- Deletion from the Beginning

Deletion first node from list:

10 → 20 → 30

• Initial List

head → 10 → 20 → 30 → NULL

• Pseudocode

BEGIN

IF head = NULL

print "List is empty"

ELSE

temp = head

head = head.next

delete temp

END IF

END

• Dry run

1- temp = 10

2- head = 20

3- delete temp

Final List:

head → 20 → 30 → NULL

2- Deletion at END

Deletion last node from list:

10 → 20 → 30 → 40

• Initial List:

head → 10 → 20 → 30 → 40 → NULL

Pseudocode

BEGIN

temp = head

WHILE temp.next.next \neq NULL

temp = temp.next

END WHILE

delete temp.next

temp.next = NULL

END

• Dry run

1- temp moves to node 30

2- delete node 40

3- temp.next = NULL

Final List:

head \rightarrow 10 \rightarrow 20 \rightarrow 30 \rightarrow NULL

3- Deletion from a specific position

Delete node at position 2 from list:

10 \rightarrow 20 \rightarrow 30 \rightarrow 40

• initial list

10 \rightarrow 20 \rightarrow 30 \rightarrow 40 \rightarrow NULL

Pseudocode

BEGIN

temp = head

For i = 1 to position - 2

temp = temp.next

END for

del = temp.next

temp.next = del.next

delete del

END

• Dry run

1 temp stops at node 10

- 2- del = 20
- 3- temp.next = 30
- 4- delete del

Final list

head \rightarrow 10 \rightarrow 30 \rightarrow 40 \rightarrow NULL