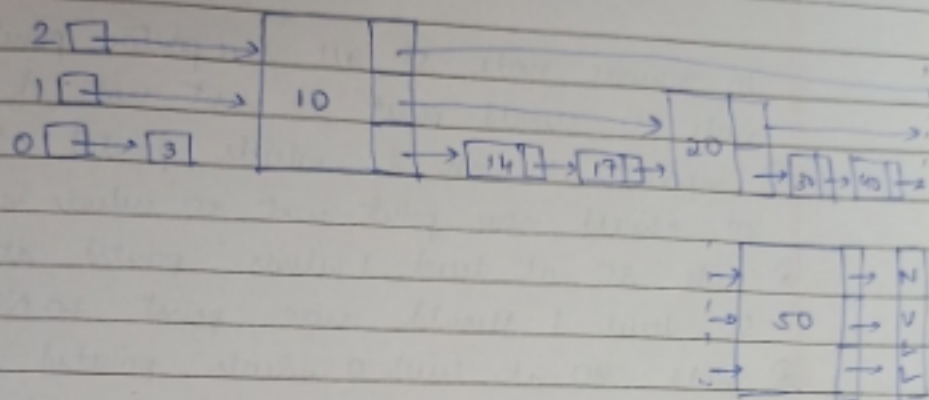


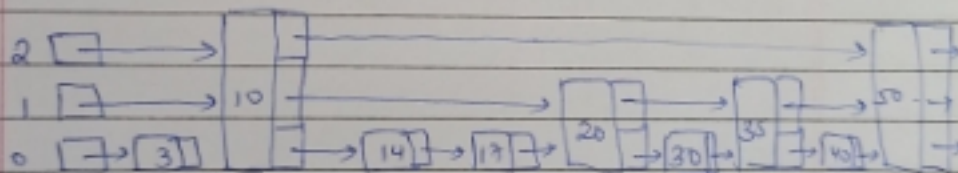
## LAB-3

### Skiplist

Original Skiplist →



Insertion - inserting 35



35 is in between 30 & 40 hence its insert is at level 1. To insert 35 at level 1, 4 pointer manipulations are required. (1) 20 → next at level 1 should point to node 35

(2) 30 → next should point to node 35

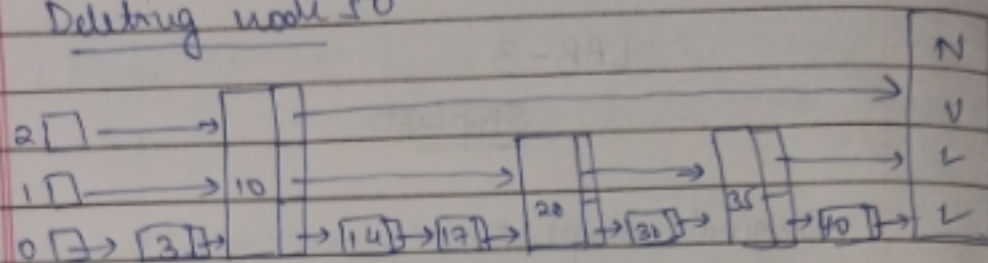
(3) 35 → next at level 1 should point to node 50, at last 35 → next at level 0 should point to node 40.

These are the pointer manipulations done



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## Deleting node 50



To remove node 50 all the pointer pointer to node 50 should point to next node of 50.

- ⊛ node 10 at level 2 which pointed at node 50 should now point next 50 which is NULL.
- ⊛ node 30 at level 1 which pointed at node 50 level 1 should now point to NULL.
- ⊛ node 40 at level 0 which pointed at 50 at level 0 should now point to NULL.

