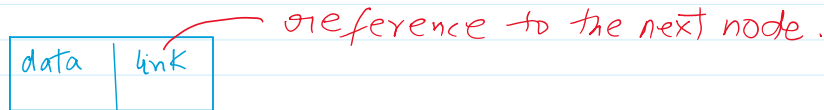


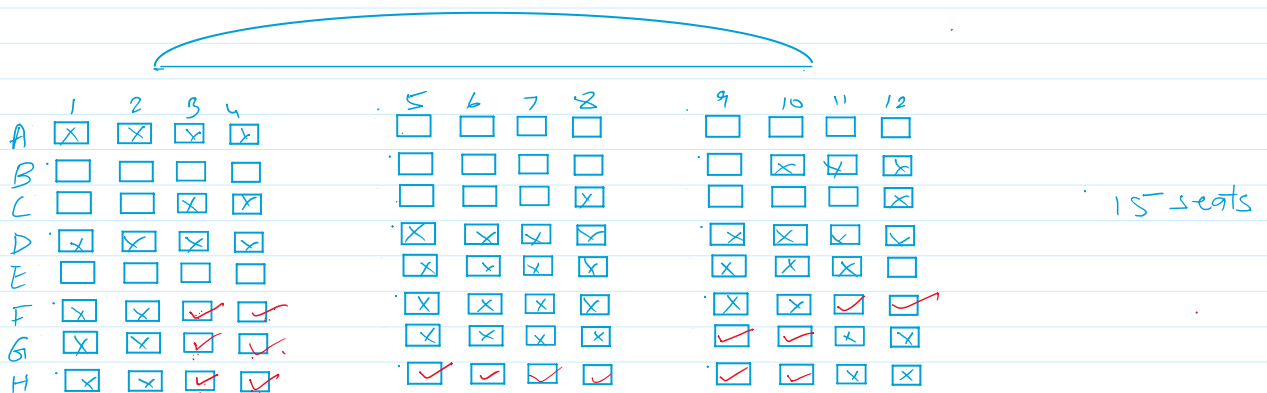
Linked List

13 November 2025 10:06

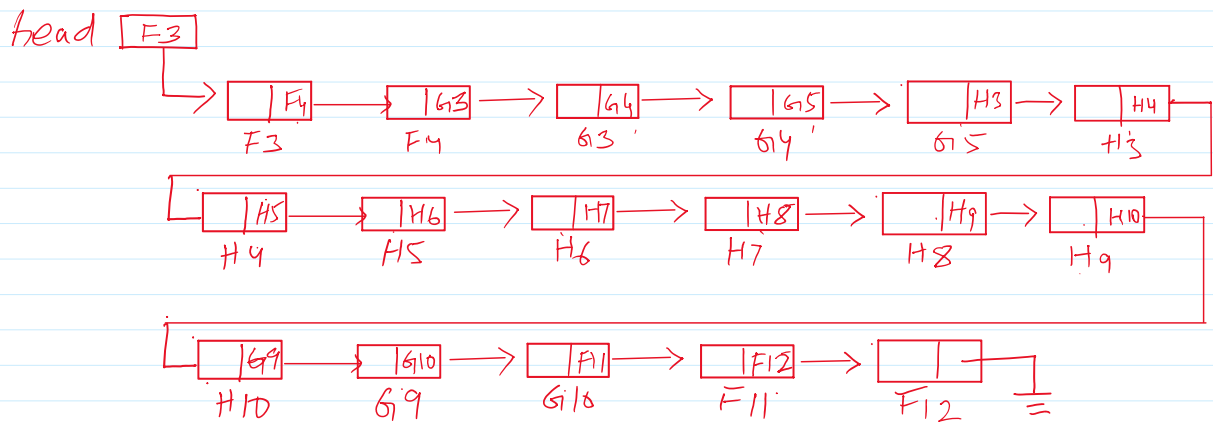
Linked List in Java is a linear data structure, where elements are stored in nodes, and each node contains data as well as a reference(link) to the next node in the sequence. Unlike arrays, linked list do not store elements in contiguous locations. Allowing easy insertion and deletion of elements without shifting other elements.



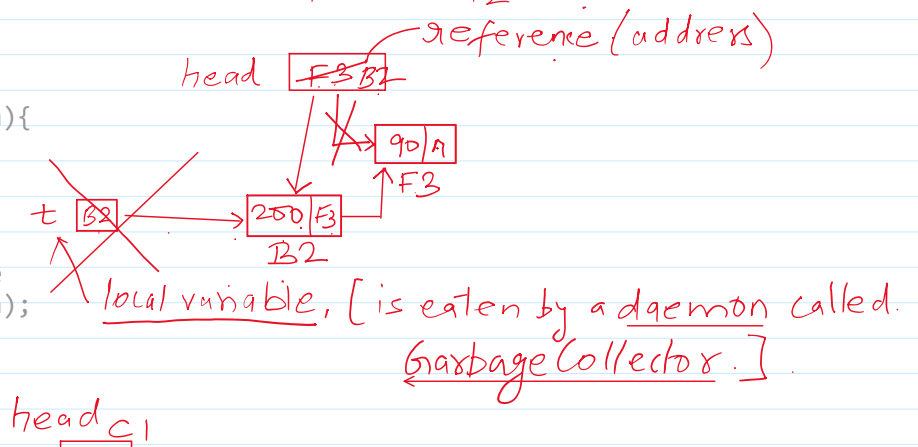
Node (used in singly linked list, which always points to the next node).



F3, F4, G3, G4, H3, H4, H5, H6, H7, H8, H9, H10, G9, G10, F11, F12



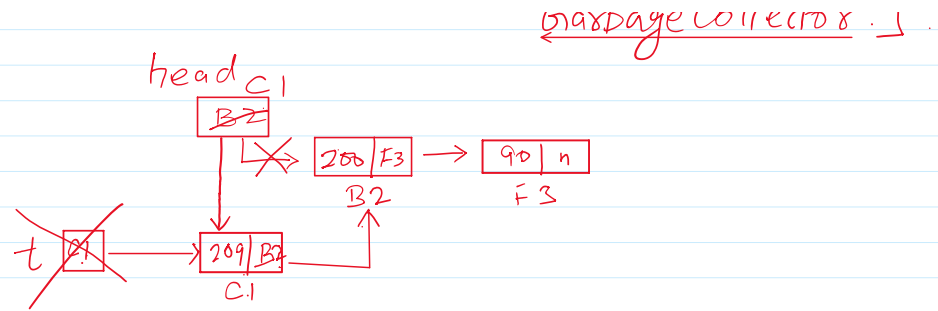
```
// add the node at the head. 209
public void addAtHead(int data){
    if(head == null){
        head = new Node(data);
    }
    else{
        //List contains a node
        Node t = new Node(data);
        t.next = head;
        head = t;
    }
}
```



```

    head = t;
}
}

```



```

package MyLinkedList;
public class Node {
    int data;
    Node next;
    public Node(int data) {
        this.data = data;
        this.next = null;
    }
}

```

```

package MyLinkedList;
public class LinkedList {
    Node head;
    public LinkedList() {
        head = null;
    }
    //append the node at the end
    public void add(int data){
        //write the code here
    }
    // add the node at the head. or prepend
    public void addAtHead(int data){
        if(head == null){
            head = new Node(data);
        }
        else{
            //List contains a node
            Node t = new Node(data);
            t.next = head;
            head = t;
        }
    }
    public void printList(){
        Node t = head;
        if(t == null){
            System.out.println("List is empty!");
        }
        else{
            for(;t!=null; t = t.next){
                System.out.print("==>" + t.data);
            }
            System.out.println();
        }
    }
}

```

```

package MyLinkedList;

```

```

import java.util.Scanner;
public class TestLinkedList {
    public static void main(String[] args) {
        LinkedList ll = new LinkedList();
        Scanner sc = new Scanner(System.in);

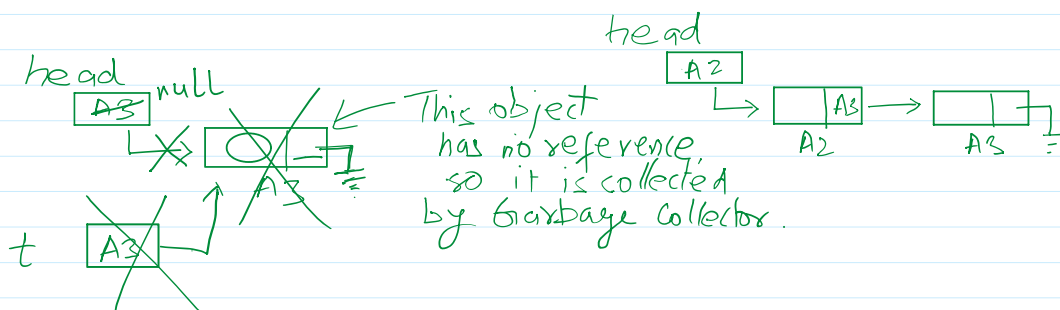
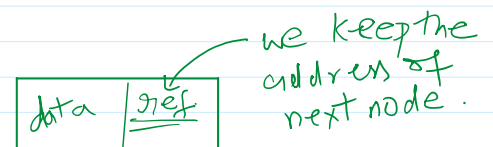
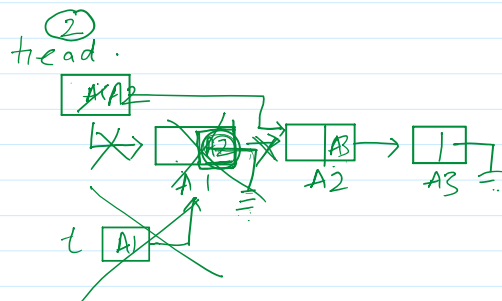
        while (true) {
            System.out.println("Press 1 to add data on head.");
            System.out.println("Press 2 to display the list");
            System.out.println("Press 0 to exit");
            System.out.println("Enter your choice(0-2): ");
            switch(sc.nextInt()){
                case 1:
                    System.out.println("Enter data to store on head of the list: ");
                    ll.addAtHead(sc.nextInt());
                    break;
                case 2:
                    ll.printList();
                    break;
                case 3:
                    System.out.println("Enter data to store at end of the list: ");
                    ll.addAtHead(sc.nextInt());
                    break;
                case 0:
                    sc.close();
                    System.out.println("Good Bye");
                    return; //exit from main.
                default:
                    System.out.println("Wrong option selected!");
            }
        }
    }
}

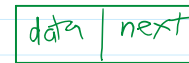
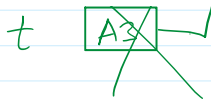
```

```

deleteNodeAtHead() {
    if head == null
        print "list is empty", exit.
    else
        → Node t = head.
        → head = head.next.
        → t.next = null
        print "Deleted element" + t.data.
}

```

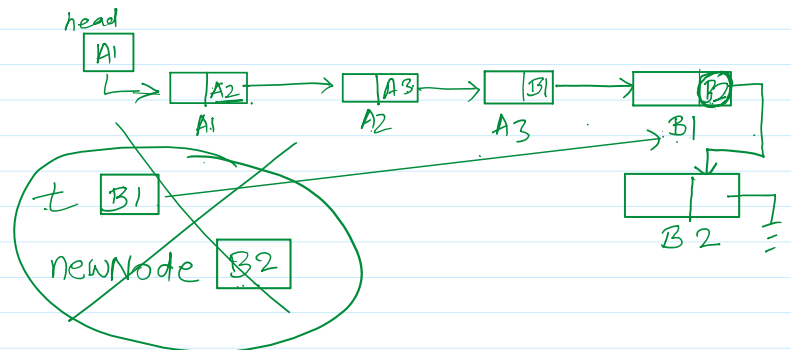




```

public void addNodeAtEnd(int data){
    if(head == null){
        head = new Node(data);
    }
    else{
        Node newNode = new Node(data);
        Node t = head;
        while(t.next != null){
            t = t.next;
        }
        t.next = newNode;
    }
}

```

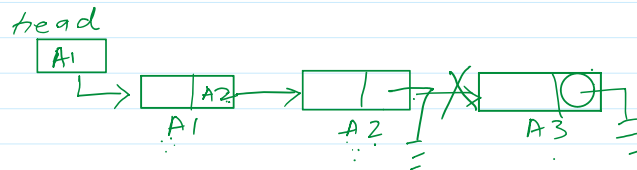
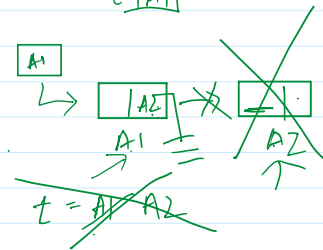


Case of 1 node.

```

Node t = head;
if (t.next == null) { // case of 1 node
    head = null;
}
else { // case of more than 1 node
    while (t.next.next != null) {
        t = t.next;
    }
    print "deleted node: - " + t.next.data;
    t.next = null;
}

```



t = A2

```

public void deleteAtStart(){
    if(head == null){
        System.out.println("List is empty");
    }
    else{
        Node t = head;
        head = head.next;
        t.next = null; //to disconnect the node from the list.
        System.out.println("Deleted node: " + t.data);
    }
}

```

```

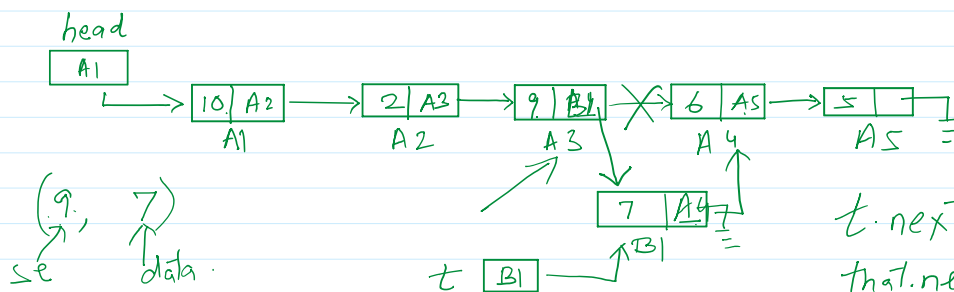
public void addNodeAtEnd(int data){
    if(head == null){
        head = new Node(data);
    }
    else{

```

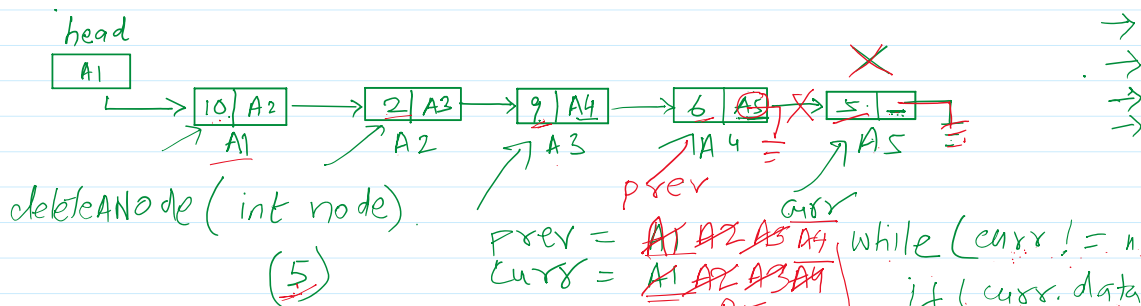
```

Node newNode = new Node(data);
Node t = head;
while(t.next != null){
    t = t.next;
}
t.next = newNode;
}
}
public void deleteAtEnd(){
    if(head == null){
        System.out.println("List is empty!");
    }
    else{
        Node t = head;
        if(t.next == null){
            head = null;
            System.out.println("Deleted node: " + t.data);
            return;
        }
        while(t.next.next != null){
            t = t.next;
        }
        System.out.println("Deleted node: " + t.next.data);
        t.next = null;
    }
}

```



t.next = that.next;
that.next = t

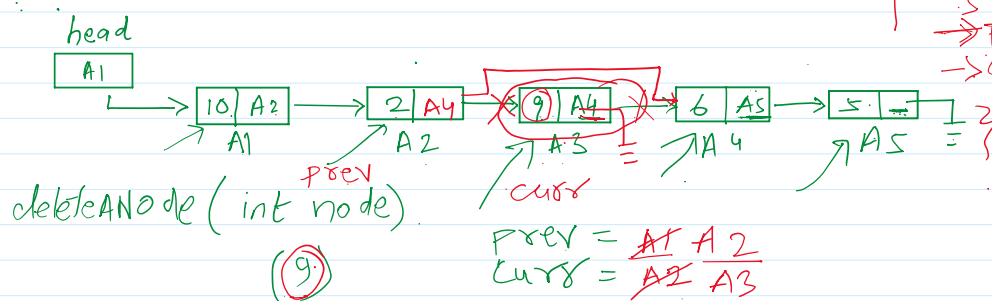


deleteANode (int node)
(5)

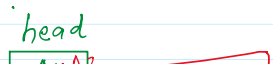
```

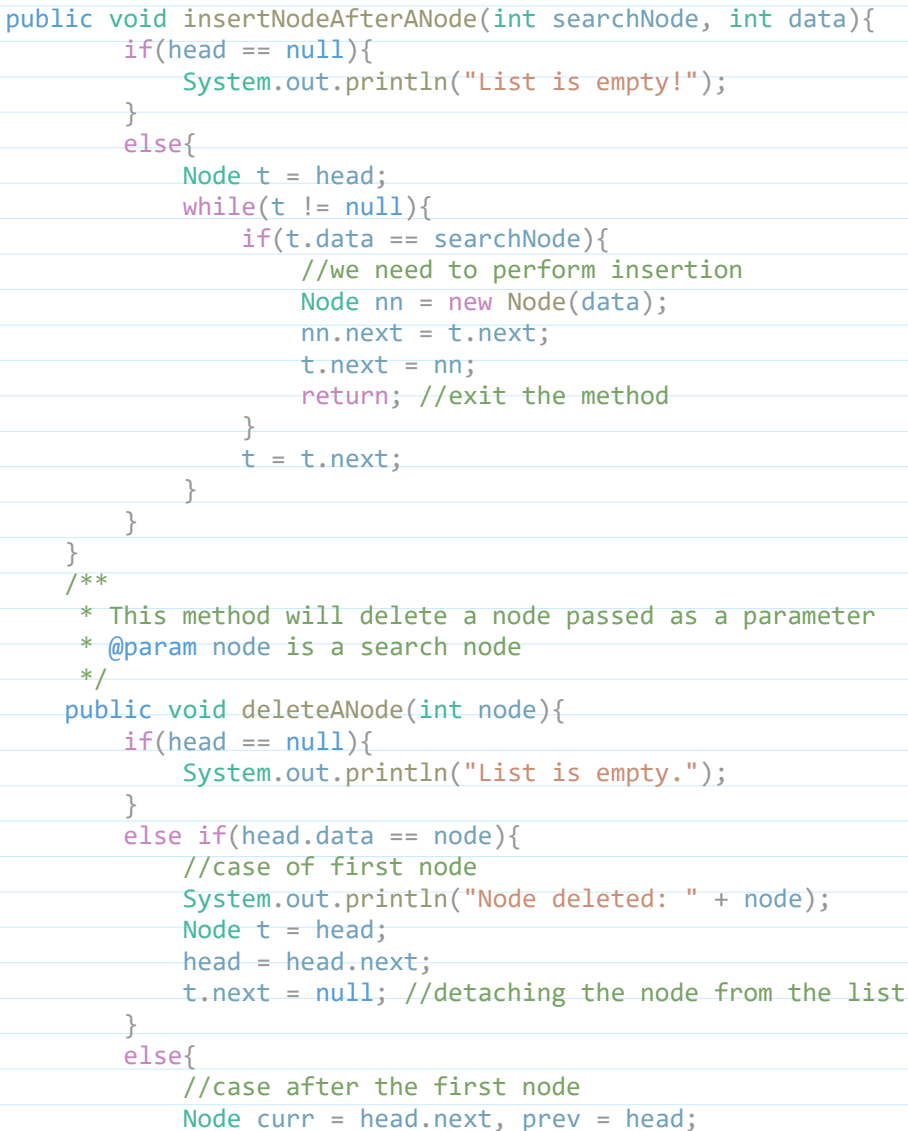
while (curr != null){
    if (curr.data == data){
        prev.next = curr.next;
        curr.next = null;
        return; // exit the method.
    }
    prev = curr;
    curr = curr.next;
}

```



deleteANode (int node)
(9)





```
while(curr!= null){  
    if(curr.data == node){  
        System.out.println("Node deleted: " + node);  
        prev.next = curr.next;  
        curr.next = null;  
        return;  
    }  
    prev = curr;  
    curr = curr.next;  
}  
}  
}
```