LinkedList

public class Node<T> {

T data;

Node<T> next;

Node(T data) {

this.data = data;

}

}

public class LinkListMethods<T> {

Scanner sc = new Scanner(System.in);

// test method

public static Node<Integer> createLinkedList() {

Node<Integer> n1 = new Node<>(50);

Node<Integer> n2 = new Node<>(30);

Node<Integer> n3 = new Node<>(10);

Node<Integer> n4 = new Node<>(60);

Node<Integer> n5 = new Node<>(40);

n1.next = n2;

n2.next = n3;

n3.next = n4;

n4.next = n5;

return n1;

}

// 1st mehtod

public Node<Integer> takeInput() {

int data = sc.nextInt();

// ref of Node

Node<Integer> head = null;

while (data != -1) {

Node<Integer> currentNode = new Node<>(data);

if (head == null) {

head = currentNode;

}

else {

// keeping tail node to keep track of the last node

Node<Integer> tail = head;

while (tail.next != null) {

tail = tail.next;

}

tail.next = currentNode;

}

data = sc.nextInt();

}

return head;

}

// 2nd method

public Node<Integer> takeInputBetter() {

int data = sc.nextInt();

Node<Integer> head = null, tail = null;

while (data != -1) {

Node<Integer> currentNode = new Node<>(data);

if (head == null) {

head = currentNode;

tail = currentNode;

}

else {

tail.next = currentNode;

// we have to update the tail to the last node

tail = currentNode; // or

//tail = tail.next;

}

data = sc.nextInt();

}

return head;

}

// 3rd mehtod

public void print(Node<T> head) {

if (head == null) {

return;

}

Node<T> temp = head;

System.out.print(temp.data + " ");

temp = temp.next;

print(temp);

}

// 4th method

public int length(Node<T> head) {

int count = 0;

while (head != null) {

count++;

head = head.next;

}

return count;

}

// 5th mehtod

public int lengthRec(Node<T> head) {

int count = 1;

if (head == null)

return 0;

return count + lengthRec(head.next);

}

// 6th mehtod

public Node<Integer> insertLast(Node<Integer> head) {

int data = sc.nextInt();

Node<Integer> insert = new Node<>(data);

Node<Integer> tail = head;

while (tail.next != null) {

tail = tail.next;

}

tail.next = insert;

return head;

}

// 7th method

public void insert(Node<Integer> head, int pos, int data) {

Node<Integer> nodeToInsert = new Node<>(data);

if (pos == 0) {

nodeToInsert.next = head;

}

else {

int count = 0;

Node<Integer> prev = head;

// iterating till position -1 so to make space

while (count < pos - 1 && prev != null) {

count++;

prev = prev.next; // putting nodes in variable

}

if (prev != null) {

// appending the last list to the node to insert

nodeToInsert.next = prev.next;

// now connecting the inserted node to list

prev.next = nodeToInsert;

}

}

}

// 8th method

public Node<Integer> deleteNode(Node<Integer> head, int pos) {

// If the list is empty or position is invalid, return head as it is

if (head == null || pos < 0) {

return head;

}

// If position is 0, delete the first node

if (pos == 0) {

return head.next;

}

// Traverse the list to find the node at position pos-1

Node<Integer> previous = head;

for (int i = 0; previous != null && i < pos - 1; i++) {

previous = previous.next;

}

// If position is greater than or equal to the length of the list,

// return the list as it is

if (previous == null || previous.next == null) {

return head;

}

// Skip the node at position pos

previous.next = previous.next.next;

return head;

}

}