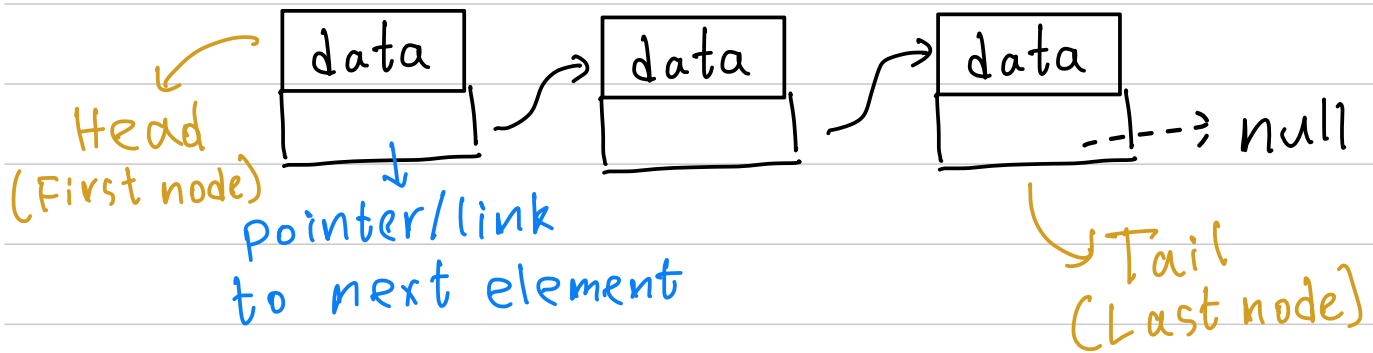
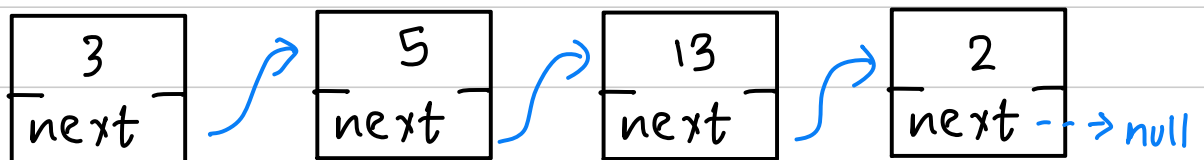


Linked lists

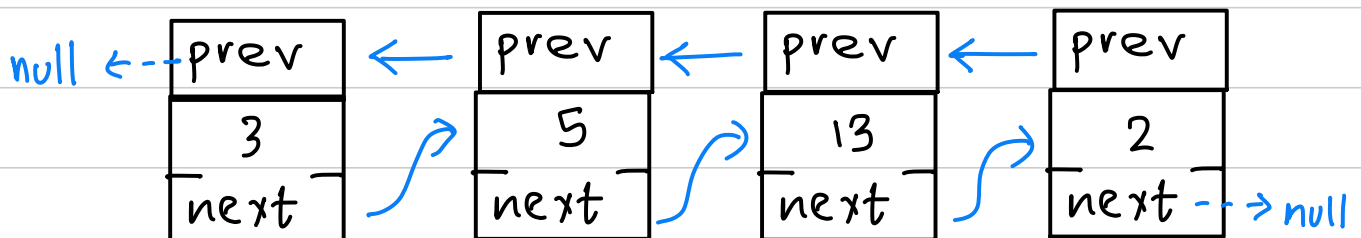


- * Nodes are store wherever there is free space in memory (No need to be stored contiguously)
- * When adding/removing, the rest doesn't have to be shifted.
- * No Random access

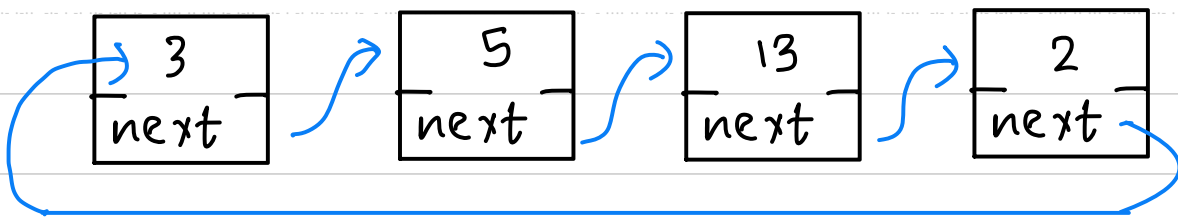
Singly Linked List



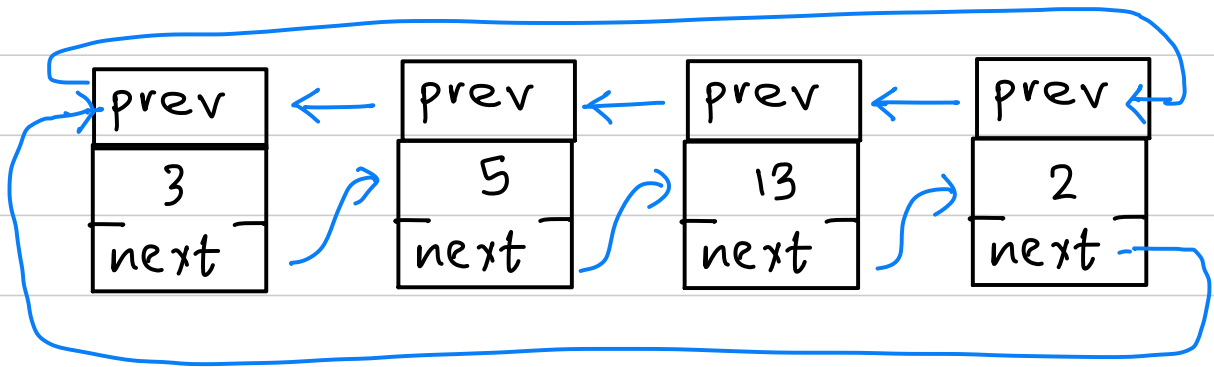
Doubly Linked list



Circular singly Linked List



Circular Doubly Linked List



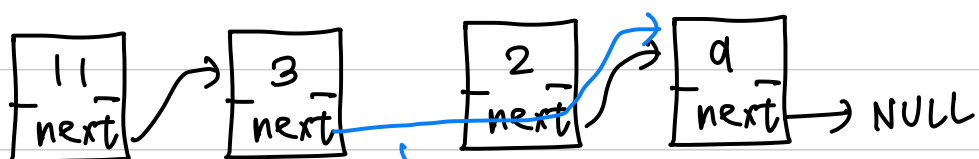
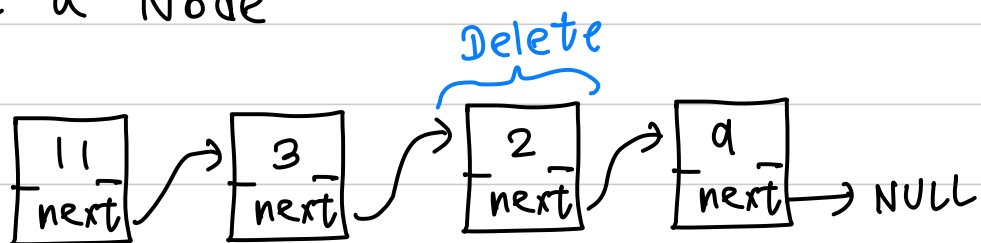
Linked List Operations

* Traversal: As shown above

* Find lowest value:

Traverse through the list to find the smallest value.

* Delete a Node

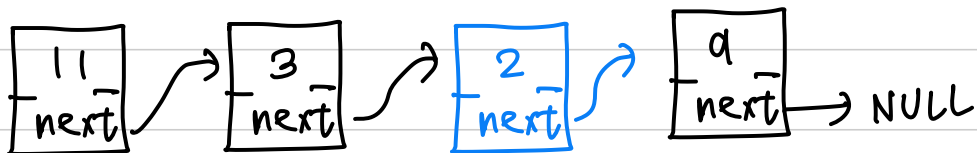
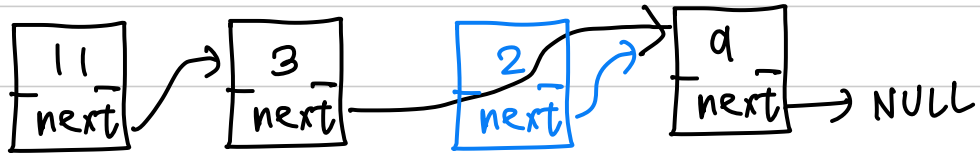
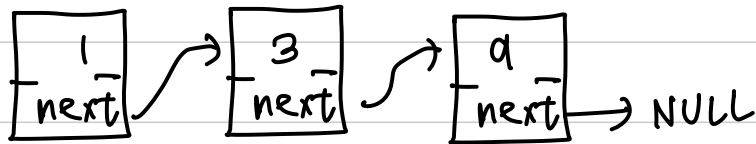


First connect to avoid a 'dangling' pointer



* Should return the new head in the delete function

* Insert a node



* Should return new head.

* Sorting algorithms can be done on linked lists using deletion, insertion & find.

↳ But some algorithms might not fit well for linked lists.