# ECE 220 Computer Systems  & Programming

Lecture 19: Linked Lists

ILLINOIS

# Outline

- Linked List Data Structure

- Chapter 19.5

- Key concepts
  - Search/Add/Delete operations on a linked list
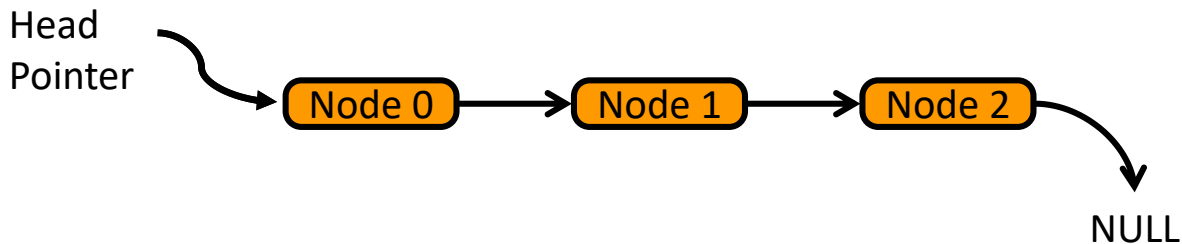  - Linked Lists vs Arrays

# The Linked List Data Structure

A linked list is an ordered collection of nodes, each of which contains some data, connected using pointers.

- Each node points to the next node in the list.
- The first node in the list is called the head
- The last node in the list is called the tail

Head
Pointer

Node 0 → Node 1 → Node 2 → NULL
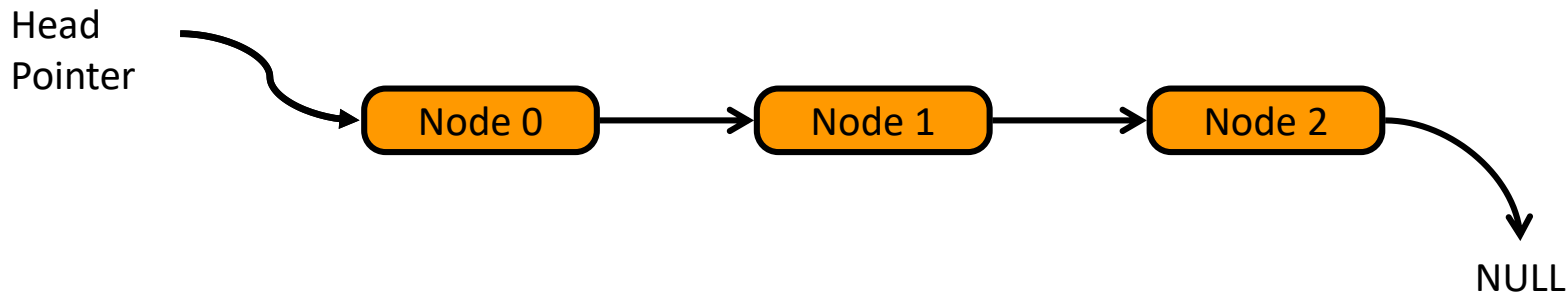
# Array vs Linked List

| | Element 0 |
| | Element 1 |
| | Element 2 |

Head
Pointer → Node 0 → Node 1 → Node 2 → NULL

| | **Array** | **Linked List** |
|---|---|---|
| **Memory Allocation** | **Static/Dynamic** | **Dynamic** |
| **Memory Structure** | **Contiguous** | **Not necessary consecutive** |
| **Order of Access** | **Random** | **Sequential** |
| **Insertion/Deletion** | **Create/delete space, then shift all successive elements** | **Change pointer address** |

# Example: Student Record

```
typedef struct studentStruct Record;
struct studentStruct
{
    char Name[100];
    int UIN;
    float GPA;
    Record *next;
};
```

**Head Pointer** → Data|Next → Data|Next → NULL
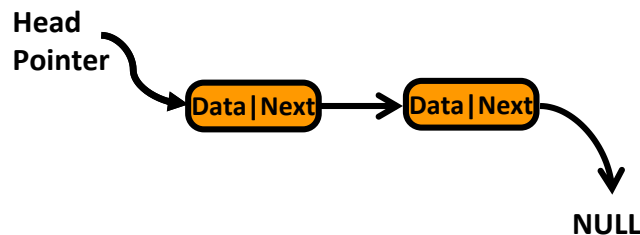
We have a list of 200 student records <u>sorted by UIN</u>
1. Find a particular student record by UIN
2. Delete a student record from the list
3. Add a new student record to the list at the correct place

# Find a Student Record by UIN
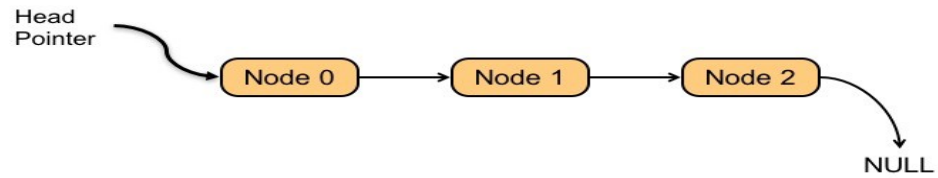


```
//print "Student Record Found" if UIN is found, return a pointer to this record
//otherwise print "Record Not Found", return NULL

Record *find_node(Record *head, int UIN)
{
    Record *current = head;

    //keep traversing the list while 1)not at the end of the list AND
    //                2)current record's UIN < UIN we are looking for



}
```
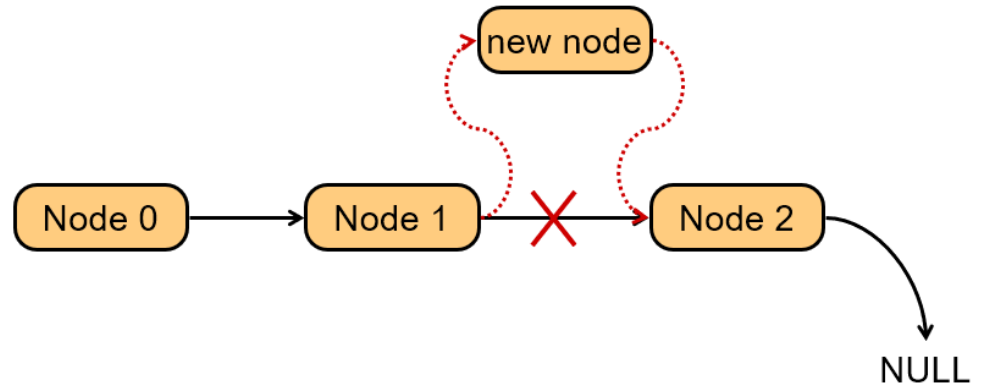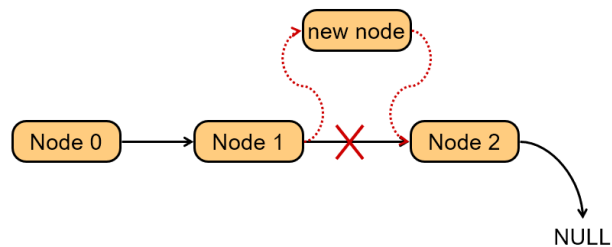
# Adding a Node

**Create a new node with the proper info.**
**Find the node (if any) with a greater UIN.**
**"Splice" the new node into the list:**

```c
void add_node(Record **list, int new_UIN)
{
    Record *current = *list;
    Record *prev = *list;
    Record *temp = (Record *)malloc(sizeof(Record)); //allocate memory for the new node
    //initialize UIN for the new node

    //keep traversing the list until we reach the end
    while (          )
    {
        //the first instance when new_UIN is smaller than current record's UIN
        //we want to insert new node in front of the current node

            //if the current node is the head, update head pointer

            else //for everything else, update previous node's next pointer

            return; //exit function
    }
    //we've reach the last note and its UIN is still smaller than new node's UIN
    //new node will have to be inserted at the tail

    {

    }
    prev = current;
    current = current ->next;
    }
}
```

# Deleting a Node

**Find the node that points to the desired node.**
**Redirect that node's pointer to the next node (or NULL).**
**Free the deleted node's memory.**

```c
void remove_node(Record **list, int old_UIN)
{
    Record *prev;
    Record *current = *list;

    while(current != NULL) //find the record with matching UIN
    {




    }

                    //if record is not found, return out
        return;

                    //if record is the first node, update head pointer
    {


    }
    else //record found is in the middle of the list
    {

    }


    free(current);
}
```