

# Introduction to Linked Lists

## Definition

A linear data structure where the **nodes** are linked together.

## Key Analogy

Train - Coaches linked to an engine.

## Parameters

- Each **node** contains:
  - a. Data (value)
  - b. Next (pointer/reference to next node)
- The last node points to **NULL**.
- **Head** = pointer to the first node.



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# Linked List Operations

## Search/Traversal

Finding an element **x** in the list.

## Pseudo Code

```
SEARCH(head, key)
1 current = head
2 while current != Null:
3     if current.data == key:
4         return TRUE
5     current = current.next
6 return FALSE
```



## Linked List Operations

### Search/Traversal

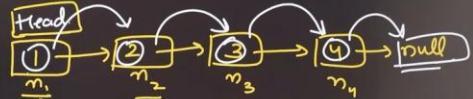
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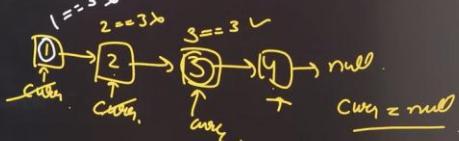
Key = 5

Key = 3



$x \rightarrow$  Present

$x \rightarrow$  won't be present



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## Linked List Operations

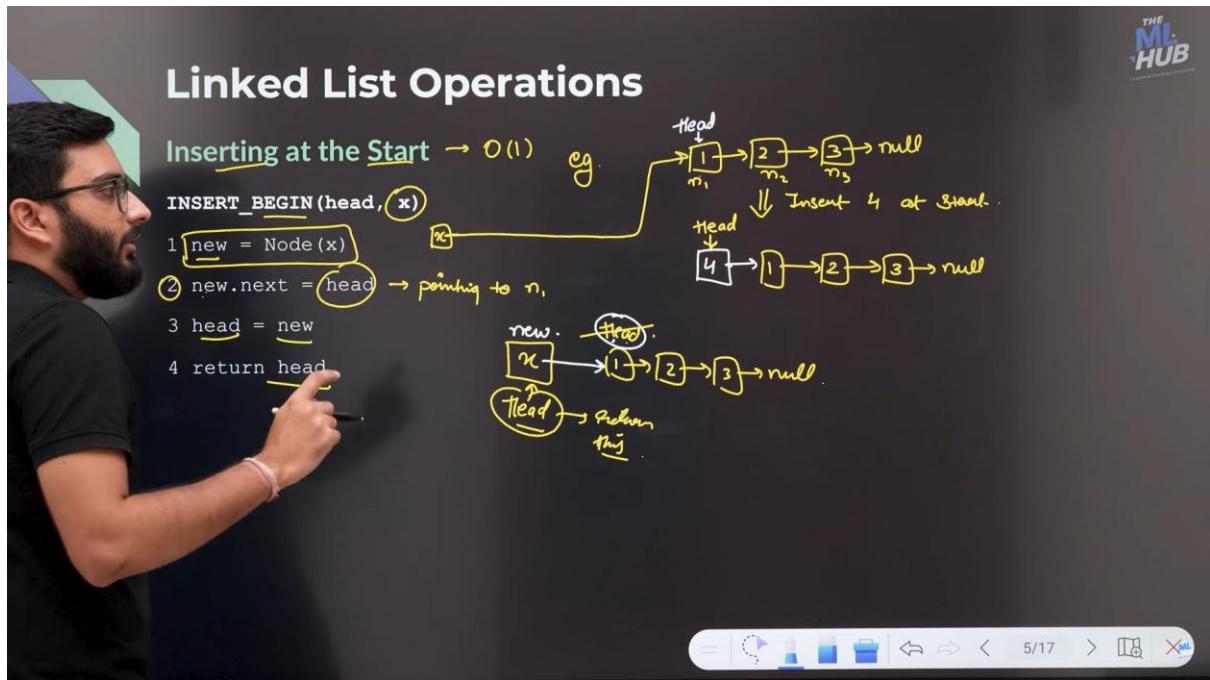
### Insertion

Adding a node  $x$  to the list. Can be done either:

1. At beginning,
2. At end,
3. After a given key.



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## Linked List Operations

### Inserting after a Key

**INSERT\_AFTER(head, key, x)**

```

1 current = head
2 while current != Null and current.data != key:
3     current = current.next
4 if current == Null:
5     error "key not found"
6 new = Node(x)
7 new.next = current.next
8 current.next = new
9 return head
    
```

Video player controls: play/pause, volume, progress bar (32:19 / 2:01:25), and other standard video controls.



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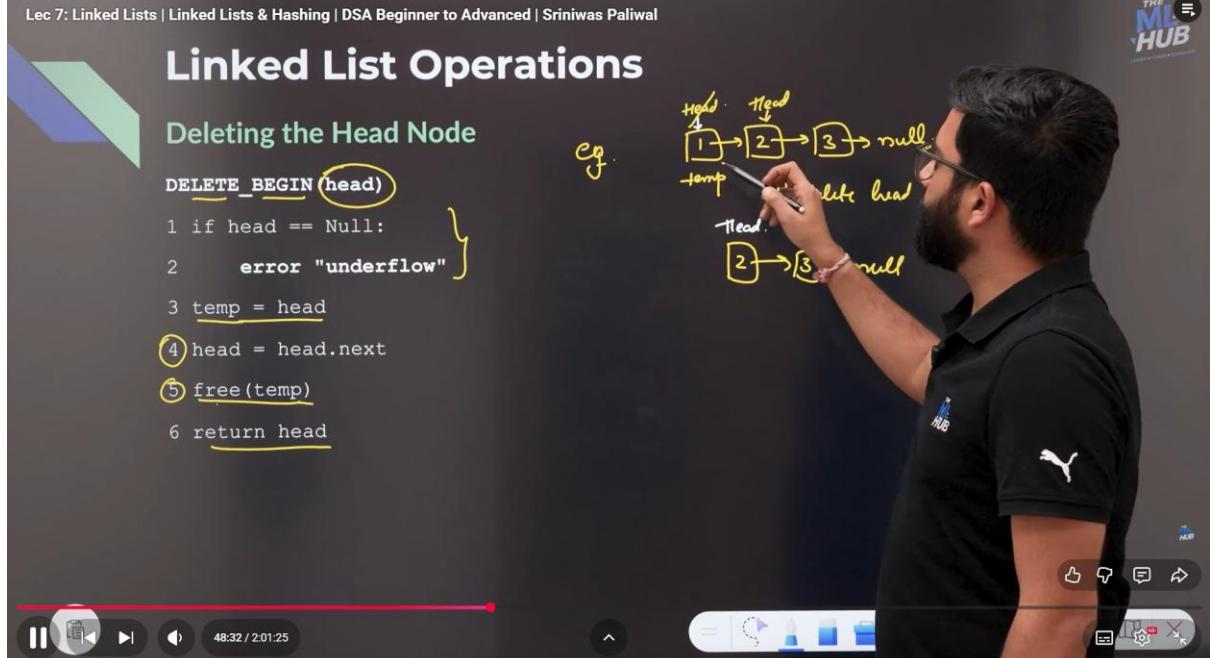
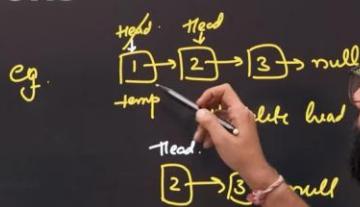


## Linked List Operations

### Deleting the Head Node

DELETE\_BEGIN(head)

```
1 if head == Null:  
2     error "underflow"  
3 temp = head  
4 head = head.next  
5 free(temp)  
6 return head
```



## Linked List Operations

### Deleting the Last Node

```
DELETE_END(head)
1 if head == Null:
2     error "underflow"
3 if head.next == Null:
4     free(head)
5     return Null
6 current = head
7 while current.next.next != Null:
8     current = current.next
9 free(current.next)
10 current.next = Null
11 return head
```

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## Linked List Operations

### Deleting by Key

```
DELETE_KEY(head, key)  Key=3 .
1 if head.data == key:
2     temp = head
3     head = head.next
4     free(temp)
5     return head
6 current = head
7 while current.next != NULL and current.next.data != key:
8     current = current.next
9 if current.next == NULL:
10    error "key not found"
11 temp = current.next
12 current.next = current.next.next
13 free(temp)
```

eg.

The diagram illustrates a linked list with four nodes. Node 1 contains the value 1, node 2 contains 2, node 3 contains 3, and node 4 contains 4. Node 1 points to node 2, node 2 points to node 3, and node 3 points to node 4. Node 4's next pointer is null. A pointer labeled 'head' points to node 1. A pointer labeled 'current' points to node 2. A pointer labeled 'temp' points to node 4. A red circle highlights node 3, indicating it is the target for deletion.

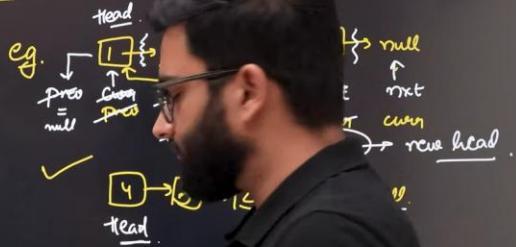
## Reversing a Linked List

### Iterative Approach

REVERSE\_ITERATIVE (node) :  $\rightarrow O(n)$

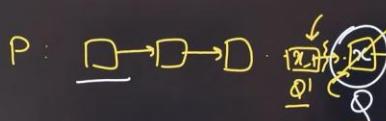
```

1  prev = Null
2  curr = node
3  while curr != Null:
4      nxt = curr.next
5      { curr.next = prev
6        prev = curr
7        curr = nxt
8      return prev → new head.
9
10 head = REVERSE_ITERATIVE (head)
    
```



Q. Let  $P$  be a singly linked list. Let  $Q$  be the pointer to an intermediate node  $x$  in the list. What is the worst-case time complexity of the best-known algorithm to delete the node  $x$  from the list ?

- a)  $\Theta(n)$
- b)  $\Theta(\log^2 n)$
- c)  $\Theta(\log n)$
- d)  $\Theta(1)$



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[GATE CS 18]

Q. A queue is implemented using a non-circular singly linked list. The queue has a head pointer and a tail pointer, as shown in the figure. Let  $n$  denote the number of nodes in the queue. Let enqueue be implemented by inserting a new node at the head, and dequeue by deletion of a node from the tail.

enqueue( $x$ ) → adding a node at start. (head) →  $O(1)$

dequeue() → Remove the last node →  $O(n)$ .

Which one of the following is true about the complexity of the most time-efficient implementation of enqueue and dequeue respectively, for this data structure?

a)  $\Theta(1), \Theta(1)$   
 b)  $\Theta(1), \Theta(n)$   
 c)  $\Theta(n), \Theta(1)$   
 d)  $\Theta(n), \Theta(n)$

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 [GATE CS 20]

Q. What is the worst-case time complexity of inserting  $n$  elements into an empty linked list, if the linked list needs to be maintained in sorted order?

a)  $\Theta(n^2)$

b)  $\Theta(n)$

c)  $\Theta(n \log n)$

d)  $\Theta(1)$

Worst Case:

- (I) 1, 2, 3, 4, 5
- (II) 5, 4, 3, 2, 1 → best case.

① add 1.  $[1] \rightarrow \text{null}$ .

add 2.  $[1] \rightarrow [2] \rightarrow \text{null}$ .

add 3.  $[1] \rightarrow [2] \rightarrow [3] \rightarrow \text{null}$ .

add 4.  $[1] \rightarrow [2] \rightarrow [3] \rightarrow [4] \rightarrow \text{null}$ .

add 5.  $[1] \rightarrow [2] \rightarrow [3] \rightarrow [4] \rightarrow [5] \rightarrow \text{null}$ .

Time Complexity:  $\frac{(n-1)n}{2} \times 2$

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Module 2: Linked Lists & Hashing.ipynb

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Commands + Code + Text Run all

```
[2] In [1]: class Node:
    def __init__(self, data):
        self.data = data
        self.next = None

head = Node(1) # Create a head node with data: 1, next: None
head.next = Node(2)
head.next.next = Node(3)
head.next.next.next = Node(4)

def print_ll(curr):
    while curr:
        print(curr.data, '->', end = '')
        curr = curr.next

print_ll(head)
```

Out[1]: 1 ->2 ->3 ->4 ->

RAM Disk

Share

Variables Terminal 1:47:08 / 2:01:25 02/02 Python 3

