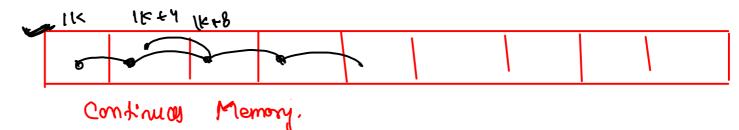
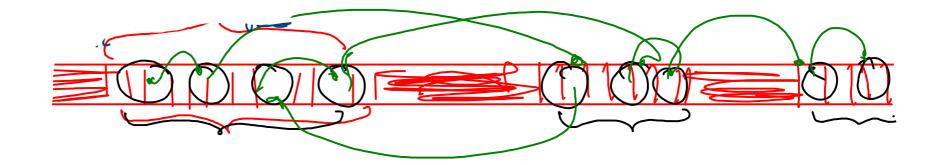
Linked list Data Structure

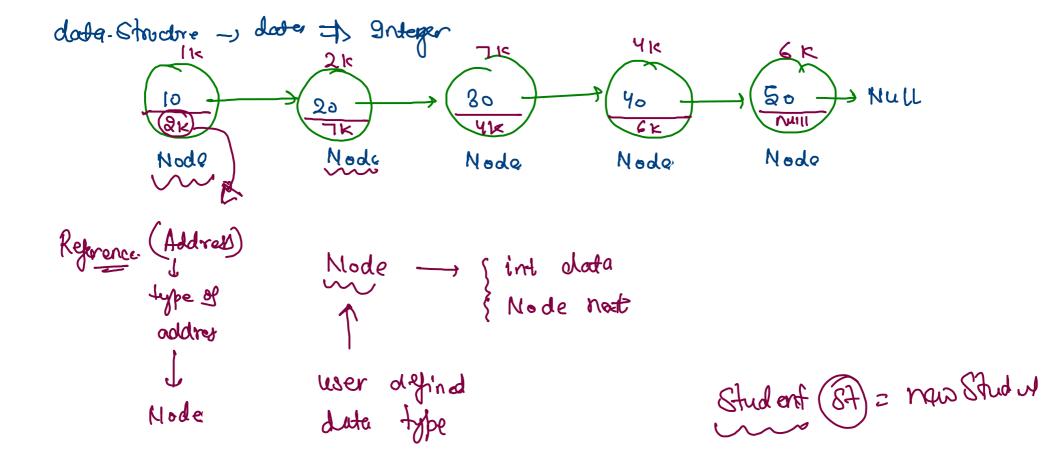
Time and Space

1) Array + Array Ust 2) Black

Queue







Doubles 46 gk SK 2k 50 KYL 48 60 [Im + 30 SK 40 20 3k Heal tail Head sive capacity constrainty
Memorry quarkble foil boanil **add first £12 c addlest diaplay. Ladd At resonure first remove last arcmove At

List, add Fist(1)

List, add Fist(1)

List, add Fist (20);

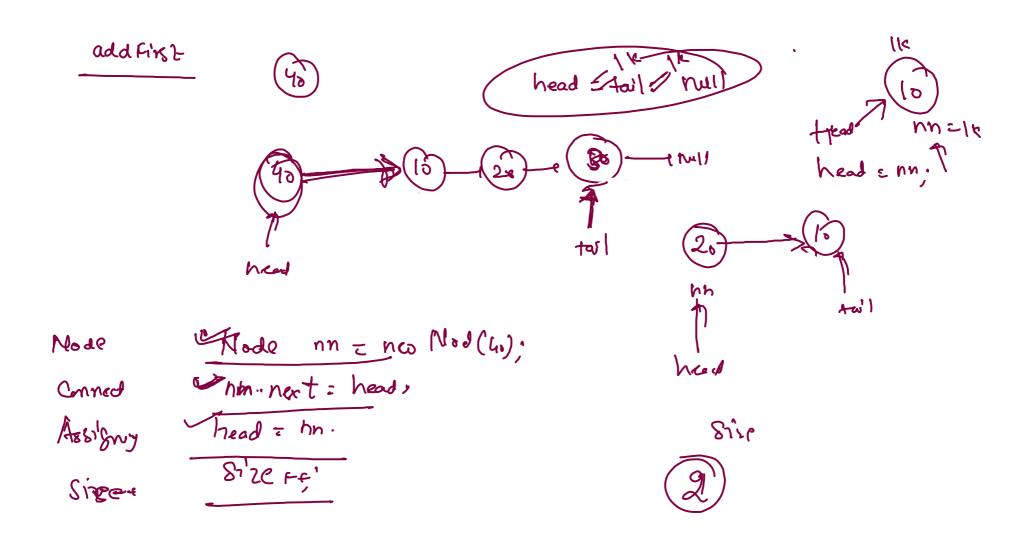
List, add Fist (40):

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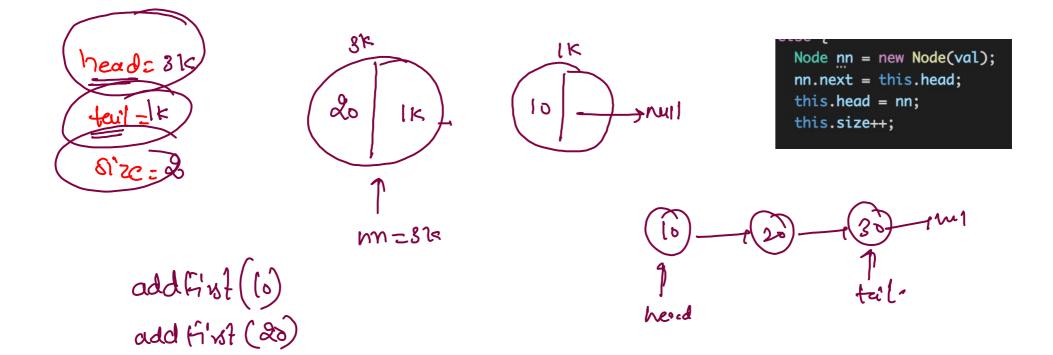
List, add Fist (40):

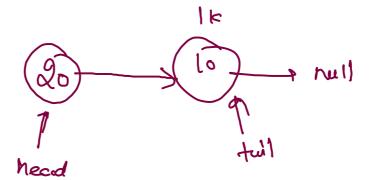
List, add Fist (40):

\$90 → 30 → 28 → 10 → 50 → MIII

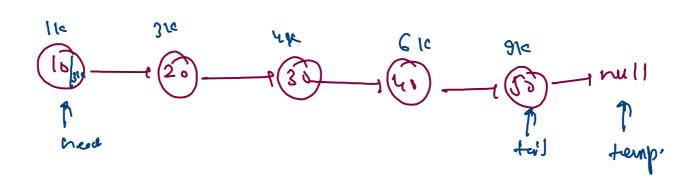


addlast wull tail 2 gotlastNud and last () Rednot teal 11 Head addlast (10); Lost head Mode mn = new Node(to); = tail nort = m. head = tull = tail = hny tall = null Sizett: head net =



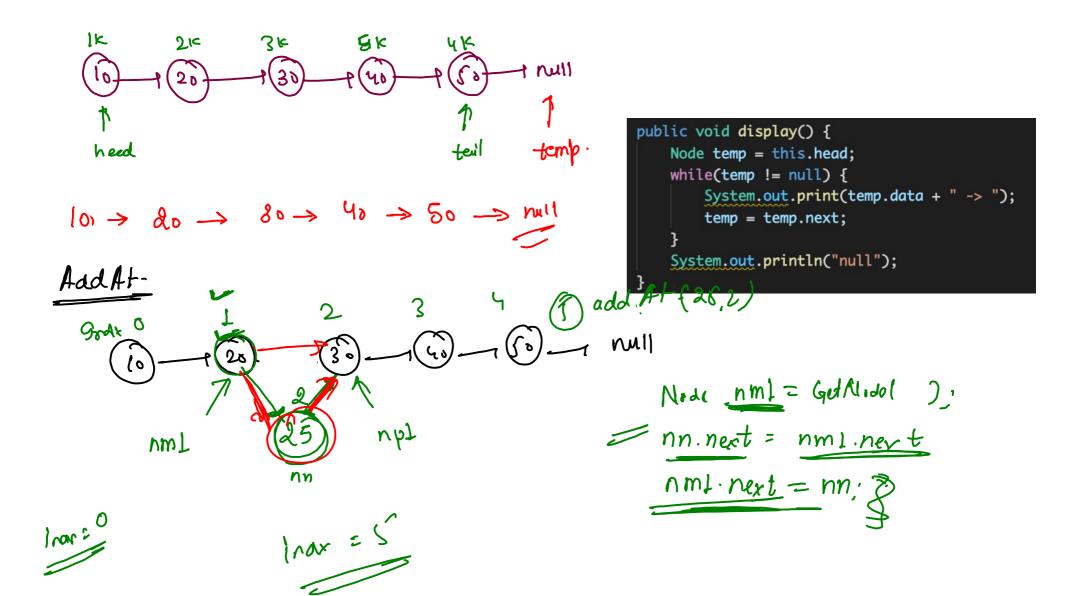


Dieplan.



Node temp = head!

Syso (" mull")



Creation (tail Exclud) Creation (tail Includ) Collection O(T) ک ٥(٤) 0(1) Add First 0(1) 0(1) Add last O(n) → O(n) O(n)Add At 0(1) 9 O(1) Remove first 0(1) 0(n) -secondly4 O(h)Remove last 0(1) Q(n) O(a)_ Remove At O(P) 0(P) 0(1) Get First 0(1) DO(1) 0(1) Get Lost 0(n) PO(p) 3(h) Get At