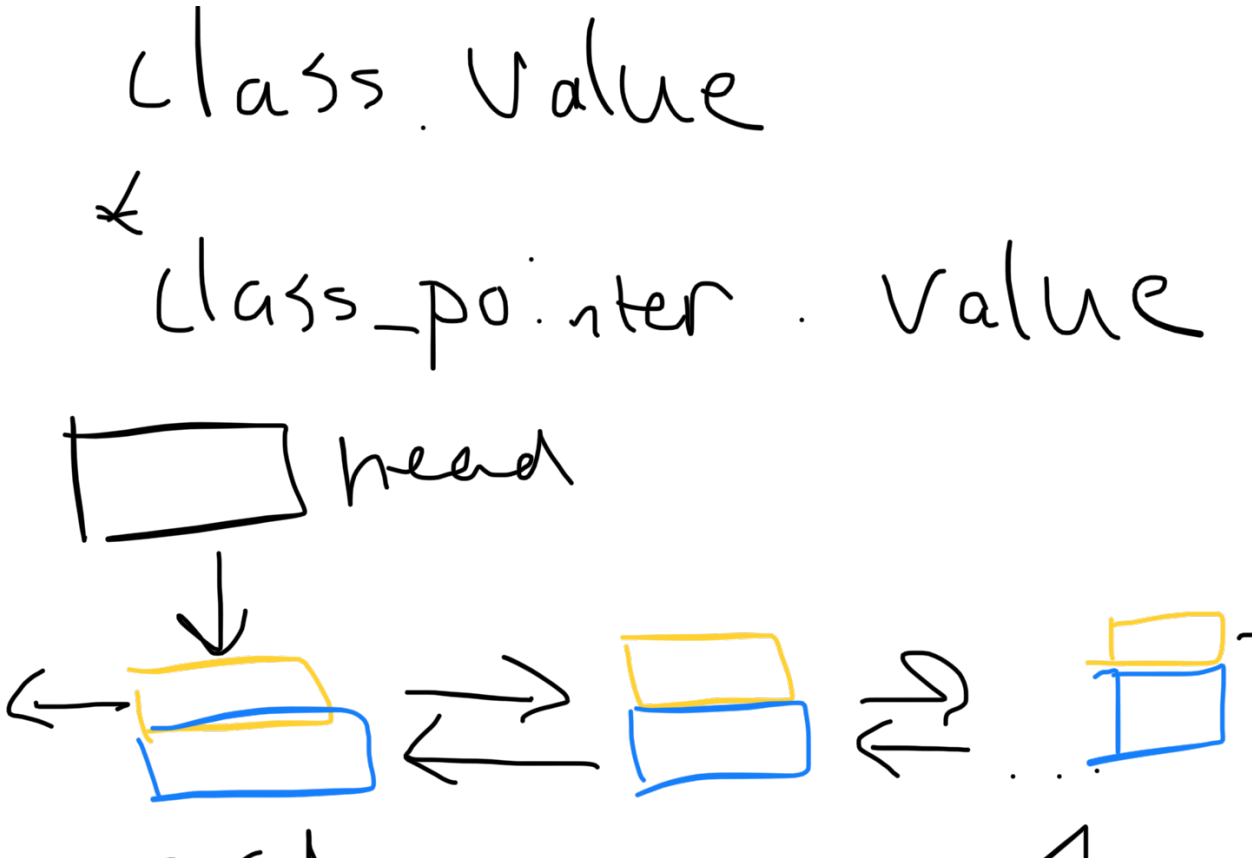
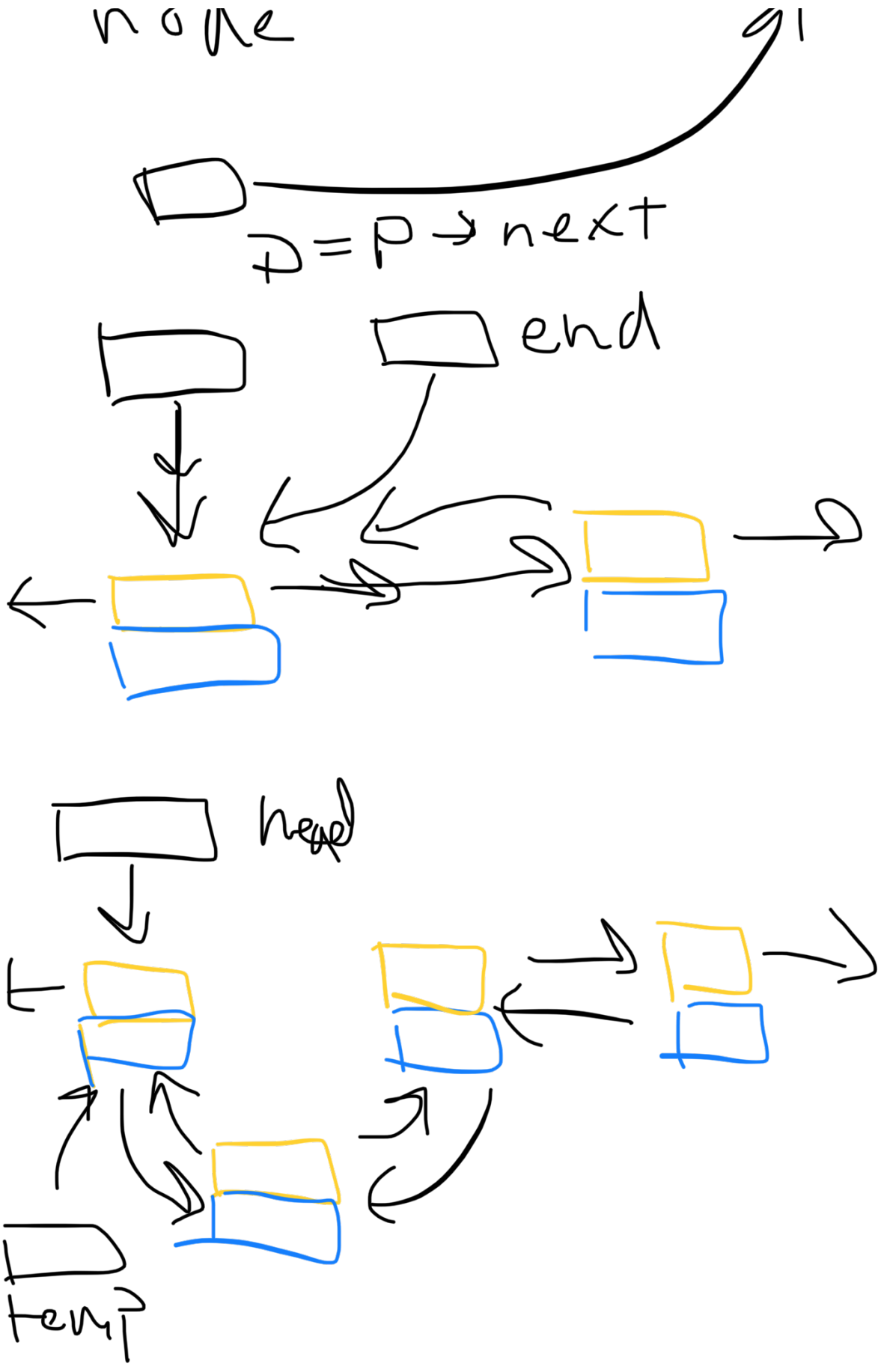
CS32 Week 3 Notes

- Why do we need linked lists?
  - We dont know how many items we are going to store
  - Inserting is more efficient
  - Deleting is more efficient
- Linked Lists are all about pointers
  - Syntax is all pointer syntax
  - Be comfortable with this for example
    - Node->next->next->data
    - Circular references
  - If you get stuck draw a picture.
- What do LL have to be able to do?
  - Constructor
  - Destructor
  - Copy constructor and assignment operator *
  - Add items
  - Delete items
  - Find an item
  - Traversal




none
p=p->next
end
head
temp