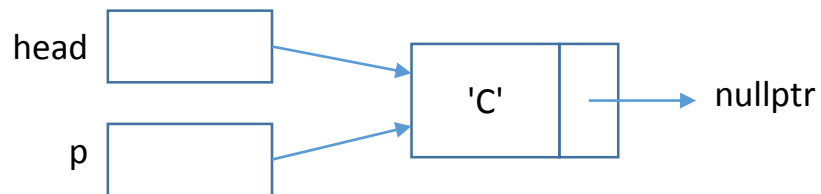
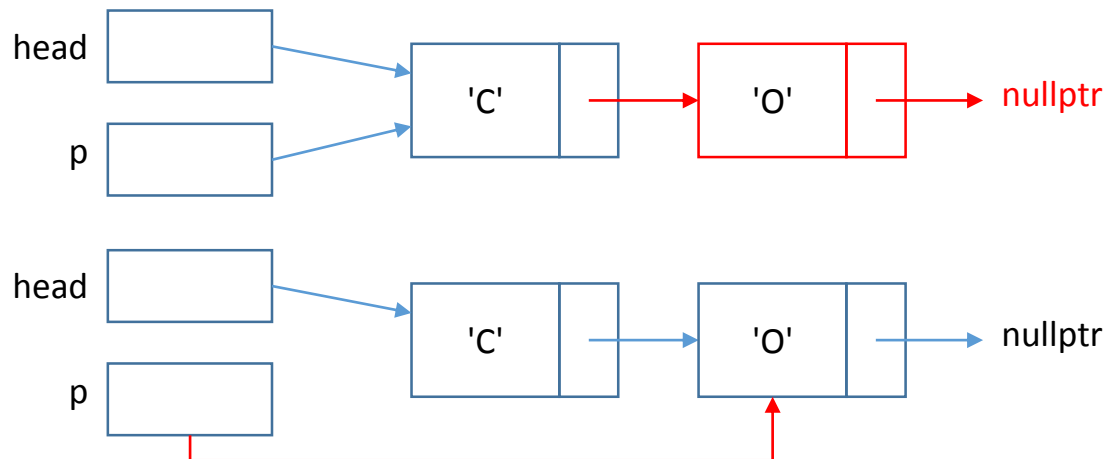


Suppose we pass "COMP" to ll_create

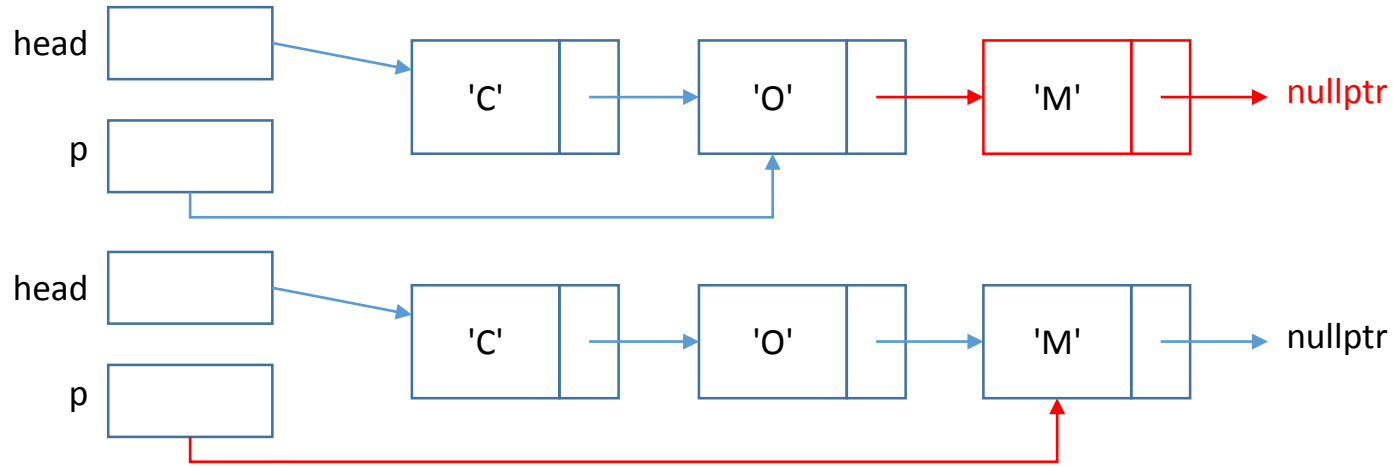
Step 1



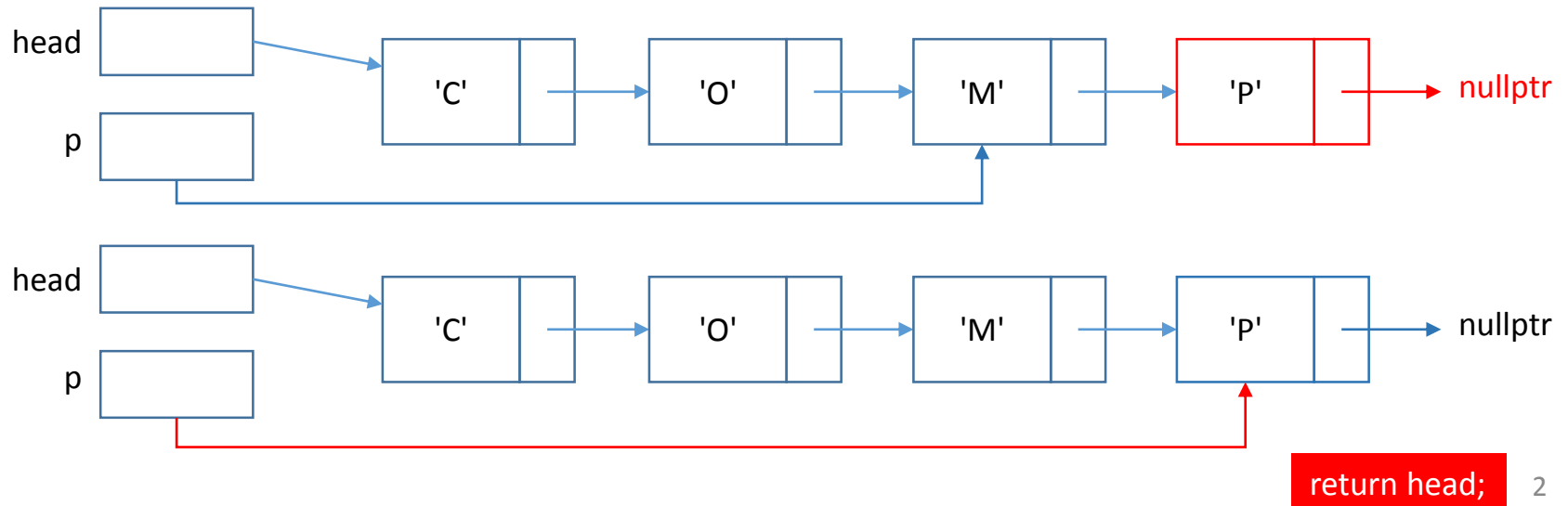
Step 2



Step 3



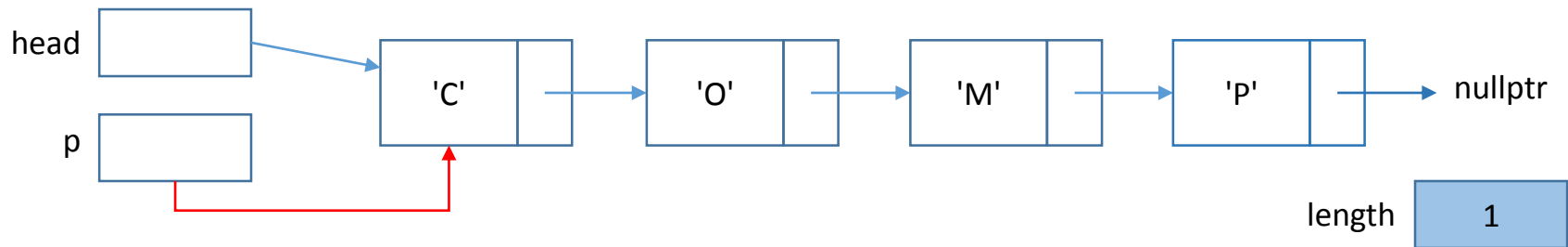
Step 4



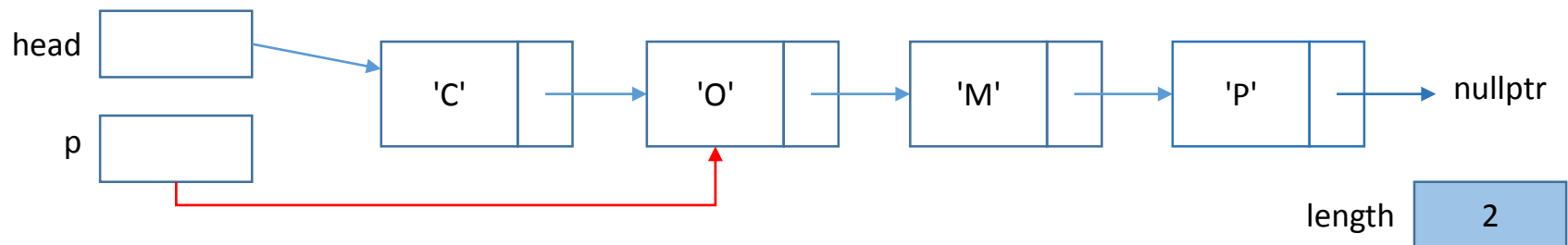
Suppose we pass head pointer to ll_length

length 0

Step 1

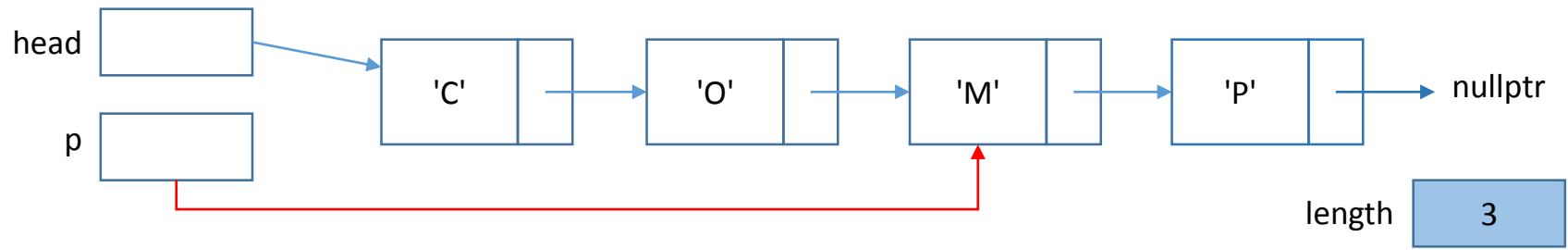


Step 2

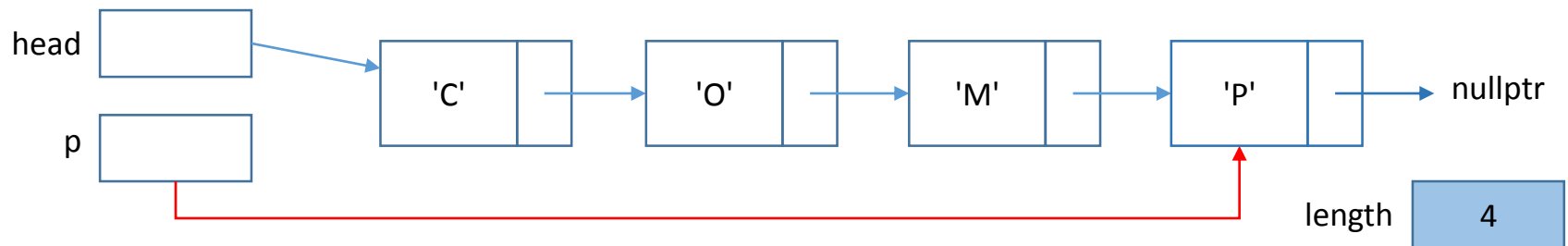


Topic 9: Linked List --- Demonstrating what ll_length does

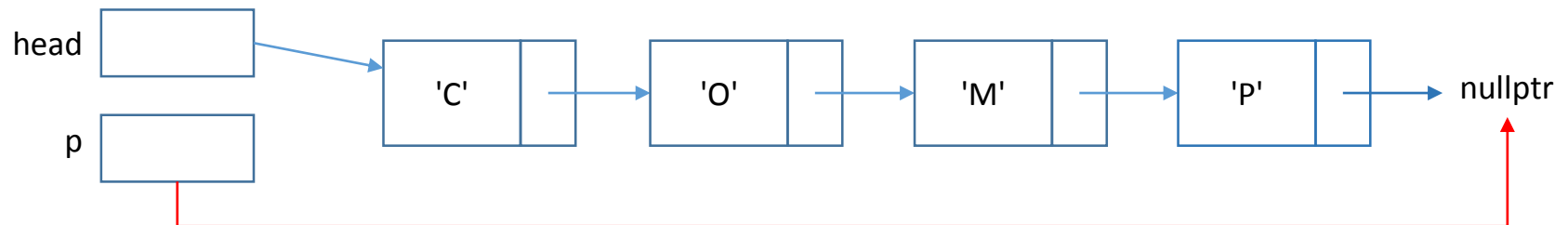
Step 3



Step 4



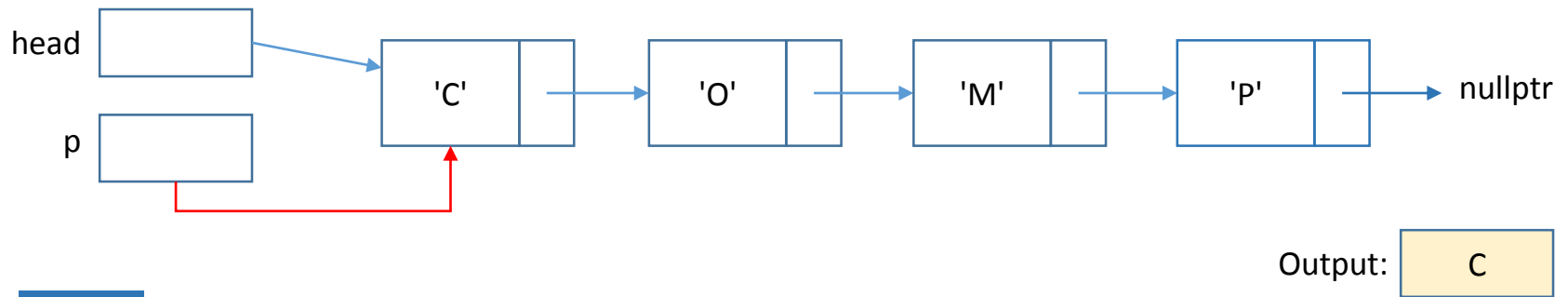
Step 5



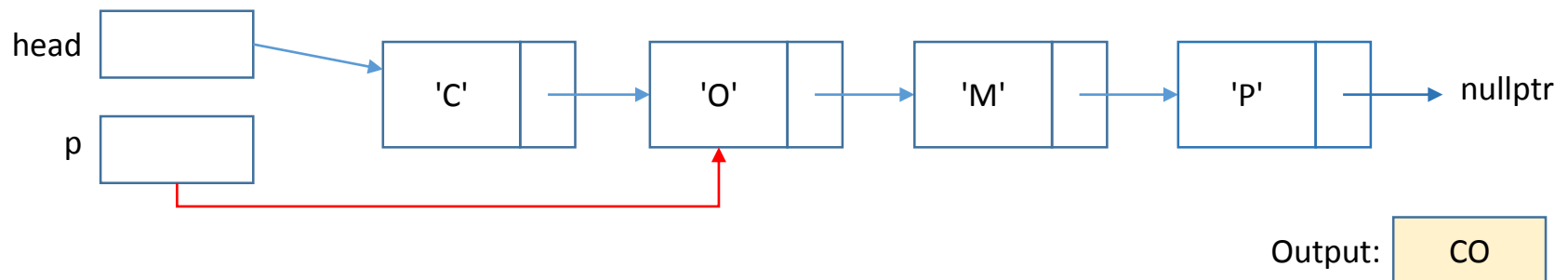
Suppose we pass head pointer to ll_print

Output:

Step 1

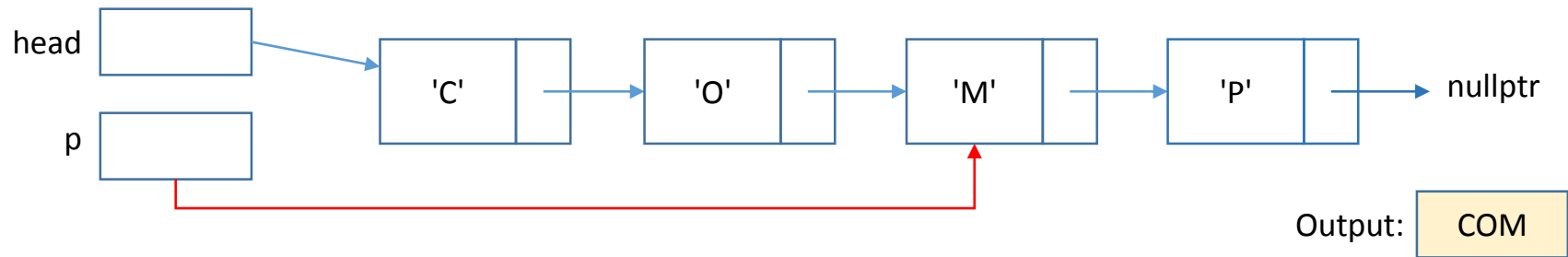


Step 2

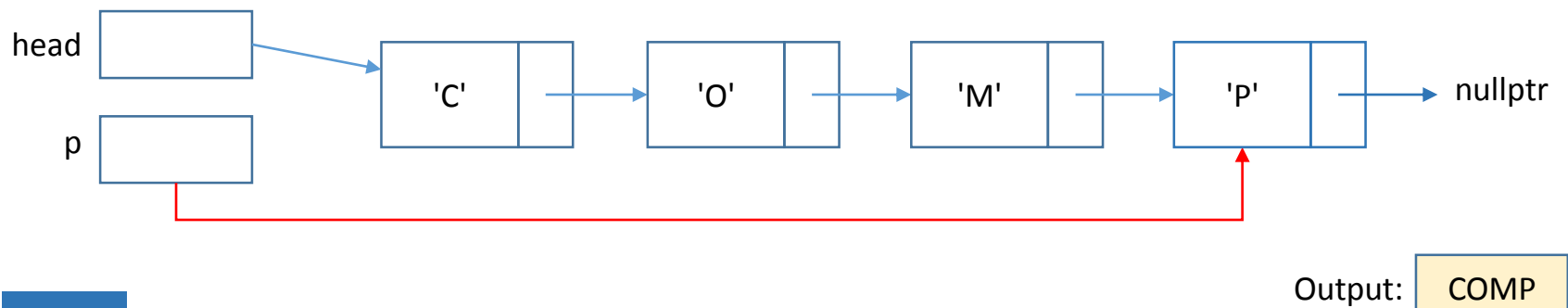


Topic 9: Linked List --- Demonstrating what ll_print does

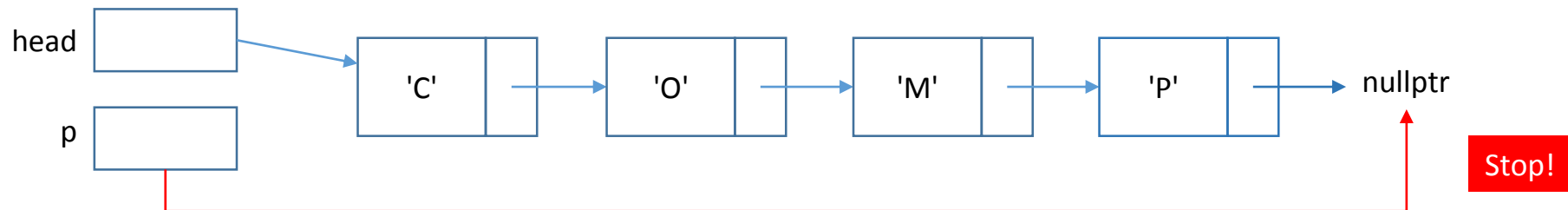
Step 3



Step 4



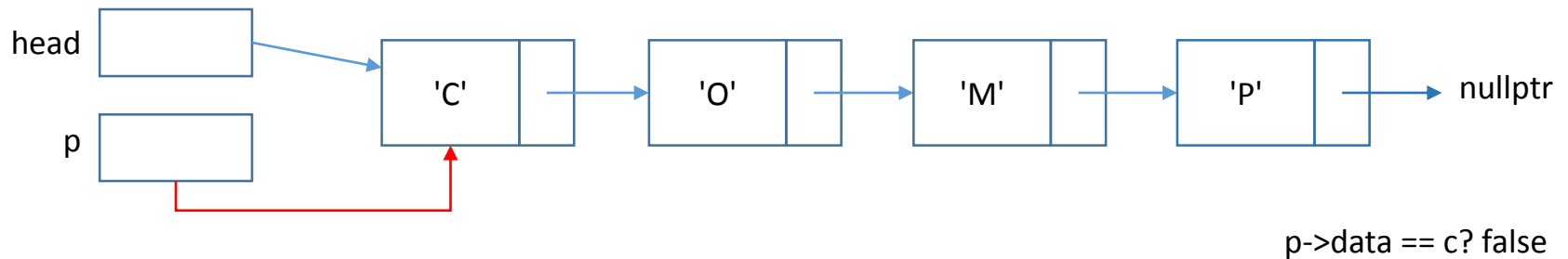
Step 5



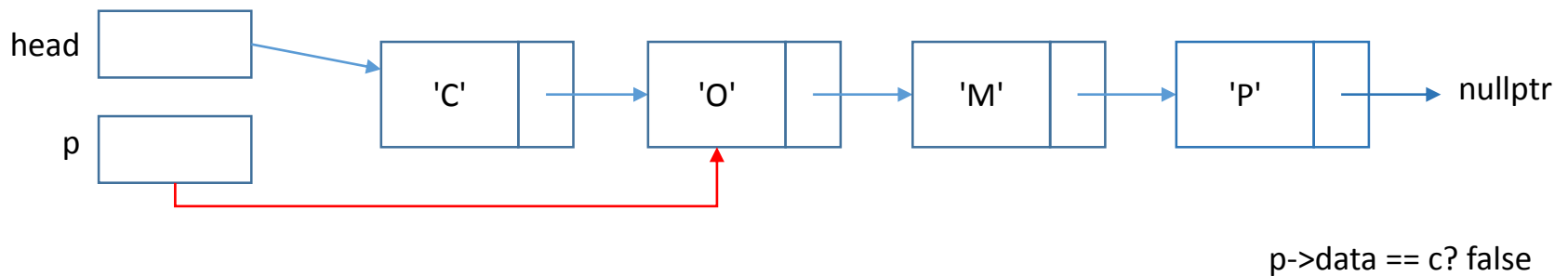
Suppose we pass head pointer and character 'M' to ll_search

c 'M'

Step 1

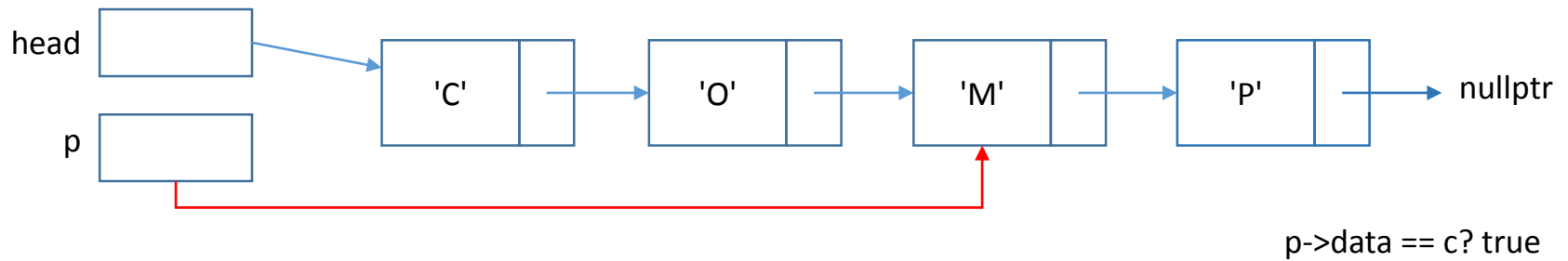


Step 2



c 'M'

Step 3



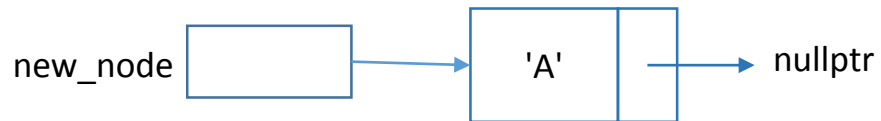
Return pointer p!

Topic 9: Linked List --- Demonstrating what ll_insert does

Suppose we pass head pointer, character 'A', and 0 to ll_insert

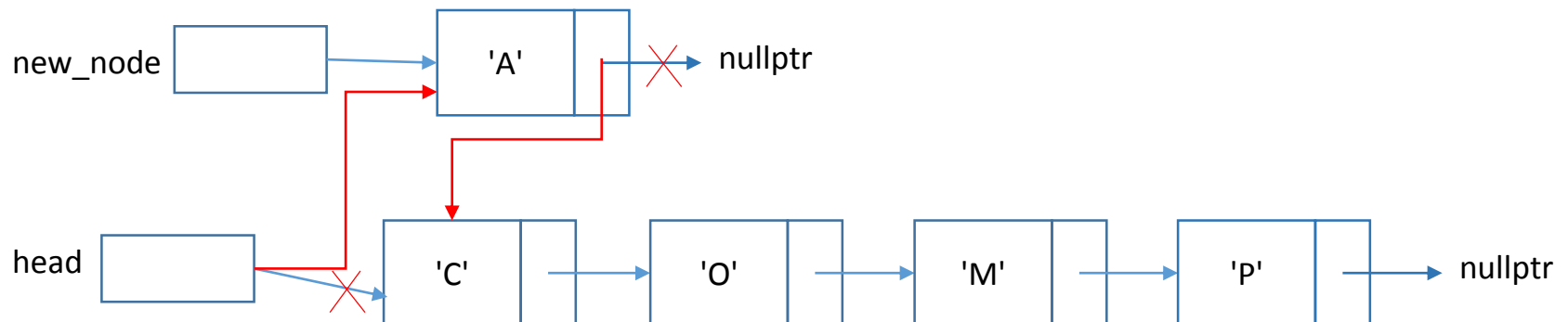
c 'A' n 0

Step 1



Step 2

n == 0? true



Topic 9: Linked List --- Demonstrating what ll_insert does

Suppose we pass head pointer, character 'O', and 2 to ll_insert

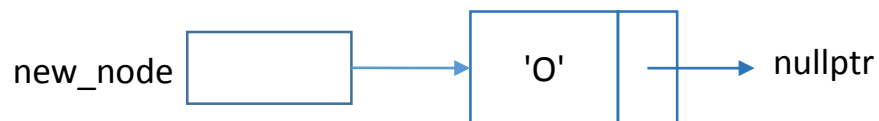
c

'O'

 n

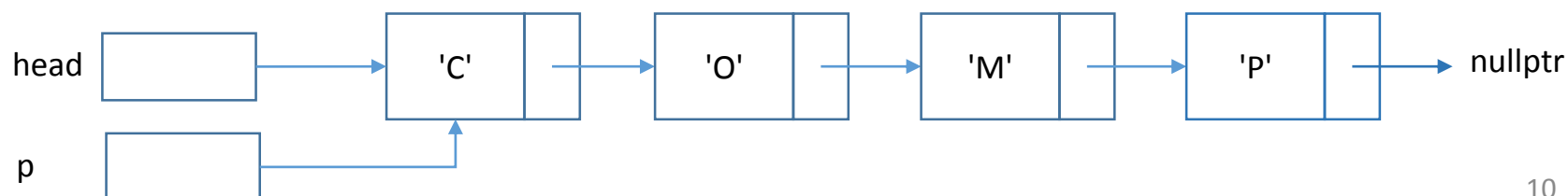
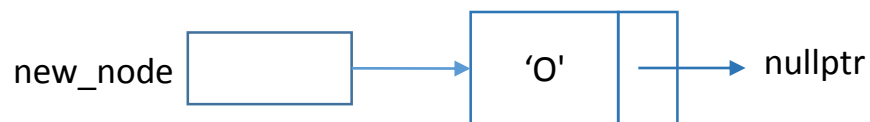
2

Step 1



Step 2

n == 0 || head == nullptr ? false

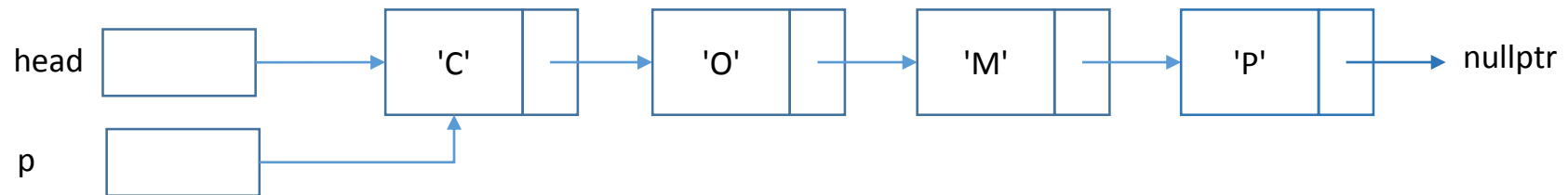
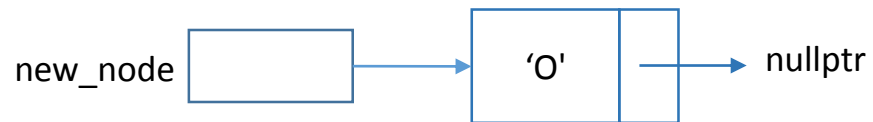


Topic 9: Linked List --- Demonstrating what ll_insert does

Step 3

c 'O' n 2 position 0

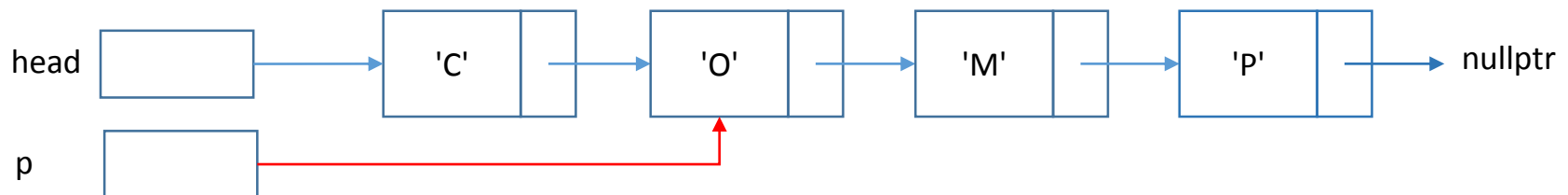
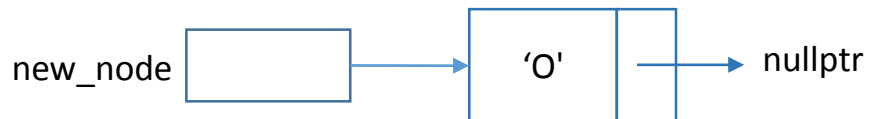
$\text{position} < n - 1 \ \&\& \ p \rightarrow \text{next} \neq \text{nullptr? true} \rightarrow \text{Execute ;}$



Step 4

c 'O' n 2 position 1

$p = p \rightarrow \text{next}, ++\text{position}$

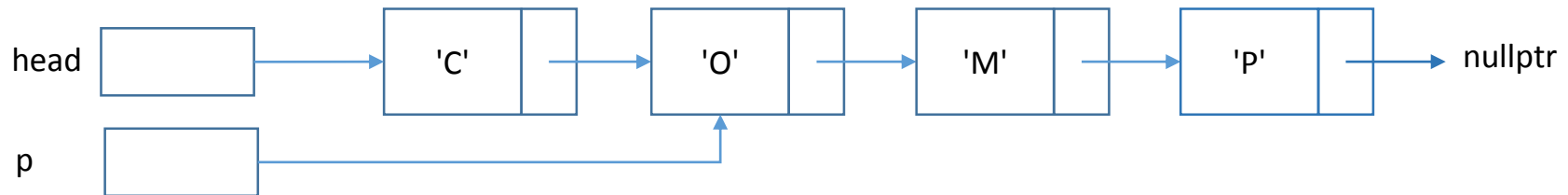
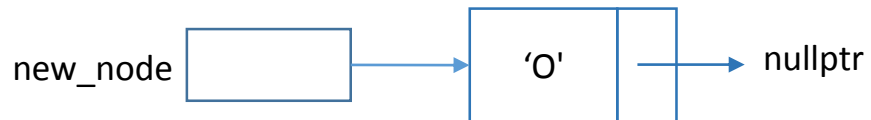


Topic 9: Linked List --- Demonstrating what ll_insert does

Step 4

c 'O' n 2 position 1

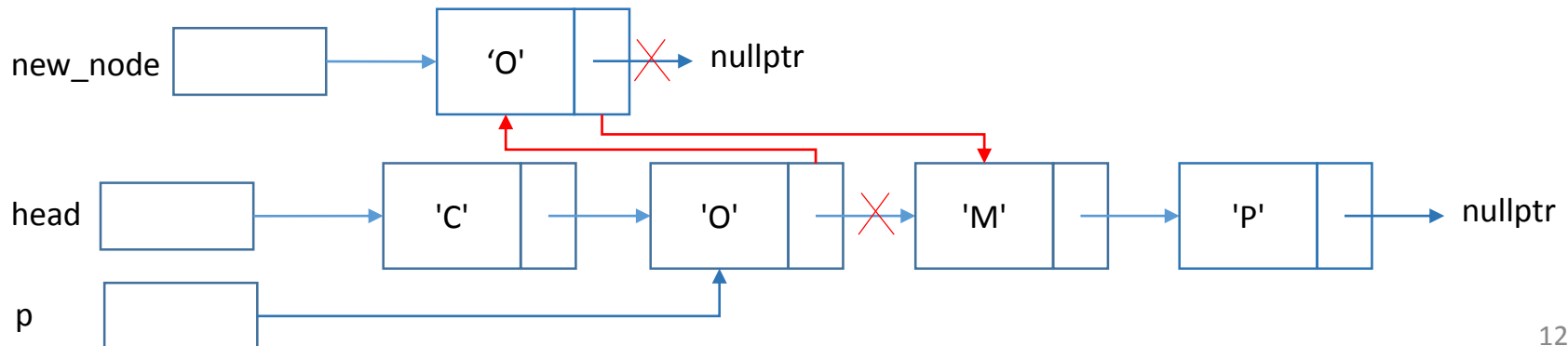
$\text{position} < n - 1 \ \&\& \ p \rightarrow \text{next} \neq \text{nullptr}$? false \rightarrow Leave for loop



Step 5

c 'O' n 2 position 1

`new_cnode->next = p->next;`
`p->next = new_cnode;`

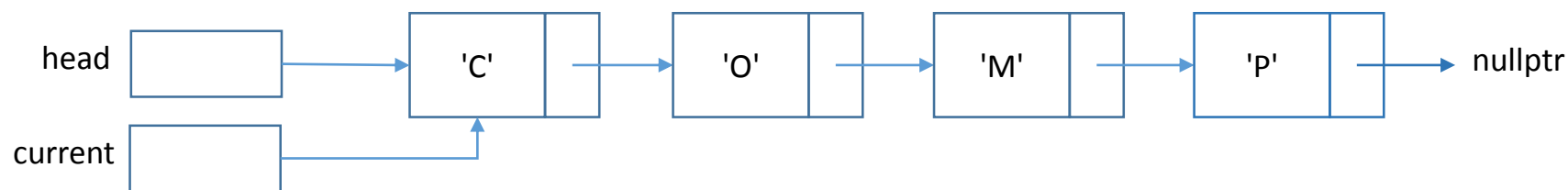


Suppose we pass head pointer, character 'M' to ll_delete

c 'M'

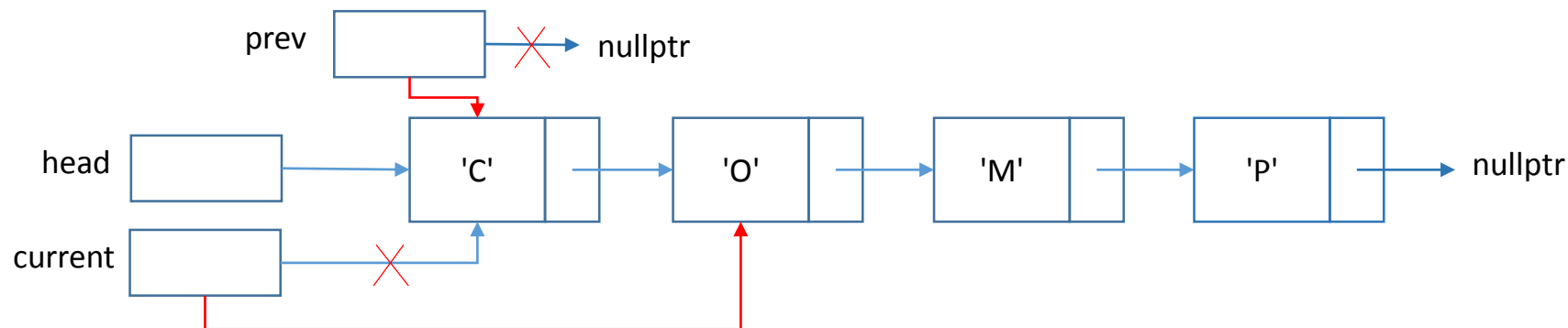
Step 1

prev → nullptr



Step 2

`current != nullptr && current->data != c? true`

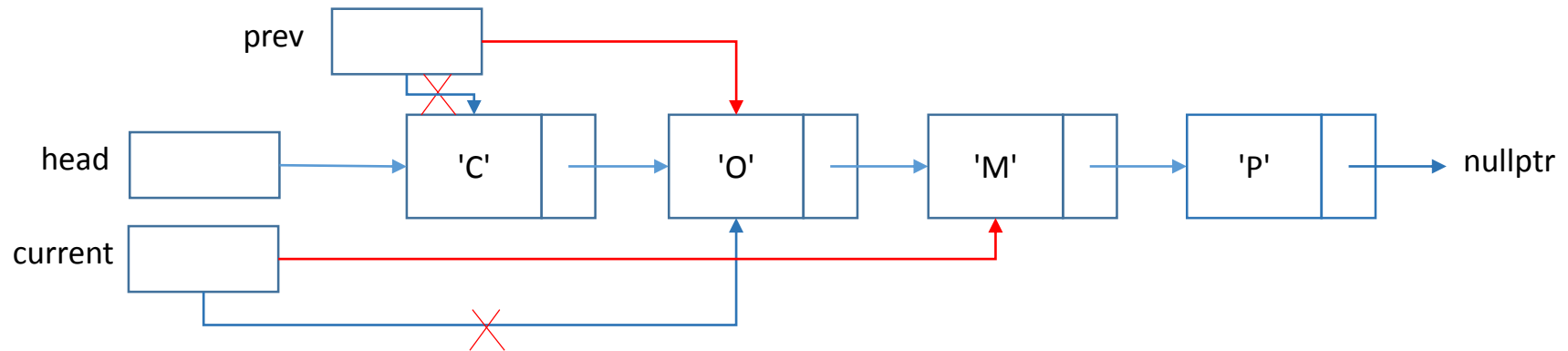


Topic 9: Linked List --- Demonstrating what ll_delete does

c 'M'

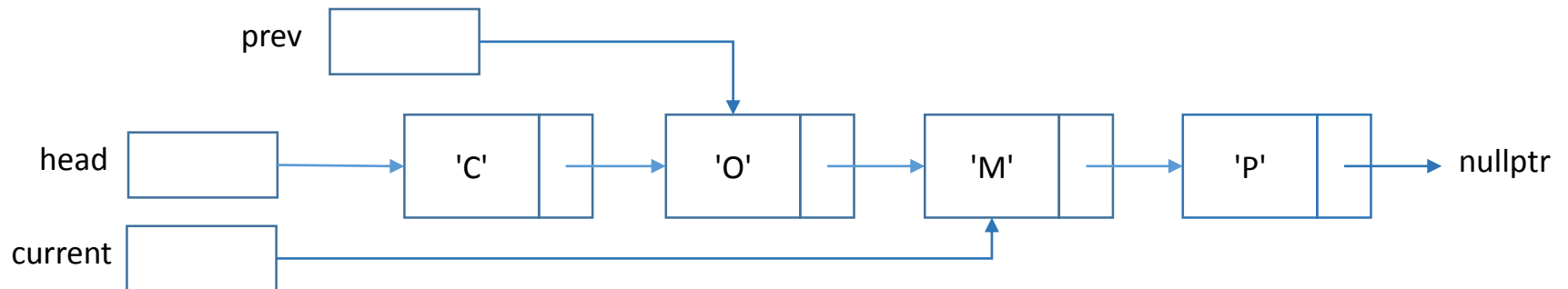
Step 3

current != nullptr && current->data != c? true



Step 4

current != nullptr && current->data != c? false → Leave while loop!



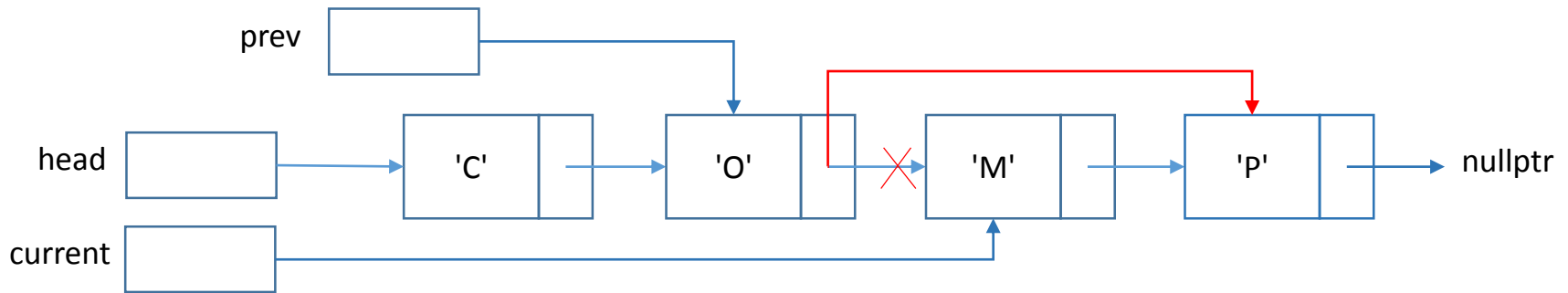
Topic 9: Linked List --- Demonstrating what ll_delete does

c 'M'

Step 5

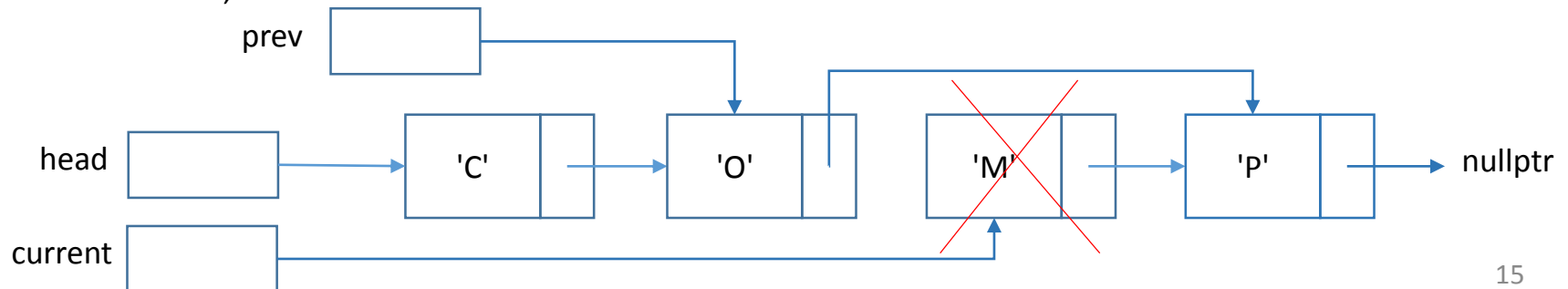
current != nullptr? true

current == head? false \rightarrow prev->next = current->next;



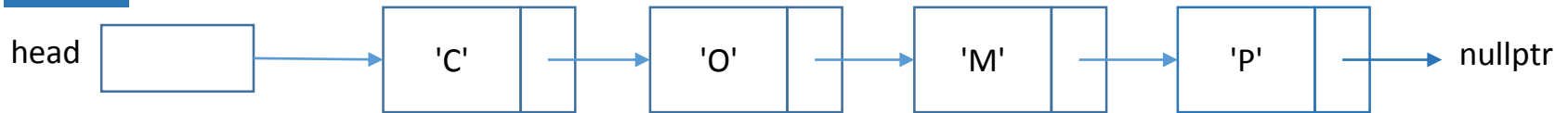
Step 6

delete current;



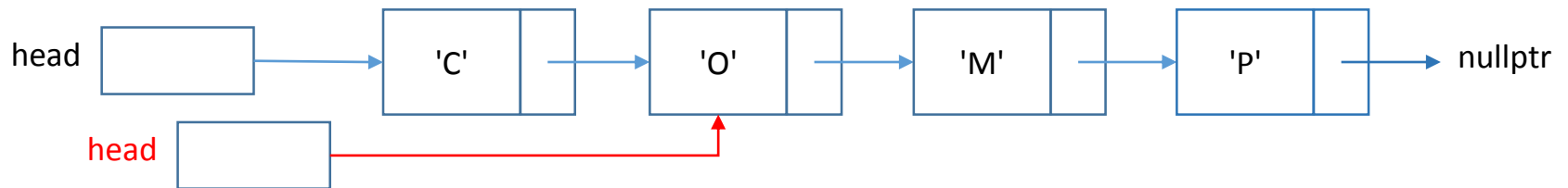
Suppose we pass head pointer to ll_delete

Step 1



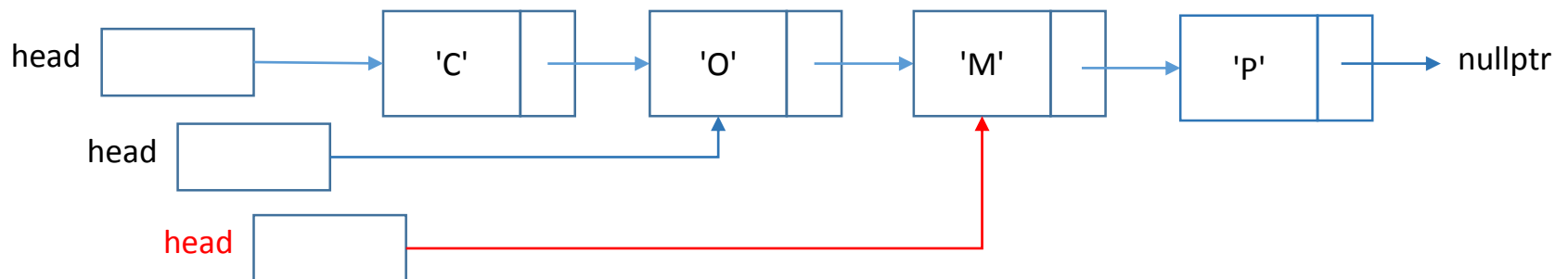
head == nullptr? false → ll_delete_all(head->next);

Step 2



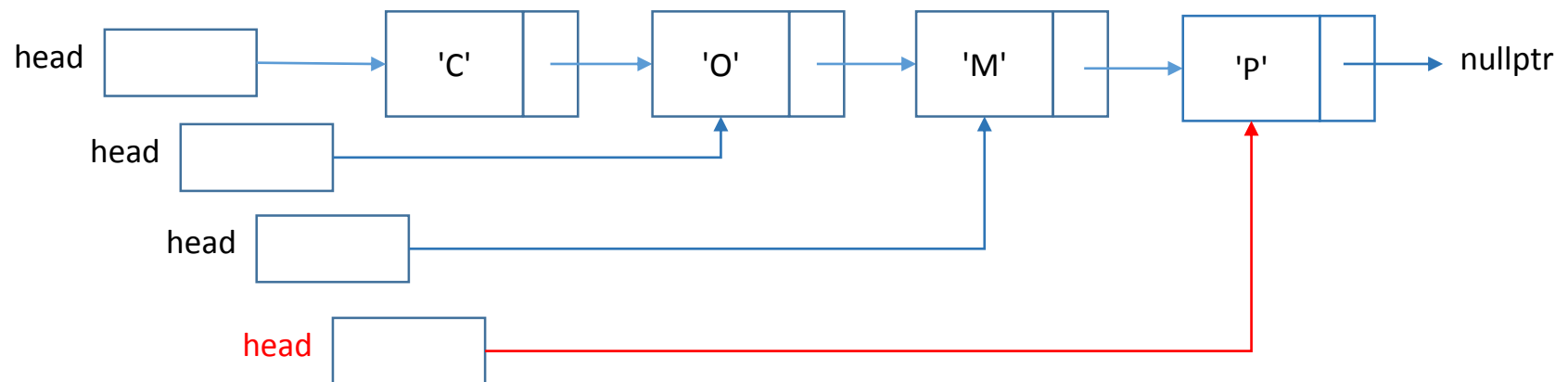
head == nullptr? false → ll_delete_all(head->next);

Step 3



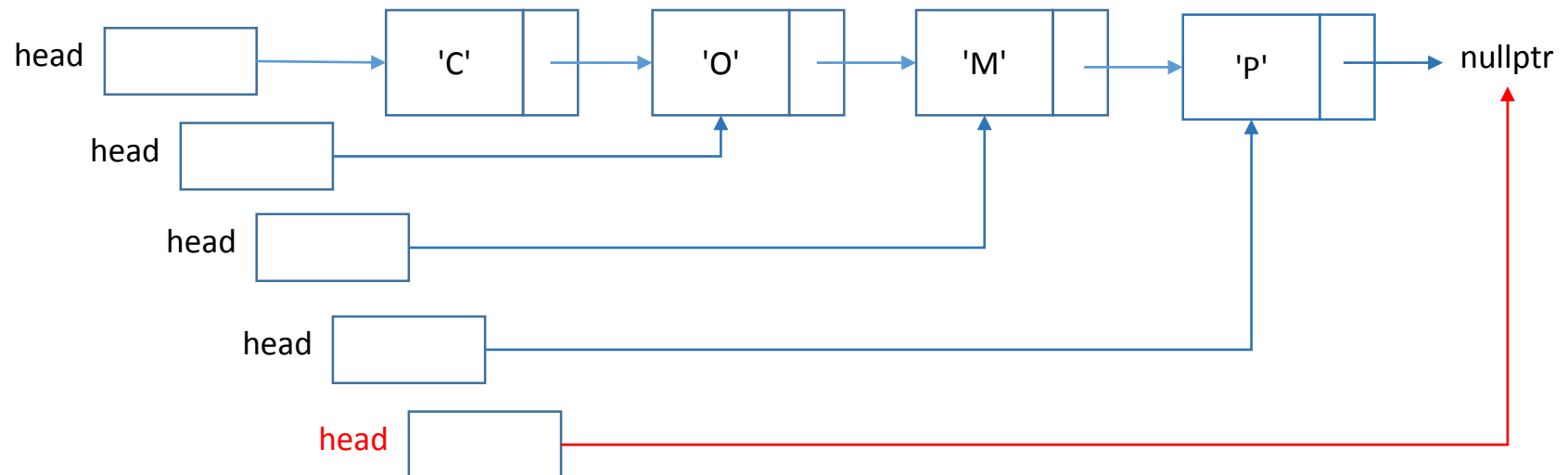
head == nullptr? false → ll_delete_all(head->next);

Step 4



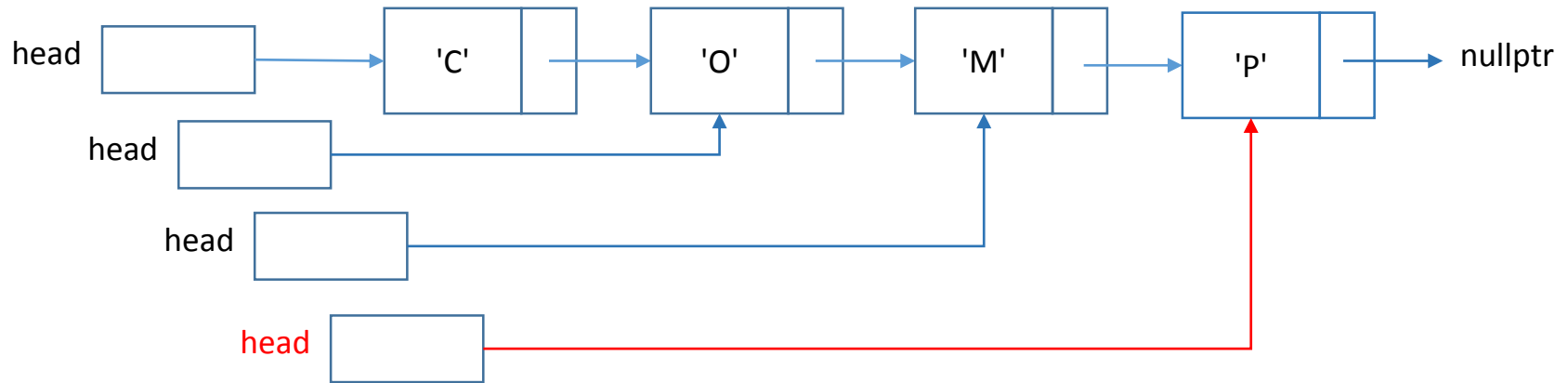
`head == nullptr? false → ll_delete_all(head->next);`

Step 5



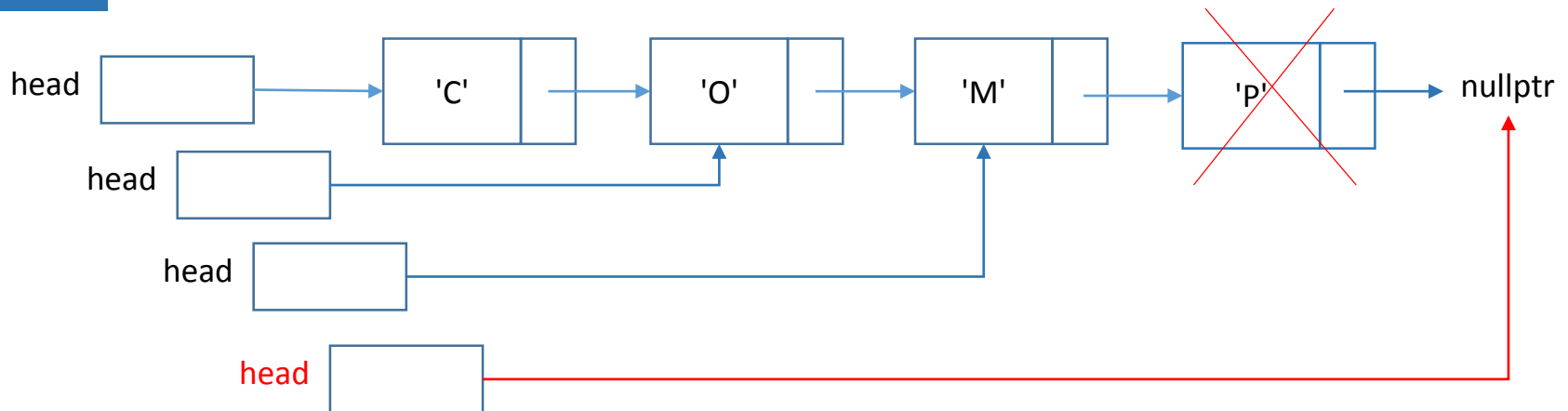
`head == nullptr? true → return;`

Step 6



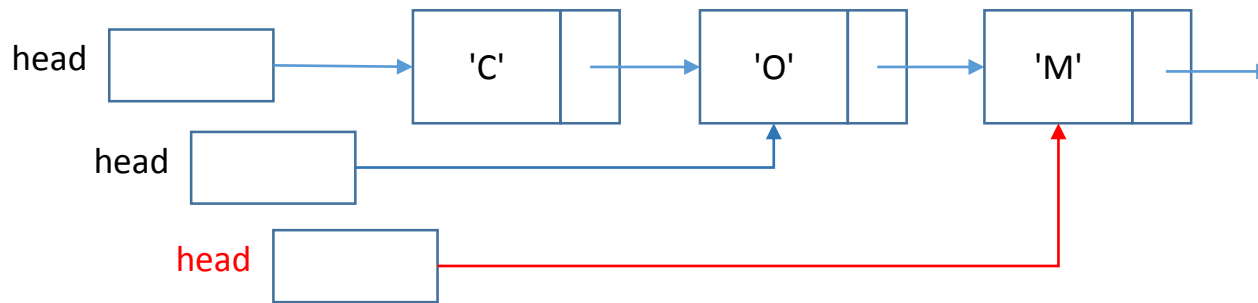
`delete head; head = nullptr;`

Step 7



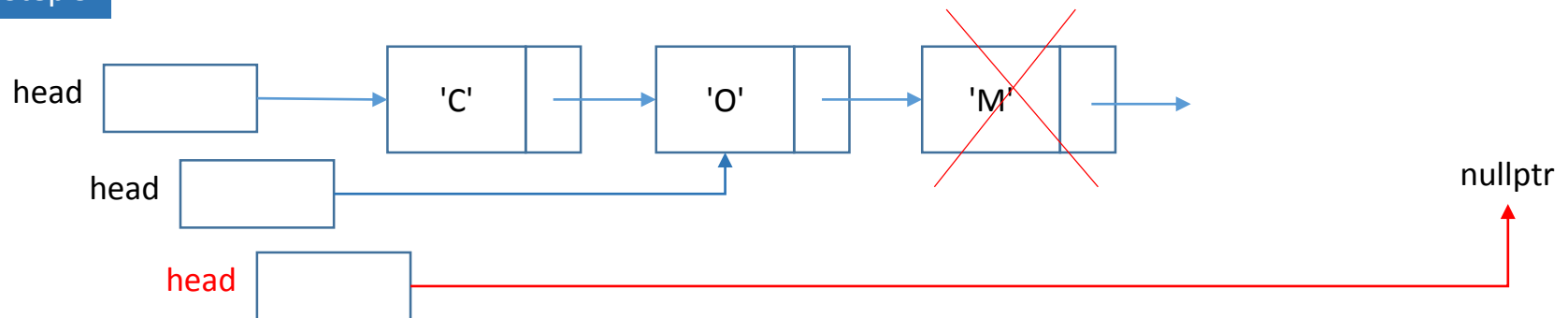
`delete head; head = nullptr; leave ll_delete_all`

Step 8



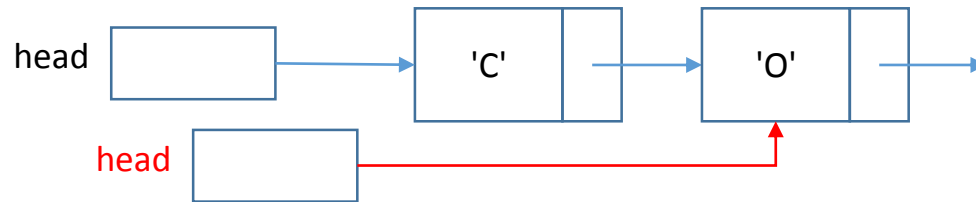
delete head; head = nullptr; leave ll_delete_all

Step 9



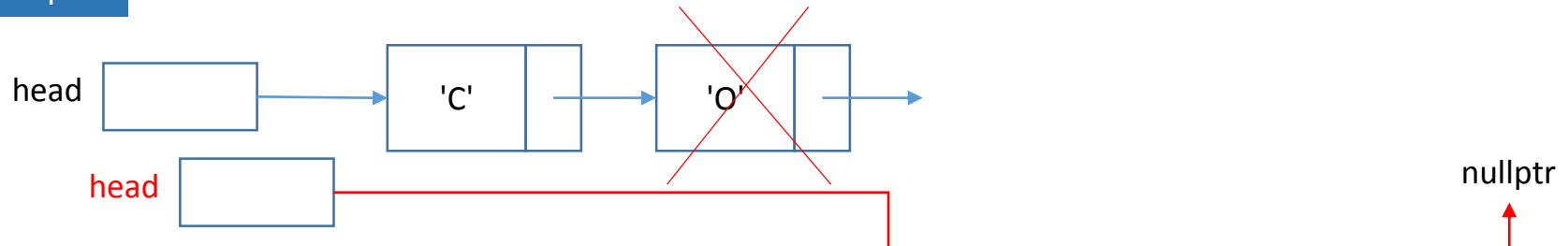
delete head; head = nullptr; leave ll_delete_all

Step 10



delete head; head = nullptr; leave ll_delete_all

Step 11



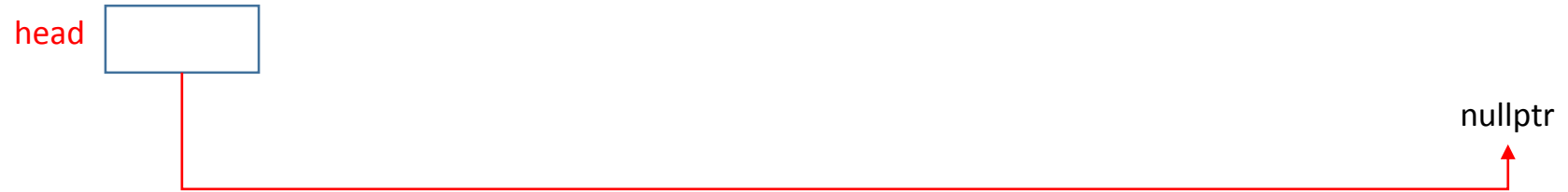
delete head; head = nullptr; leave ll_delete_all

Step 12



delete head; head = nullptr; leave ll_delete_all

Step 13



head == null? true → return;