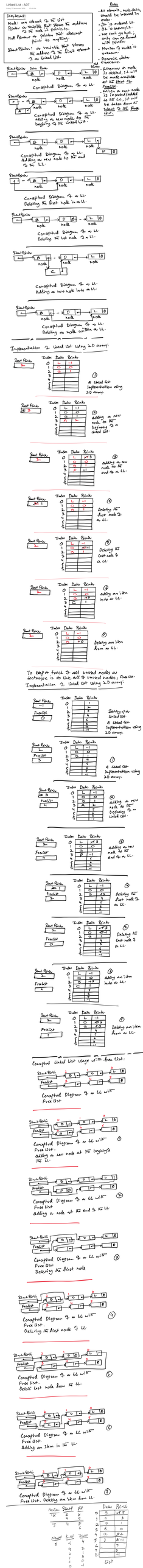
Keywords:

Node: an element of the list
Pointer: a variable that points to a node in the list
NULL Pointer: a pointer that doesn't point to anything.

StartPointer: a variable that stores the address of the first element of the linked list.

Rules

- All elements, nodes data, should be ordered in order.
- 3L → ordered LL
- 3L → unsorted LL
- we can go both; only can go forward with pointer
- Number of nodes is unknown.
- Dynamic data structure.
- Deleting a node is deleted, it will be made available at the free list.
- Freelist
- When a new node is created/added to the LL, it will be taken from the freelist & its free list.