

Definition

Definition It's a linear data structure which stores data sequentially, but not in contiguous memory locations

Types

Single Linked List Each node has a pointer to the next node. Last node is always points to null

Double Linked List Each node has 2 references :1 to previous node, the other to next node. Prev element of head is always null, next reference of tail node always points to null

Circular LinkedList It could be a single or a double linkedlist. The difference is that instead of having the last node point to null, it points to head node. It is useful in implementing round-robin algorithms

append(int data)

```
Node newNode = new Node(data);
while( head.next != null){
    head=head.next;
}
head.next = newNode;
```

prepend(data)

```
Node newHead = new Node(data);
newHead.next = head;
head = newHead;
return head;
```

deleteHead

```
if(head == null) return;
if(head.next == null)
    head = null;
else{
    head.data = head.next.data;
    head.next = head.next.next;
}
```

Note

1. Always check for null pointers when traversing linkedLists
2. When traversing in place, consider using 2 points - slow, fast :
 1. to compare each element with another
 2. to go to the middle element when size of list is unknown
 3. to find kth element from last when size of list is unknown
 4. to determine if linkedlist has a cycle, or to find the cycle element

deleteTail()

```
while (node.next.next!=null){
    node = node.next;
}
node.next = null;
```

deleteNode(data)

```
while(head.next !=null){
    if( head.next.data ==
    data){
        head.next = head.next -
        ext.next;
        break;
    }
    head = head.next;
}
```



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