- Project A - due in 3 weeks
- Tests back next week

Announcement

CS 180 - Lecture 12
Linked List

Abstract Picture

Node

Node 2

Element of next

Node 3

Element

head

value pointer

next element

LAX -> MSP -> ATL -> STL

P2 = NULL

P1 -> next element
- Last empty points to a null pointer

- Always need a pointer to the head

- Called a singly linked list

Linked List ADT
Delete STL

Insert GRD to be end element in list

First component to a node

First thing to Deleting
How to implement a node in a list?
The node structure:

```java
Node constructor

Node (const Object &e = Object(), Node *n = NULL, Node *next = NULL)
```

// Constructor

// Add to next node

// Value of this node

// Element (e), next (n)

3;
```
Now we can use `Node*` in our declarations.

Type `def Node* NodePtr;`.

Use a lot for things you will type decks –
- Nodes are simple

don't want public/private data

or a lot of methods

Why a struct or not a class?