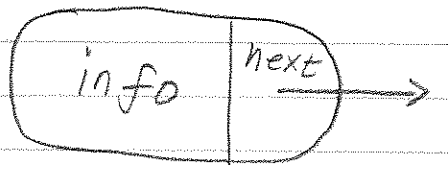
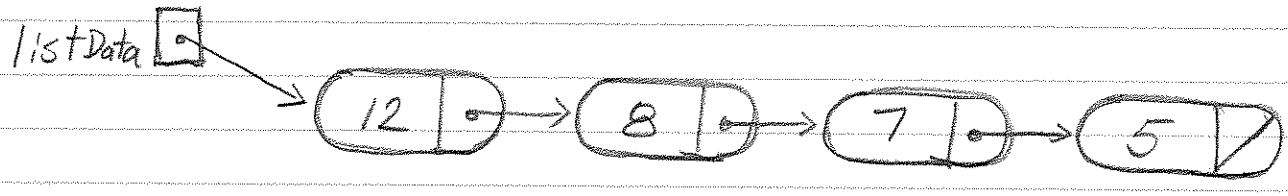
# Linked List

```
struct NodeType
{
    ItemType info;
    NodeType * next;
};
```




Example: linked list




```
class UnsortedType
{
public:


private:
    NodeType * listData; // A pointer to the first
    int length;          //      node
};
```

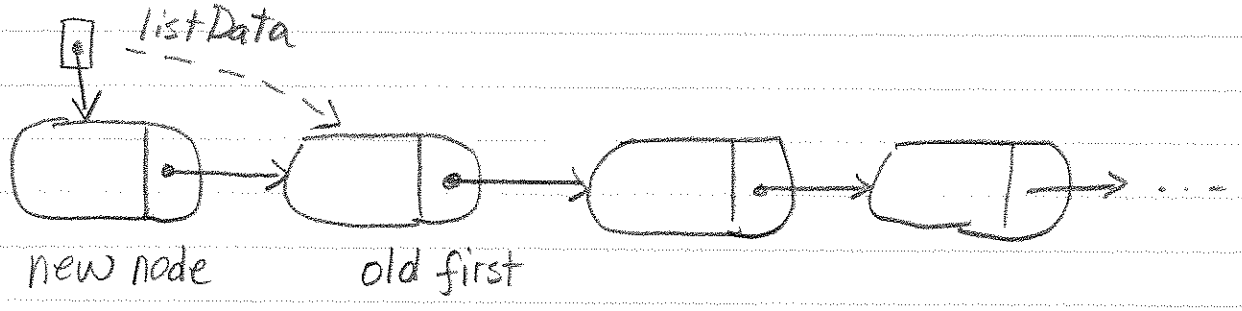
The private data member variable "listData" is just a pointer to the first node of a linked list. Once we know the first node, we can reach next node just by following the point variable "next"

## Insert operation

(1) Create a new node (NodeType)

(2) Let its "next" point to the current first node

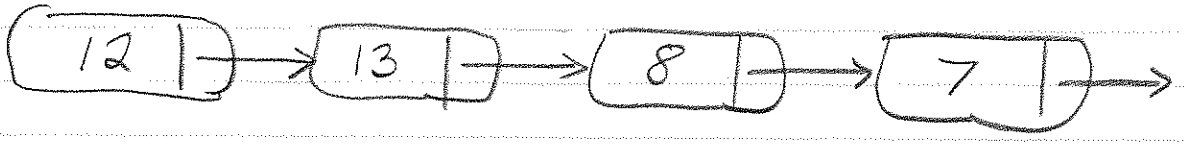
(3) Set "listData" to point to the new node



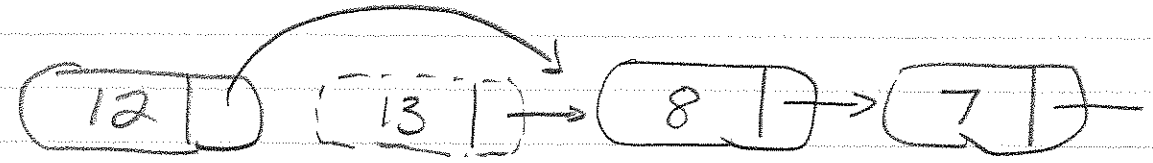

(4) The new node will be the first node

## Delete operation

Let's say we want to delete node w/ info of (13)




(1) Let Node 12's next point to Node 13's next




(2) Delete Node (13)