082. Remove Duplicates from Sorted List II

082 Remove Duplicates from Sorted List II

• Linked List

Description

Given a sorted linked list, delete all nodes that have duplicate numbers, leaving only distinct numbers from the original list.

For example,

```
Given 1->2->3->4->4->5, return 1->2->5.
Given 1->1->1->2->3, return 2->3.
```

1. Thought line

```
To each distinct element cheeking loop:
     - Count times : count Times
     - If count Times == 1;
          · validate Pointer pointers to this element
          · Next distinct element cheeking loop:
     - If counterTimes >1;
           · Nadidate Pointen stay
           · Next "distinct element cheeking loop:
                                            NewHead = Head- next
      head
valida
```

2. Linked List

```
**
 * Definition for singly-linked list.
 * struct ListNode {
 * int val;
 * ListNode *next;
 * ListNode(int x) : val(x), next(NULL) {}
 * };
 */
class Solution {
 public:
    ListNode* deleteDuplicates(ListNode* head) {
        ListNode* dummyHead = new ListNode(0);
        dummyHead->next = head;
}
```

```
ListNode* validatedPtr = dummyHead;
        int actElement = 0;
        while(head!=nullptr){
           ++actElement;
           while(head->next!=nullptr && head->next->val == head->val){
                ++actElement;
               head = head->next;
           ListNode* newHead = head->next;
            if (actElement==1){
               validatedPtr->next = head;
                validatedPtr = validatedPtr->next;
           }
           else{
               validatedPtr->next = nullptr;
               head->next = nullptr;
           head = newHead;
           actElement = 0;
        return dummyHead->next;
};
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      int val;
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      ListNode(int x) : val(x), next(NULL) {}
 * };
class Solution {
public:
   ListNode* deleteDuplicates(ListNode* head) {
       ListNode* dummyHead = new ListNode(0);
       dummyHead->next = head;
       ListNode* validatedPtr = dummyHead;
       int actElement = 0;
       while(head!=nullptr){
           ++actElement;
           while(head->next!=nullptr && head->next->val == head->val){
                ++actElement;
               head = head->next;
           if (actElement==1){
               validatedPtr->next = head;
                validatedPtr = validatedPtr->next;
            }
               @_: if actElement >1, validatedPtr doesn't move
                @_: dummyHead list is dominated by dummyHead and validatedPtr ONLY.
           head = head->next;
           actElement = 0;
        validatedPtr->next = nullptr;
        return dummyHead->next;
};
```