

# Data Structures Assignment #1

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Section: B

## Question 1:

"Detecting and Removing Cycles in Linked List"

Task Breakdown

- 1) Cycle detection
- 2) Find Starting Node
- 3) Cycle Removal
- 4) Edge Case handling
- 5) Display Corrected Linked List

Code + Algorithm:

```
public class LinkedListCycle{  
    static class Node{  
        int data;  
        Node Next;  
        Node(int d){  
            this.data = d  
            this.next = null  
        }  
    }  
    // Node Created  
    Node head;  
}
```

1) Node creation

## step 1) Cycle detection!

```
private boolean detectCycle() {  
    Node slow = head;  
    Node fast = head;  
    while (fast != null && fast.next != null) {  
        slow = slow.next;  
        fast = fast.next.next;  
        if (slow == fast) {  
            return true;  
        }  
    }  
    return false;  
}
```

// This method checks if a cycle exists in a linked list.  
slow moves one step and fast moves 2 steps.  
If there is a cycle, slow and fast will meet, method will return true otherwise false.

## Step 2) Finding starting Node:

```
private Node findStartNode() {  
    Node slow = fasthead;  
    Node fast = head;  
    boolean cycleExists = false;  
    while (fast != null && fast.next != null) {  
        slow = slow.next;  
        fast = fast.next;  
    }
```



```

    null)}
    {
        if (slow == fast) {
            cycleExists = true;
            break;
        }
    }
    if (!cycleExists) return null;

```

```

    slow = head;
    while (slow != fast) {
        slow = slow.next;
        fast = fast.next;
    }
    return slow;

```

Linked list

2 steps.

st will

otherwise false.

// first check if cycle exist then, move  
slow and fast one step until they meet.  
Meeting point is start node of cycle.

### Step 3) Remove cycle

```

    if (startNode == null) return;
    while (temp.next != startNode) {
        temp = temp.next;
    }
    temp.next = null;

```

2) {

// first find starting node, then traverse  
cycle until it reaches just before start node.  
then set next of last node null.

#### Step 4) Display Linked List:

```
if (detectCycle()) {  
    return;  
}
```

```
Node temp = head;
```

```
while (temp != null) {  
    cout << temp->data << " ";  
    temp = temp->next;  
}
```

```
cout << "null";
```

```
}
```

// If cycle detected, do not display list  
Otherwise, traverse list and print  
each node's value.