1721. Swapping Nodes in a Linked List

Medium Linked List Two Pointers Leetcode Link

Problem Description

In this problem, you are provided with the head of a singly linked list and an integer `k`. The goal is to return the modified linked list after swapping the values of two specific nodes: the `k`th node from the beginning and the `k`th node from the end. The linked list is indexed starting from 1, which means that the first node is considered the 1st node from both the beginning and the end in the case of a single-node list. Note that it's not the nodes themselves that are being swapped, but rather their values.

Intuition

To solve this problem, we think about how we can access the `k`th node from the beginning and the end of a singly linked list. A singly linked list does not support random access in constant time; meaning we can't directly access an element based on its position without traversing the list.

Given we only need to swap the values and not the nodes themselves, a two-pointer approach is perfect. The first step is to locate the `k`th node from the beginning which can be done by traversing `k-1` nodes from the head. We use a pointer `p` to keep track of this node.

Finding the `k`th node from the end is trickier because we don't know the length of the linked list beforehand. However, by using two pointers – `fast` and `slow` – and initially set both at the head, we can move `fast` `k-1` steps ahead so that it points to the `k`th node. Then, we move both `fast` and `slow` at the same pace. When `fast` reaches the last node of the list, `slow` will be pointing at the `k`th node from the end. We use another pointer `q` to mark this node.

Once we have located both nodes to be swapped, `p` and `q`, we simply exchange their values and return the (modified) head of the linked list as the result.

Solution Approach

The implementation of the solution follows a two-pointer approach that is commonly used when dealing with linked list problems. The algorithm is simple yet powerful and can be broken down into the following steps:

1. Initialize two pointers `fast` and `slow` to reference the head of the linked list.
2. Move the `fast` pointer `k-1` steps ahead. After this loop, `fast` will be pointing to the `k`th node from the beginning of the list. We use pointer `p` to mark this node.
3. Once the `fast` pointer is in position, we start moving both `fast` and `slow` pointers one step at a time until `fast` is pointing to the last node of the linked list. Now, the `slow` pointer will be at the `k`th node from the end of the list. We use another pointer `q` to mark this node.
4. Swap the values of nodes `p` and `q` by exchanging their `val` property.
5. Finally, return the modified linked list's head.

This is a classical algorithm that does not require additional data structures for its execution and fully utilizes the linked list's sequential access nature. It's efficient because it only requires a single pass to find both the `k`th node from the beginning and the `k`th node from the end, resulting in O(n) time complexity, where `n` is the number of nodes in the linked list.

The only tricky part that needs careful consideration is handling edge cases, such as `k` being 1 (swapping the first and last elements), `k` being equal to half the list's length (in the case of an even number of nodes), or the list having `k` or fewer nodes. However, since the problem only asks to swap values, the provided solution handles all these cases without any additional checks.

Example Walkthrough

Let's walk through an example to illustrate the solution approach. Consider a linked list and an integer `k`:

```
Linked List: 1 -> 2 -> 3 -> 4 -> 5
k: 2
```

Our task is to swap the `2`nd node from the beginning with the `2`nd node from the end.

1. Initialize two pointers `fast` and `slow` to reference the head of the linked list.

2. Move the `fast` pointer `k-1` steps ahead. So, after this step:

   ```
   fast: 2 (Second node)
   slow: 1 (Head of the list)
   ```

3. Start moving both `fast` and `slow` one step at a time until `fast` points to the last node:

   ```
   Step 1:
   fast: 3
   slow: 2

   Step 2:
   fast: 4
   slow: 3

   Step 3:
   fast: 5 (Last node)
   slow: 4 (This becomes our `k`th node from the end)
   ```

4. At this point, we have:

   ```
   p (kth from the beginning): Node with value 2
   q (kth from the end): Node with value 4
   ```

5. Swap the values of nodes `p` and `q`:

   ```
   Node `p` value before swap: 2
   Node `q` value before swap: 4

   Swap their values.

   Node `p` value after swap: 4
   Node `q` value after swap: 2
   ```

6. The modified linked list now looks like this:

   ```
   Modified Linked List: 1 -> 4 -> 3 -> 2 -> 5
   ```

7. Return the head of the modified linked list, which points to the node with value `1`.

This example illustrates the power of the two-pointer approach where pointer manipulation allows us to swap the `k`th nodes' values from the start and end of a singly linked list in O(n) time complexity without any additional space required.

Python Solution

```python
class ListNode:
    def __init__(self, value=0, next_node=None):
        self.value = value
        self.next_node = next_node

class Solution:
    def swapNodes(self, head: Optional[ListNode], k: int) -> Optional[ListNode]:
        # Initialize two pointers that will start at the head of the list.
        fast_pointer = slow_pointer = head

        # Move the fast pointer k-1 steps ahead, pointing to the kth node from the beginning.
        for _ in range(k - 1):
            fast_pointer = fast_pointer.next_node

        # Store the kth node from the beginning in a temporary variable 'first_k_node'.
        first_k_node = fast_pointer

        # Move both pointers until the fast pointer reaches the end.
        # At that point, slow pointer will point to the kth node from the end.
        while fast_pointer.next_node:
            fast_pointer = fast_pointer.next_node
            slow_pointer = slow_pointer.next_node

        # Store the kth node from the end in a temporary variable 'second_k_node'.
        second_k_node = slow_pointer

        # Swap the values of the kth node from the beginning and the kth node from the end.
        first_k_node.value, second_k_node.value = second_k_node.value, first_k_node.value

        # Return the modified linked list head.
        return head

```

Java Solution

```java
/**
 * Definition for singly-linked list.
 * public class ListNode {
 *     int val;
 *     ListNode next;
 *     ListNode() {}
 *     ListNode(int val) { this.val = val; }
 *     ListNode(int val, ListNode next) { this.val = val; this.next = next; }
 * }
 */

class Solution {
    public ListNode swapNodes(ListNode head, int k) {
        // Fast pointer that will be used to locate the kth node from the beginning
        ListNode kthFromStart = head;

        // Move the kthFromStart pointer to the kth node
        while (--k > 0) {
            kthFromStart = kthFromStart.next;
        }

        // This pointer will eventually point to the kth node from the end
        ListNode kthFromEnd = head;

        // Fast pointer that will be used to reach the end of the list
        ListNode current = kthFromStart;

        // Move the current pointer to the end, maintaining the gap between
        // kthFromEnd and current, so that when current reaches the end,
        // kthFromEnd is at the kth node from the end
        while (current.next != null) {
            current = current.next;
            kthFromEnd = kthFromEnd.next;
        }

        // Swap the values of the kth node from the start and end
        int tempValue = kthFromStart.val;
        kthFromStart.val = kthFromEnd.val;
        kthFromEnd.val = tempValue;

        // Return the modified list
        return head;
    }
}

```

C++ Solution

```cpp
/**
 * Definition for singly-linked list.
 * struct ListNode {
 *     int val;
 *     ListNode *next;
 *     ListNode() : val(0), next(nullptr) {}
 *     ListNode(int x) : val(x), next(nullptr) {}
 *     ListNode(int x, ListNode *next) : val(x), next(next) {}
 * };
 */
class Solution {
public:
    ListNode* swapNodes(ListNode* head, int k) {
        // Initialize a pointer to move k nodes into the list
        ListNode* fast = head;
        while (--k) { // Move the fast pointer k-1 times
            fast = fast->next;
        }
        // At this point, fast points to the kth node from the beginning

        // Initialize two pointers to find the kth node from the end
        ListNode* slow = head; // This will point to the kth node from the end
        ListNode* firstNode = fast; // Keep a reference to the kth node from the beginning

        // Move both pointers until the fast pointer reaches the end of the list
        while (fast->next) {
            fast = fast->next;
            slow = slow->next;
        }
        // Now, slow points to the kth node from the end

        ListNode* secondNode = slow; // Keep reference to the kth node from the end

        // Swap the values of the kth nodes from the beginning and end
        std::swap(firstNode->val, secondNode->val);

        // Return the head of the modified list
        return head;
    }
};

```

Typescript Solution

```typescript
// Function to swap the kth node from the beginning with the kth node from the end in a singly-linked list
function swapNodes(head: ListNode | null, k: number): ListNode | null {
    // Initialize two pointers, both starting at the head of the list
    let fast: ListNode | null = head;
    let slow: ListNode | null = head;

    // Move the 'fast' pointer to the kth node
    while (--k) {
        fast = fast ? fast.next : null;
    }

    // 'starting' points to the kth node from the beginning
    // This node will later be swapped
    let starting = fast;

    // Move both 'fast' and 'slow' until 'fast' reaches the end of the list
    // 'slow' will then point to the kth node from the end
    while (fast && fast.next) {
        fast = fast.next;
        slow = slow ? slow.next : null;
    }

    // 'ending' points to the kth node from the end
    let ending = slow;

    // If both nodes to swap have been found, swap their values
    if (starting && ending) {
        let temp = starting.val;
        starting.val = ending.val;
        ending.val = temp;
    }

    // Return the head of the modified list
    return head;
}

```

Time and Space Complexity

The time complexity of the provided code snippet is `O(n)`, where `n` is the length of the linked list. This is because the code iterates over the list twice: once to find the `k`-th node from the beginning, and once more to find the `k`-th node from the end while simultaneously finding the end of the list.

The space complexity is `O(1)` since only a constant amount of additional space is used, regardless of the input size. No extra data structures are created that depend on the size of the list; only a fixed number of pointers (`fast`, `slow`, and `p`) are used.