

## Quiz 8

Name: \_\_\_\_\_

**Question 1. (12pt)** Given an array of `MyDataType`:

```
MyDataType myArray[10];
```

and, my linked list node definition:

```
struct LinkNode {  
    MyDataType *data;  
    LinkNode *next;  
    // Constructor  
    LinkNode(MyDataType *d, LinkNode *nxt) : data(d), next(nxt) {}  
};
```

- a. (2pt) Please show how you would allocate and initialize, `myHead`, a dummy header for a linked list of `LinkNodes`.

```
LinkNode*myHead = new LinkNode(nullptr, nullptr);
```

- b. (4pt) Please complete the following two lines of code to dynamically allocate and initialize two `LinkNodes`, `firstNode` and `secNode`, to point to the first two elements of `MyArray` and both nodes with `nullptr` in their next fields.

```
LinkNode *firstNode = new LinkNode(&(myArray[0]), nullptr);
```

```
LinkNode *secNode = LinkNode *firstNode = new LinkNode(&(myArray[1]), nullptr);
```

- c. (3pt) Please show code to link the above three `LinkNodes` into a linked list with `myHead` being the header, `firstNode` being the first node, and `secNode` being the tail of the list.

```
myHeader->next = firstNode;  
firstNode->next = secNode;
```

- d. (3pt) Please show how you would release the memory allocated for the linked list without affecting the memory of `MyArray`.

```
delete myHeader  
delete firstNode  
delete secNode
```

**Question 2. (18pt)** Now, for a more straightforward case of linked list of integers,

```
struct Node {  
    int data;  
    Node* next;  
};
```

I have a dummy header for my linked list,

```
Node *header = new Node(-1, nullptr); // dummy header  
...  
// assume the list is initialized with positive integers that are greater than 0  
// assume all nodes in the list are dynamically allocated
```

- a. (4pt) Now, I want to print only the odd data content of the list with this function call:

```
PrintOdd(header); // remember header points to a dummy header
```

Please show, with clear and detailed parameter declaration, the implementation of PrintOdd() function. For example, if I have a list with 2 3 6 7 8, only values of 3 and 7 will be printed. Note, the data-field of the dummy header should be ignored.

```
bool isOdd(int value) {  
    return (value % 2 != 0);  
}  
  
void PrintOdd(string msg, Node *head) {  
    cout << msg << ":";  
    Node *current = head->next; // skip dummy header  
    while (current != nullptr) {  
        if (isOdd(current->data)) {  
            cout << current->data << " ";  
        }  
        current = current->next;  
    }  
    cout << endl;  
}
```

- b. (6pt) The following function removes the first node with odd data from the list without releasing any memory. If the list has no node with odd data, then a `nullptr` is returned.

```
Node *n = RemoveOdd(header); // remember header points to a dummy header
```

Please show, with clear and detailed parameter declaration, how you would implement the `RemoveOdd()` function. . For example, if I have a list with 2 3 6 7 8, this function will remove and return the node with the 3, where the list pointed to `header` will become 2 6 7 8.

```
Node* RemoveOdd(Node *head) {
    Node *current = head; // dummy header
    Node *toRemove = nullptr;
    while ((current->next != nullptr) && (toRemove == nullptr)) {
        if (isOdd(current->next->data)) {
            toRemove = current->next;
            current->next = toRemove->next;
            toRemove->next = nullptr;
        } else {
            // only execute if needs to advance
            // if only one node left and it is the data to remove,
            // trying to advance will access nullptr
            current = current->next;
        }
    }
    return toRemove; // nullptr if not found
}
```

- c. (8pt) Please show how you would call the `RemoveOdd()` function to remove all nodes with odd numbers in the `header` list and use the removed nodes to create a new list to be pointed to by the following `oHeader`. The numbers in the new list must appear in the same order as they are removed. For example, if the original list is 2 3 6 7 8, after your code, the original list will become: 2 6 8, and the list pointed to by `oHeader` would be 3 7. Notice that the number 3 is removed before 7 and thus will appear in the `oHeader` list before the 7.

WARNING, **only** solutions based on calling the `RemoveOdd()` function will receive credits.

```
// assume a properly initialized list pointed to by: header (with dummy header)
Node *oHeader = new Node(-1, nullptr); // dummy header for the odd-number list
// please show how to create the list as specified above
```

```
Node *oHeader = init_dummy_header();

bool done = false;
Node *tail = oHead;
Node *oddNode = RemoveOdd(header);
while (oddNode != nullptr) {
    tail->next = oddNode;
    oddNode->next = nullptr;
    tail = tail->next;
    oddNode = RemoveOdd(header);
}
```