



UNIVERSITY INSTITUTE OF ENGINEERING

Department of Computer Science & Engineering

(BE-CSE/IT-5th Sem)



Subject Name: AP LAB-II

Subject Code: 22CSP-351

Submitted to:

Faculty name

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Submitted by:

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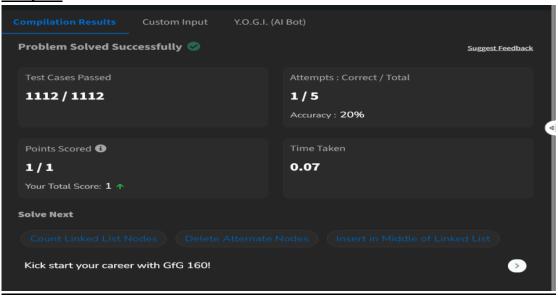
Section: 22BCS-IOT-614

Group: B

1. Problem - Print linked list:

```
Code:
/* Solution class */
class Solution {
  public:
    void printList(Node* head) {
      while (head) {
        cout << head->data << " ";
        head = head->next;
      }
  }
};
```

Output:



83. Problem - Remove duplicates from a sorted list:

```
class Solution {
public:
    ListNode* deleteDuplicates(ListNode* head) {
    ListNode* current = head;
    while (current && current->next) {
        if (current->val == current->next->val) {
            current->next = current->next; // Skip duplicate node
        } else {
            current = current->next; // Move to next node
        }
    }
}
```

```
return head;
};
```

Case-1:



Case-2:

```
Input

head =

[1,1,2,3,3]

Output

[1,2,3]

Expected

[1,2,3]

○ Contribute a testcase
```

206. Problem - [Reverse a linked list]:

Code:

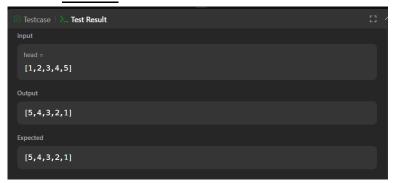
```
class Solution {
public:
    ListNode* reverseList(ListNode* head) {
        ListNode* prev = nullptr;
        ListNode* current = head;

    while (current) {
        ListNode* nextNode = current->next; // Store next node
        current->next = prev; // Reverse the link
        prev = current; // Move prev forward
        current = nextNode; // Move current forward
    }

    return prev; // New head of reversed list
    }
};
```

Output:

Case-1:



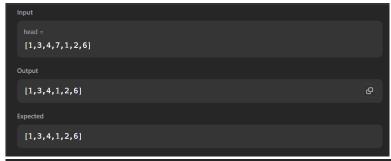
Case-2:

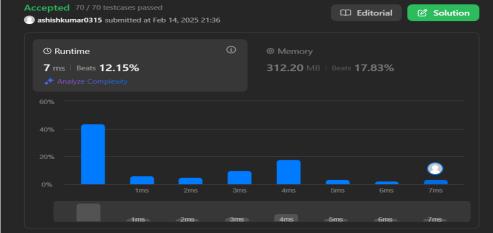


2095.Problem - Delete middle node of a list:

```
class Solution {
public:
  ListNode* deleteMiddle(ListNode* head) {
     if (!head || !head->next) return nullptr; // If only one node, return nullptr
     ListNode* slow = head;
     ListNode* fast = head;
     ListNode* prev = nullptr;
     while (fast && fast->next) {
       prev = slow;
       slow = slow->next;
       fast = fast->next->next;
     }
     prev->next = slow->next; // Delete middle node
     delete slow;
     return head;
  }
};
```

Case-1:





21. Problem - Merge two sorted linked lists:

```
class Solution {
public:
  ListNode* mergeTwoLists(ListNode* list1, ListNode* list2) {
     if (!list1) return list2;
     if (!list2) return list1;
     ListNode* dummy = new ListNode(-1);
     ListNode* current = dummy;
     while (list1 && list2) {
       if (list1->val \le list2->val) {
          current->next = list1;
          list1 = list1 -> next;
       } else {
          current->next = list2;
          list2 = list2 -> next;
       current = current->next;
     }
     current->next = list1 ? list1 : list2;
     return dummy->next;
  }
```

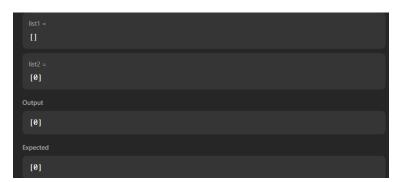
<u>Case-1:</u>



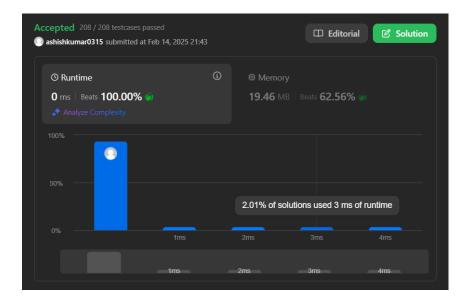
<u>Case-2:</u>



<u>Case-3:</u>



Accepted:

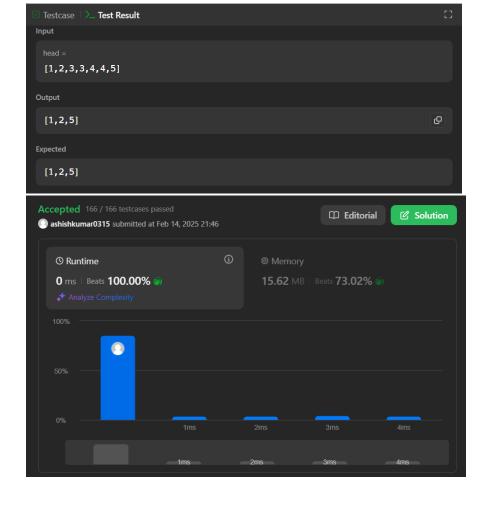


82. <u>Problem</u> - Remove duplicates from sorted lists 2: <u>Code</u>:

```
class Solution {
public:
  ListNode* deleteDuplicates(ListNode* head) {
    ListNode* dummy = new ListNode(0, head);
    ListNode* prev = dummy;
    while (head) {
      if (head->next && head->val == head->next->val) {
         while (head->next && head->val == head->next->val) {
           head = head->next;
         prev->next = head->next;
       } else {
         prev = prev->next;
      head = head->next;
    return dummy->next;
  }
};
```

Output:

Case-1:



141. Problem - Detect a cycle in a linked list:

Code:

```
class Solution {
public:
  bool hasCycle(ListNode *head) {
    if (!head || !head->next) return false;

    ListNode* slow = head;
    ListNode* fast = head;

    while (fast && fast->next) {
        slow = slow->next;
        fast = fast->next->next;

        if (slow == fast) return true;
    }

    return false;
}
```

Output:

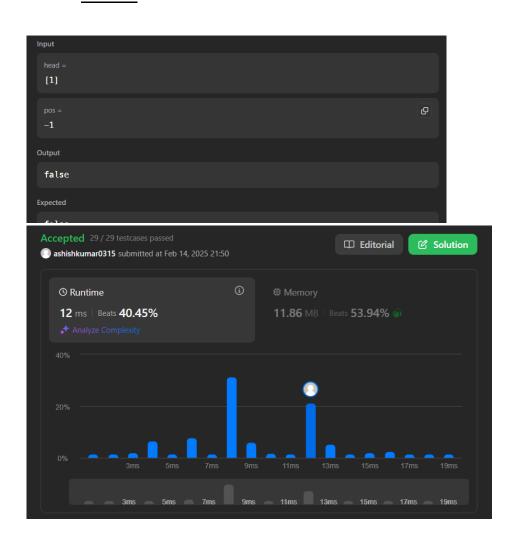
<u>Case-1:</u>



Case-2:

Input			
head = [1,2]			
pos =			
Output			
true			
Expected			

<u>Case-3:</u>



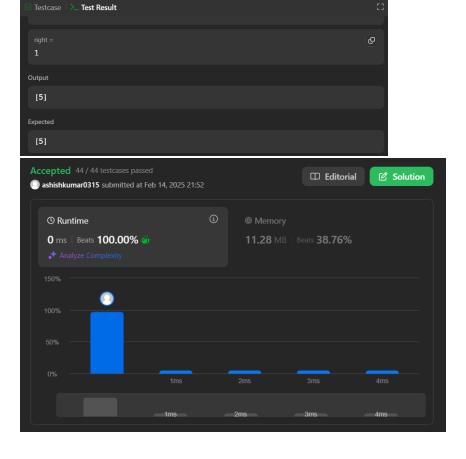
92. <u>Problem</u> - Reverse linked list 2: <u>Code:</u>

```
class Solution {
public:
  ListNode* reverseBetween(ListNode* head, int left, int right) {
    if (!head || left == right) return head;
    ListNode* dummy = new ListNode(0, head);
    ListNode* prev = dummy;
    for (int i = 1; i < left; ++i) {
       prev = prev->next;
     }
    ListNode* curr = prev->next;
    ListNode* nextNode = nullptr;
    ListNode* prevNode = nullptr;
    for (int i = left; i \le right; ++i) {
       nextNode = curr->next;
       curr->next = prevNode;
       prevNode = curr;
       curr = nextNode;
     }
    prev->next->next = curr;
    prev->next = prevNode;
    return dummy->next;
  }
};
```

Case-1:



Case-2:



61. Problem - rotate a list:

```
class Solution {
public:
  ListNode* rotateRight(ListNode* head, int k) {
     if (!head \parallel !head->next \parallel k == 0) return head;
     int length = 1;
     ListNode* tail = head;
     while (tail->next) {
        tail = tail->next;
        length++;
     }
     tail->next = head;
     k = k \% length;
     int stepsToNewHead = length - k;
     ListNode* newTail = head;
     for (int i = 1; i < stepsToNewHead; i++) {
        newTail = newTail->next;
     }
```

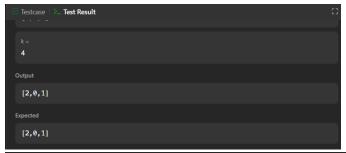
```
head = newTail->next;
newTail->next = nullptr;

return head;
}
```

Case-1:



Case-2:





148<u>. Problem</u> - Sort List:

```
class Solution {
public:
  ListNode* sortList(ListNode* head) {
    if (!head || !head->next) return head;
    ListNode* mid = findMiddle(head);
    ListNode* left = head;
    ListNode* right = mid->next;
    mid->next = nullptr;
    left = sortList(left);
    right = sortList(right);
    return merge(left, right);
  }
private:
  ListNode* findMiddle(ListNode* head) {
    ListNode* slow = head;
    ListNode* fast = head;
    ListNode* prev = nullptr;
    while (fast && fast->next) {
       prev = slow;
       slow = slow->next;
       fast = fast->next->next;
     }
    return prev;
  }
  ListNode* merge(ListNode* 11, ListNode* 12) {
    ListNode dummy(0);
    ListNode* tail = &dummy;
    while (11 && 12) {
       if (11->val < 12->val) {
          tail->next = 11;
          11 = 11 - \text{next};
       } else {
          tail->next = 12;
          12 = 12 - \text{next};
       tail = tail->next;
     }
```

```
tail->next = 11 ? 11 : 12;
return dummy.next;
}
```

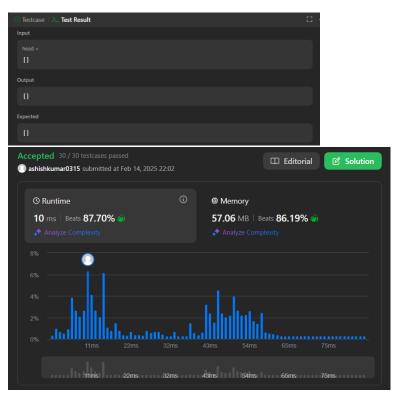
Case-1:



Case-2:



Case-3:



142. Problem - Detect a cycle in a linked list 2:

Code:

class Solution {

```
public:
  ListNode* detectCycle(ListNode* head) {
    if (!head || !head->next) return nullptr;
    ListNode* slow = head;
    ListNode* fast = head;
    while (fast && fast->next) {
       slow = slow->next;
       fast = fast->next->next;
       if (slow == fast) {
          break;
       }
     }
    if (!fast || !fast->next) return nullptr;
    slow = head;
    while (slow != fast) {
       slow = slow->next;
       fast = fast->next;
     }
    return slow;
  }
};
```

Case-1:



Case-2:



<u>Case-3:</u>

