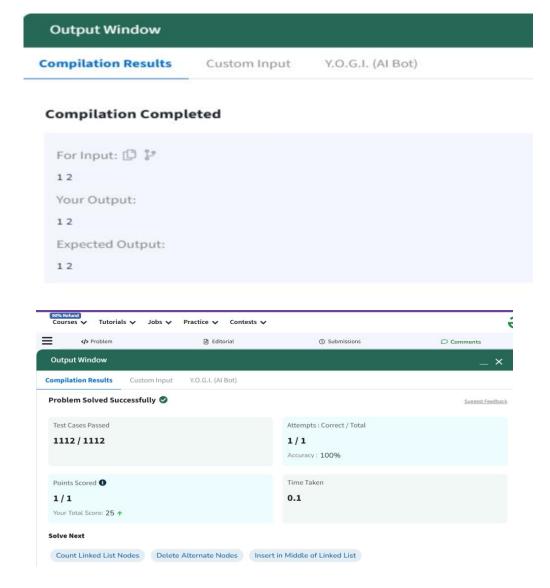
# **Advanced Pragramming**

# **ASSIGNMENT 01**

## Q1. Print Linked list.

#### Code:

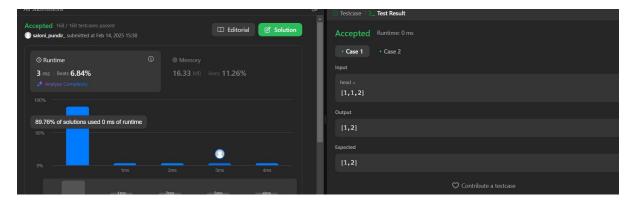
```
class Solution {
  public:
    // Function to display the elements of a linked list in same line
    void printList(Node *head) {
        // your code goes here
        for(Node *itr = head; itr != nullptr; itr = itr->next)
            cout << itr->data << " ";
        }
    };
    Driver Code Ends</pre>
```



### Q2. Remove duplicates from a sorted list.

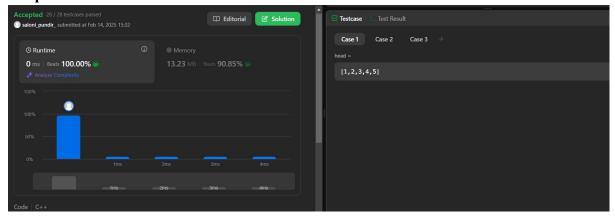
Code:

### **Output:**



### Q3. Reverse a linked list.

```
class Solution {
public:
    ListNode* reverseList(ListNode* head) {
        ListNode *nextNode, *prevNode = NULL;
        while (head) {
            nextNode = head->next;
            head->next = prevNode;
            prevNode = head;
            head = nextNode;
        }
        return prevNode;
}
```

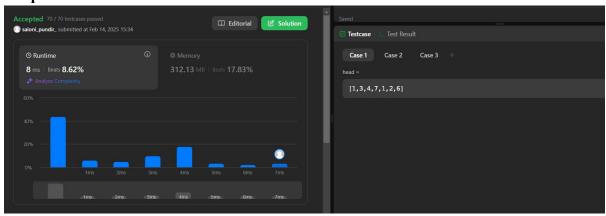


## Q4. Delete middle node of a list.

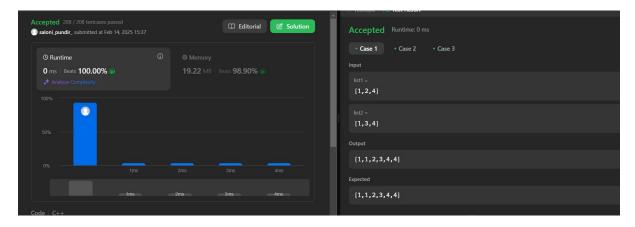
#### Code:

```
class Solution {
public:
    ListNode* deleteMiddle(ListNode* head) {
        if (head == NULL || head->next == NULL){
            return NULL;
        }
        ListNode* slow = head;
        ListNode* fast = head;
        fast = head->next->next;
        while (fast!= NULL && fast-> next!= NULL) {
            slow = slow->next;
            fast= fast->next->next;
            }
        slow->next = slow->next->next;
        return head;
}
```

#### **Output:**



# Q5. Merge two sorted linked list.



## Q6. Remove duplicates from sorted list 2.

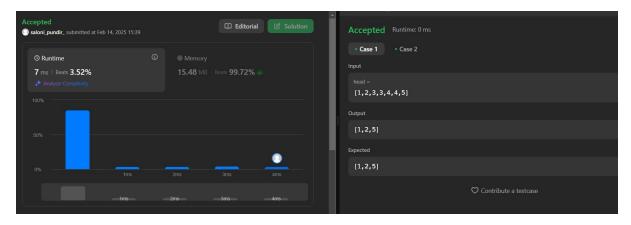
#### Code:

```
class Solution {
public:
    ListNode* deleteDuplicates(ListNode* head) {
        if (head == nullptr || head->next == nullptr) {
            return head;
        }

    ListNode* dummy = new ListNode(0, head);
    ListNode* prev = dummy;
    ListNode* curr = head;
    ListNode* temp = head->next;
    bool flag = false;

    while (temp != nullptr) {
        if (flag) {
            prev->next = temp;
            flag = false;
        } else {
                prev = prev->next;
            }
        } else {
                flag = true;
        }
        if (flag) {
                prev->next;
            curr = curr->next;
        }

        return dummy->next;
}
```

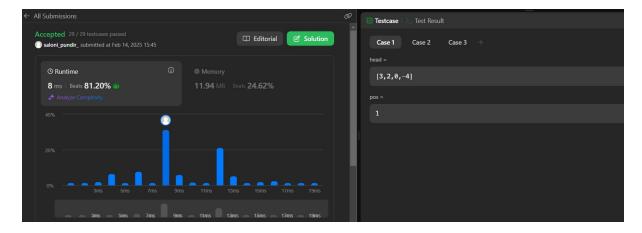


### Q7. Detect a cycle in a linked list.

#### Code:

```
class Solution {
public:
    bool hasCycle(ListNode *head) {
ListNode* slow = head;
    ListNode* fast = head;
    while (fast != nullptr && fast->next != nullptr) {
        slow = slow->next;
        fast = fast->next->next;
        if (slow == fast)
            return true;
     }
    return false;
}
```

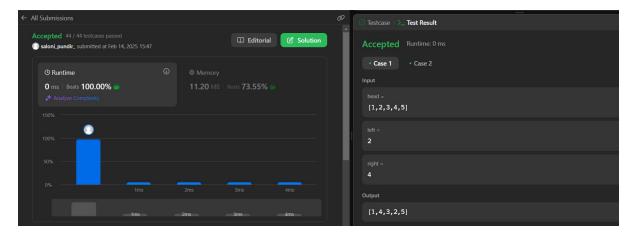
#### **Output:**



### Q8. Reverse linked list 2.

```
class Solution {
public:
    ListNode* reverseBetween(ListNode* head, int left, int right) {
        if (!head || left == right) {
            return head;
        }
        ListNode* dummy = new ListNode(0);
        dummy->next = head;
        ListNode* prev = dummy;

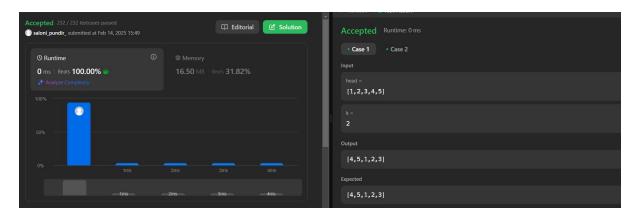
        for (int i = 0; i < left - 1; i++) {
            prev = prev->next;
        }
        ListNode* cur = prev->next;
        for (int i = 0; i < right - left; i++) {
            ListNode* temp = cur->next;
            cur->next = temp->next;
            temp->next = prev->next;
            prev->next = temp;
        }
        return dummy->next;
```



#### Q9. Rotate a list.

#### Code:

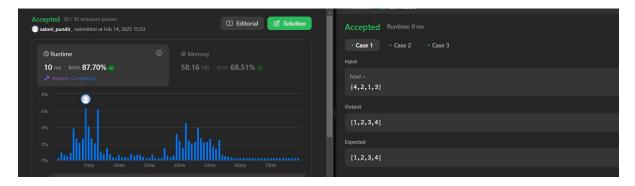
```
class Solution {
public:
    ListNode* rotateRight(ListNode* head, int k) {
        if (!head) return nullptr;
        int n = 1;
        ListNode* temp = head;
        while (temp->next) {
            n++;
            temp = temp->next;
        }
        k %= n;
        temp->next = head;
        for (int i = 0; i < n - k; i++) temp = temp->next;
        ListNode* new_head = temp->next;
        temp->next = nullptr;
        return new_head;
    }
};
```



#### Q10. Sort list

Code:

#### **Output:**



### Q11. Detect a cycle in linked list 2.

```
class Solution {
public:
    ListNode *detectCycle(ListNode *head) {

        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;

        fast = head;
        while (fast != slow) {
            fast = fast->next;
            slow = slow->next;
        }

        return slow;
    }
};
```

