DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

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Assignment 2

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Semester: 6th
Subject Name: Advanced Programming

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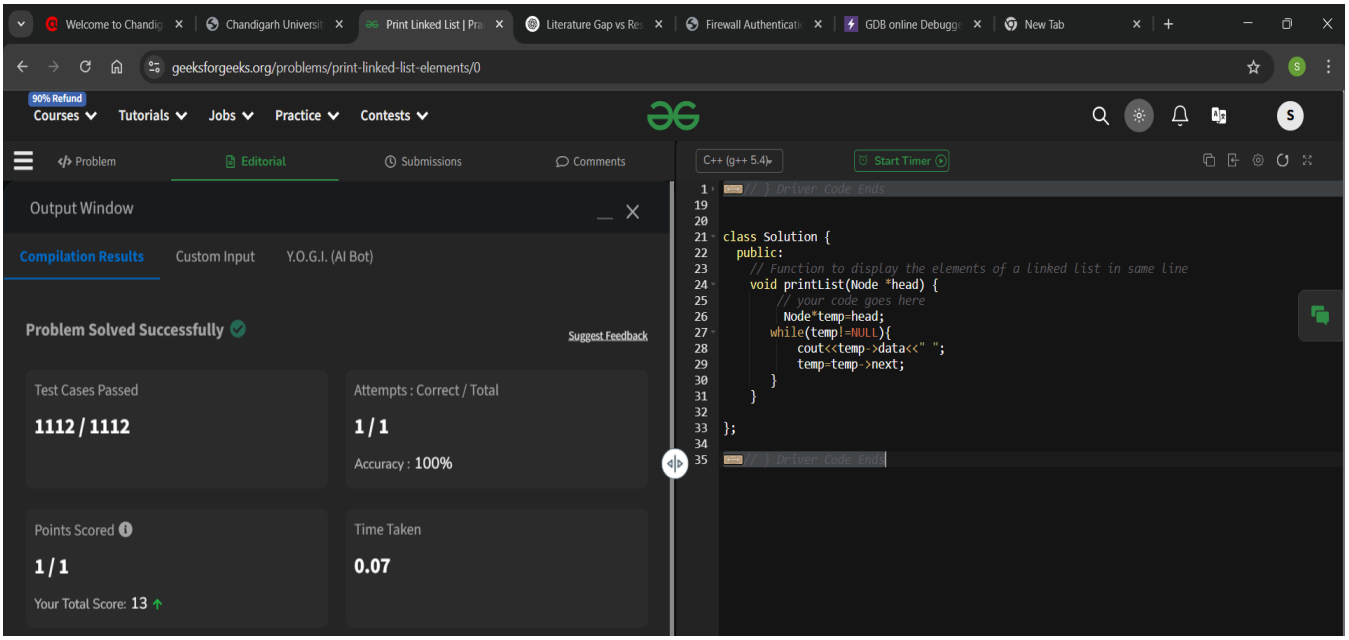
Section/Group: 607/B
Date of Performance: 05/03/25
Subject Code: 22CSP-351

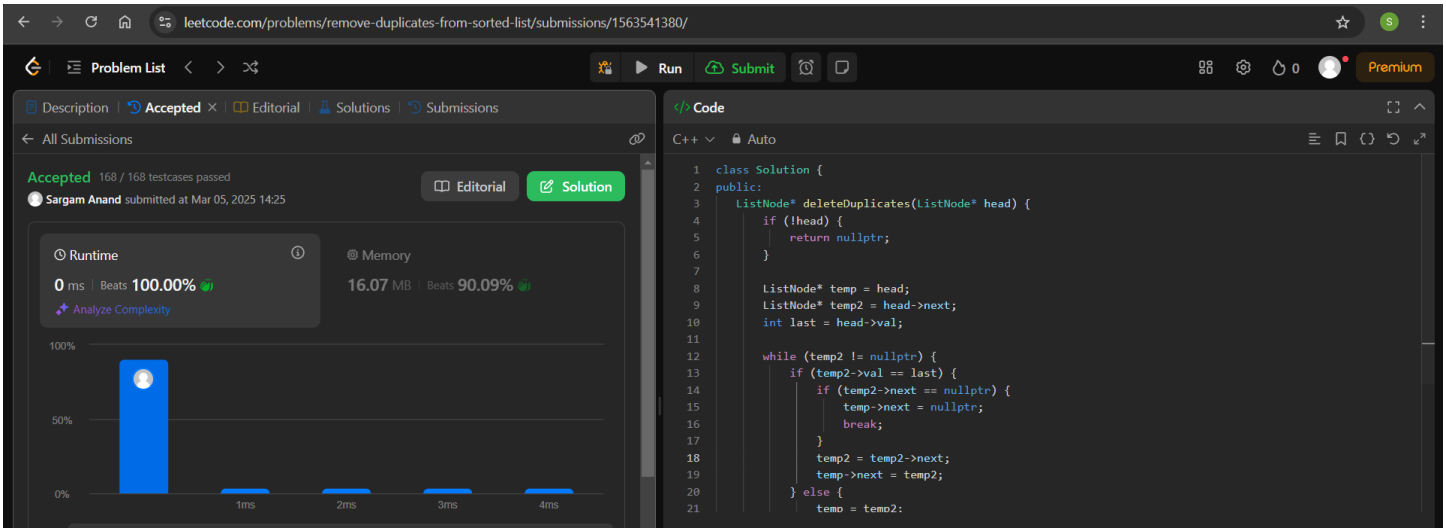
Code 1

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



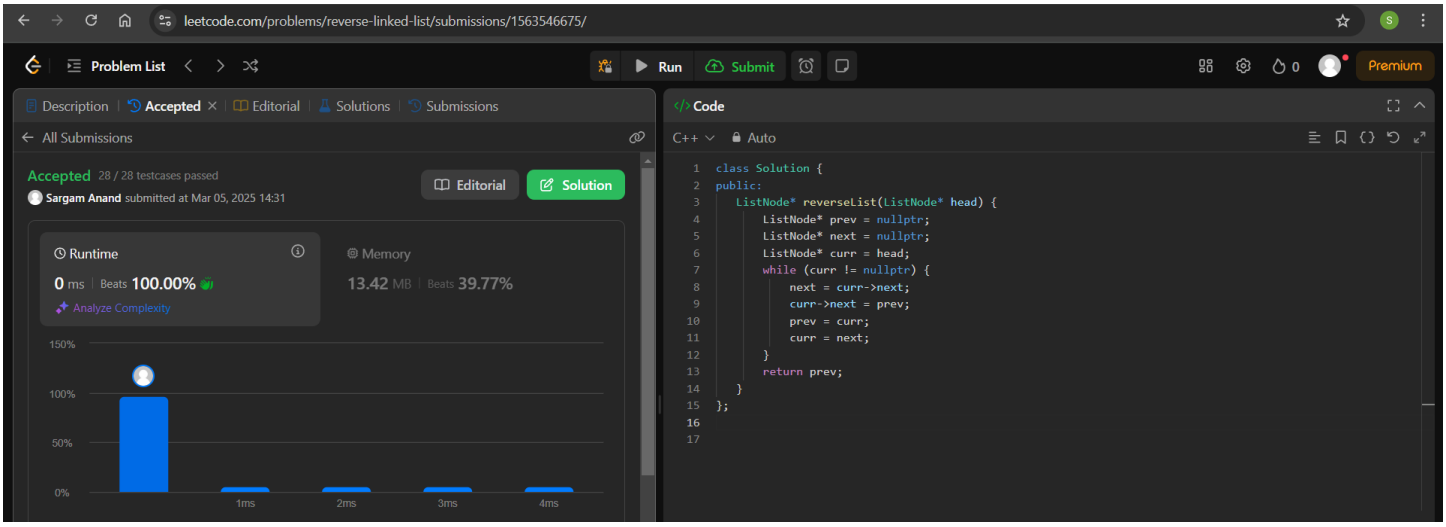
Code 2

```
class Solution {
public:
  ListNode* deleteDuplicates(ListNode* head) {
      if (!head) {
          return nullptr;
      }

      ListNode* temp = head;
      ListNode* temp2 = head->next;
      int last = head->val;

      while (temp2 != nullptr) {
          if (temp2->val == last) {
              if (temp2->next == nullptr) {
                  temp->next = nullptr;
                  break;
              }
              temp2 = temp2->next; /
              temp->next = temp2;
          } else {
              temp = temp2;
              last = temp->val;
              temp2 = temp2->next;
          }
      }
      return head;
  }
};
```



Code 3

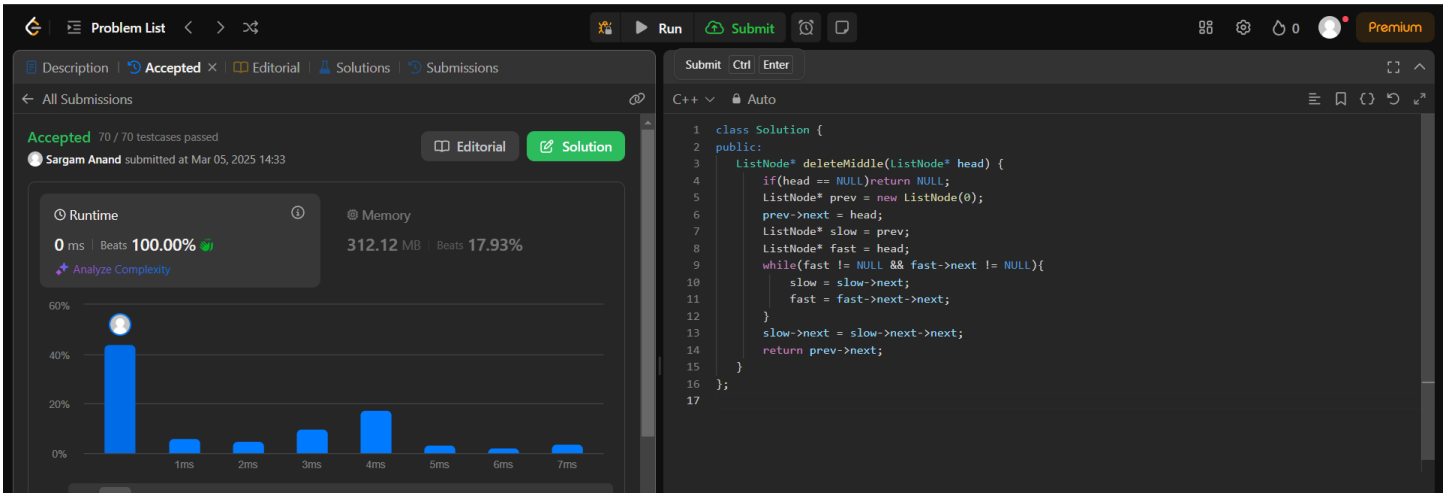
```
class Solution {
public:
  ListNode* reverseList(ListNode* head) {
     ListNode* prev = nullptr;
     ListNode* next = nullptr;
     ListNode* curr = head;
     while (curr != nullptr) {
        next = curr->next;
        curr->next = prev;
        prev = curr;
        curr = next;
     }
     return prev;
  }
};
```



Code 4

```
class Solution {
public:
  ListNode* deleteMiddle(ListNode* head) {
     if(head == NULL)return NULL;
     ListNode* prev = new ListNode(0);
     prev->next = head;
```

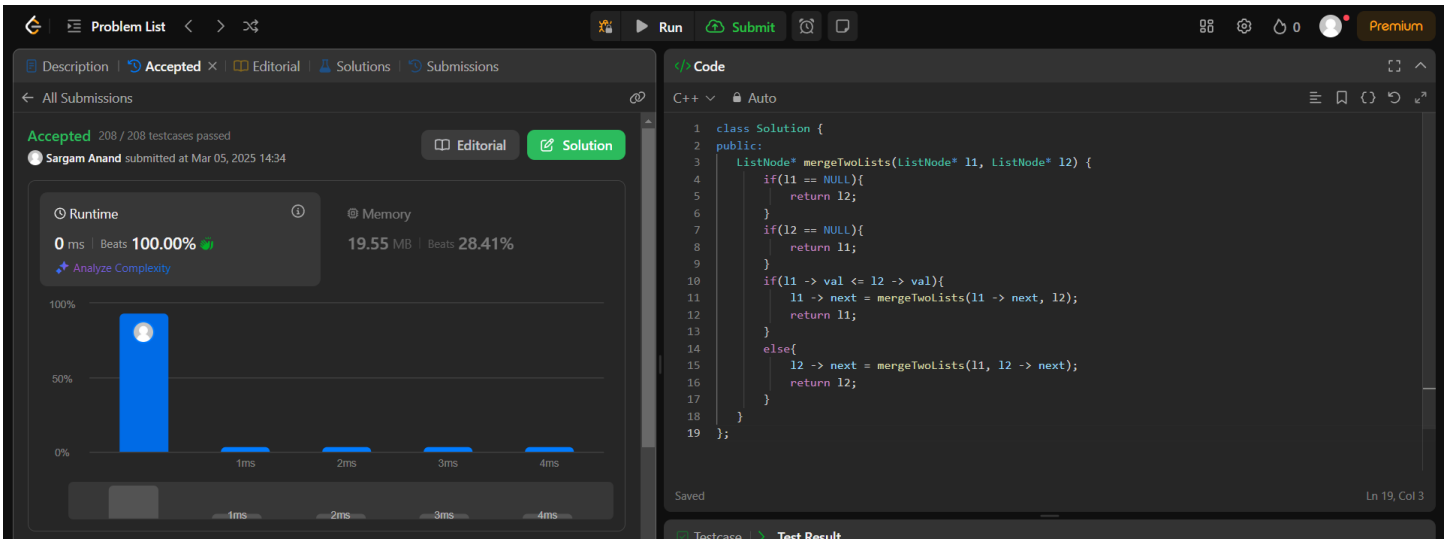
```
 ListNode* slow = prev;
     ListNode* fast = head;
     while(fast != NULL && fast->next != NULL){
         slow = slow->next;
         fast = fast->next->next;
     }
     slow->next = slow->next->next;
     return prev->next;
  }
};
```



Code 5

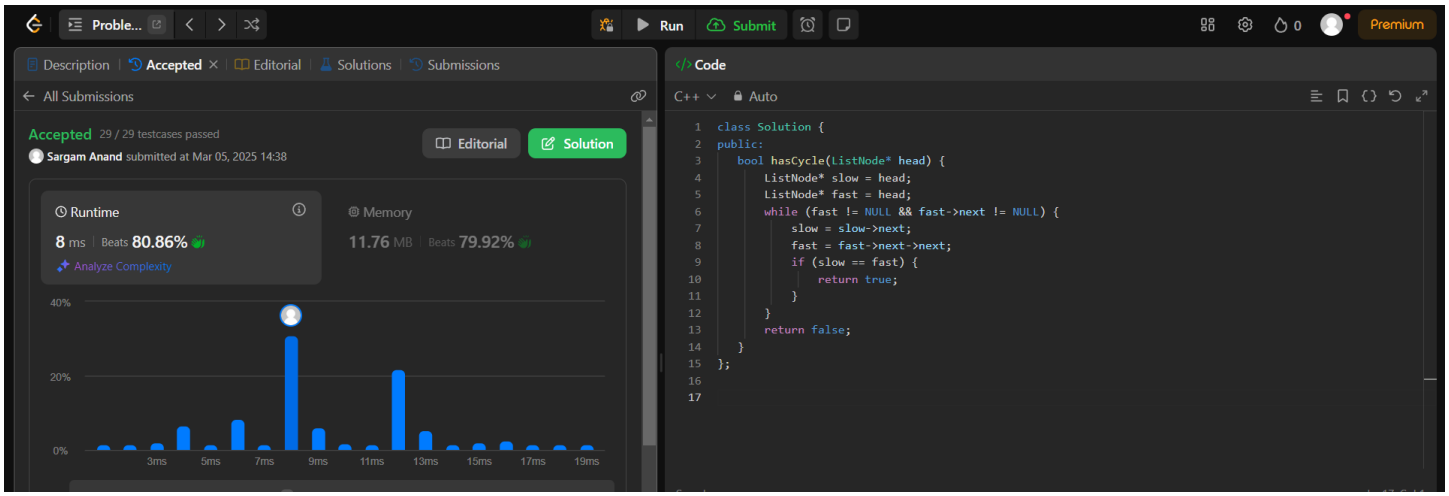
```
class Solution {
public:
  ListNode* mergeTwoLists(ListNode* l1, ListNode* l2) {
     if(l1 == NULL){
         return l2;
     }
     if(l2 == NULL){
         return l1;
     }
     if(l1 -> val <= l2 -> val){
         l1 -> next = mergeTwoLists(l1 -> next, l2);
         return l1;
     }
```

```
        else{
            l2 -> next = mergeTwoLists(l1, l2 -> next);
            return l2;
        }
    }
};
```



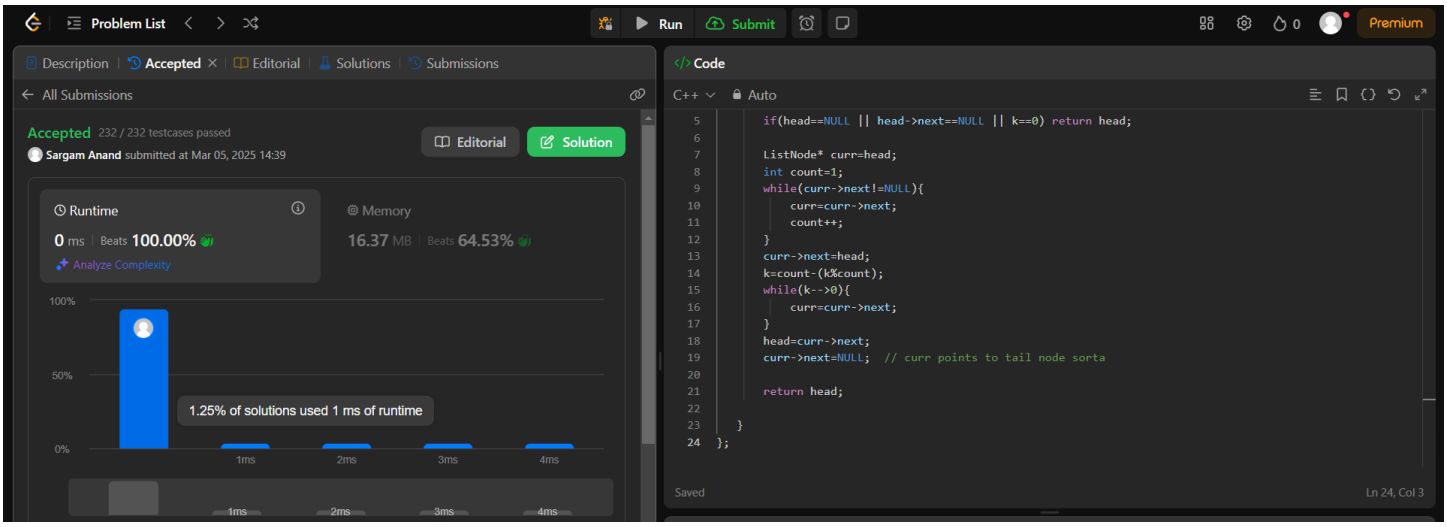
Code 6

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



Code 7

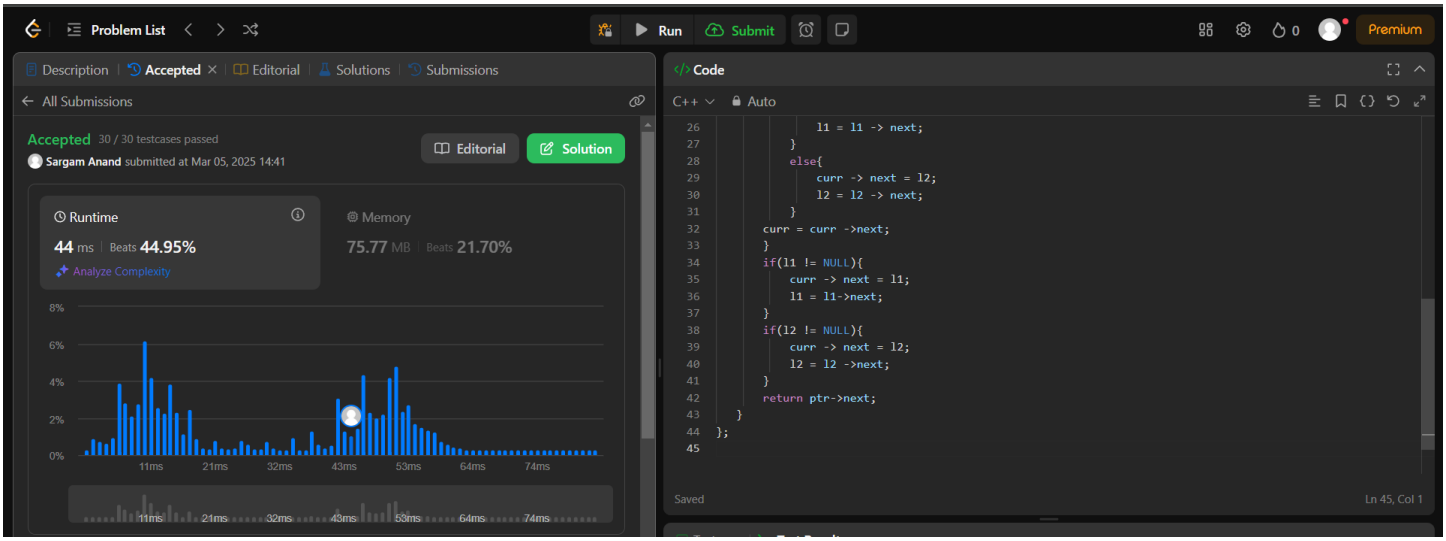
```
class Solution {
public:
  ListNode* rotateRight(ListNode* head, int k) {
      // base condition
      if(head==NULL || head->next==NULL || k==0) return head;

      ListNode* curr=head;
      int count=1;
      while(curr->next!=NULL){
          curr=curr->next;
          count++;
      }
      curr->next=head;
      k=count-(k%count);
      while(k-->0){
          curr=curr->next;
      }
      head=curr->next;
      curr->next=NULL;  // curr points to tail node sorta

      return head;

  }
};
```



Code 8

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

     }
     temp -> next = NULL;
     ListNode* l1 = sortList(head);
     ListNode* l2 = sortList(slow);
     return mergelist(l1, l2);
  }
```

```
ListNode* mergelist(ListNode *l1, ListNode *l2){
    ListNode *ptr = new ListNode(0);
    ListNode *curr = ptr;
    while(l1 != NULL && l2 != NULL){
        if(l1->val <= l2->val){
            curr -> next = l1;
            l1 = l1 -> next;
        }
        else{
            curr -> next = l2;
            l2 = l2 -> next;
        }
    curr = curr ->next;
    }
    if(l1 != NULL){
        curr -> next = l1;
        l1 = l1->next;
    }
    if(l2 != NULL){
        curr -> next = l2;
        l2 = l2 ->next;
    }
    return ptr->next;
  }
};
```



Code 9

```
#include <vector>
using namespace std;
class Solution {
public:
  ListNode* mergeTwoLists(ListNode* l1, ListNode* l2) {
     if (!l1) return l2;
     if (!l2) return l1;

     if (l1->val < l2->val) {
        l1->next = mergeTwoLists(l1->next, l2);
        return l1;
     } else {
        l2->next = mergeTwoLists(l1, l2->next);
        return l2;
     }
  }

  ListNode* mergeKLists(vector<ListNode*>& lists) {
     if (lists.empty()) return nullptr;
     return divideAndConquer(lists, 0, lists.size() - 1);
  }

  ListNode* divideAndConquer(vector<ListNode*>& lists, int left, int right) {
     if (left == right) return lists[left];

     int mid = left + (right - left) / 2;
     ListNode* l1 = divideAndConquer(lists, left, mid);
     ListNode* l2 = divideAndConquer(lists, mid + 1, right);
     return mergeTwoLists(l1, l2);
  }
};
```