



## Experiment 4 A

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**Subject Code:** 22CSP-351

**Aim:** Given the head of a sorted linked list, *delete all nodes that have duplicate numbers, leaving only distinct numbers from the original list. Return the linked list **sorted** as well.*

**Objective:** The objective is to remove all duplicate nodes from a sorted linked list, retaining only distinct elements, and return the modified list while maintaining the original sorted order.element.

### **Algorithm:**

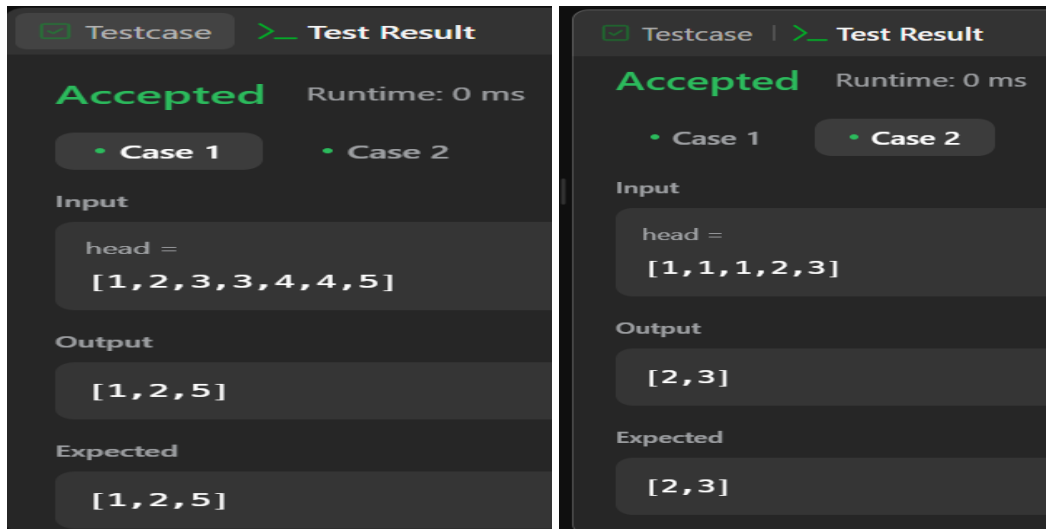
1. Handle Edge Case: If the list is empty or has one node, return it.
2. Create Dummy Node: Helps manage edge cases where the first node(s) are duplicates.
3. Use Two Pointers:
  - prev tracks the last unique node.
  - head traverses the list.
4. Skip Duplicates:
  - If `head.val == head.next.val`, move head forward until a new value is found.
  - Link `prev.next` to `head.next` to remove duplicates.
5. Update Pointers: Move prev when encountering a unique node.
6. Return the Updated List

### **Code**

```
class Solution {  
    public ListNode deleteDuplicates(ListNode head) {  
        if (head == null || head.next == null) return head; // If list is empty or has only one node  
        ListNode dummy = new ListNode(0, head); // Dummy node to handle edge cases  
        ListNode prev = dummy; // Pointer to track the last unique node  
        while (head != null) {  
            if (head.next != null && head.val == head.next.val) {
```

```
while (head.next != null && head.val == head.next.val) {  
    head = head.next;  
}  
prev.next = head.next; // Remove duplicates  
} else {  
    prev = prev.next; // Move prev pointer when it's a unique node  
}  
head = head.next; // Move to the next node  
}  
return dummy.next; // Return new head after removal  
} }
```

## Output:



Testcase	Test Result
Accepted	Runtime: 0 ms
Case 1	Case 2
Input	Input
head = [1,2,3,3,4,4,5]	head = [1,1,1,2,3]
Output	Output
[1,2,5]	[2,3]
Expected	Expected
[1,2,5]	[2,3]

## Learning Outcomes:

- Understanding how to remove duplicates from a sorted linked list while preserving unique elements.
- Applying dummy nodes and two-pointer techniques for efficient in-place list modifications.
- Enhancing problem-solving skills with edge case handling and pointer manipulation

## Experiment 4 B

**Aim:** Given the head of a linked list, return *the list after sorting it in ascending order*.

**Objective:** The objective is to sort a given linked list in ascending order using the Merge Sort algorithm, ensuring an efficient  $O(n \log n)$  time complexity while maintaining stability and in-place modification.

### Algorithm:

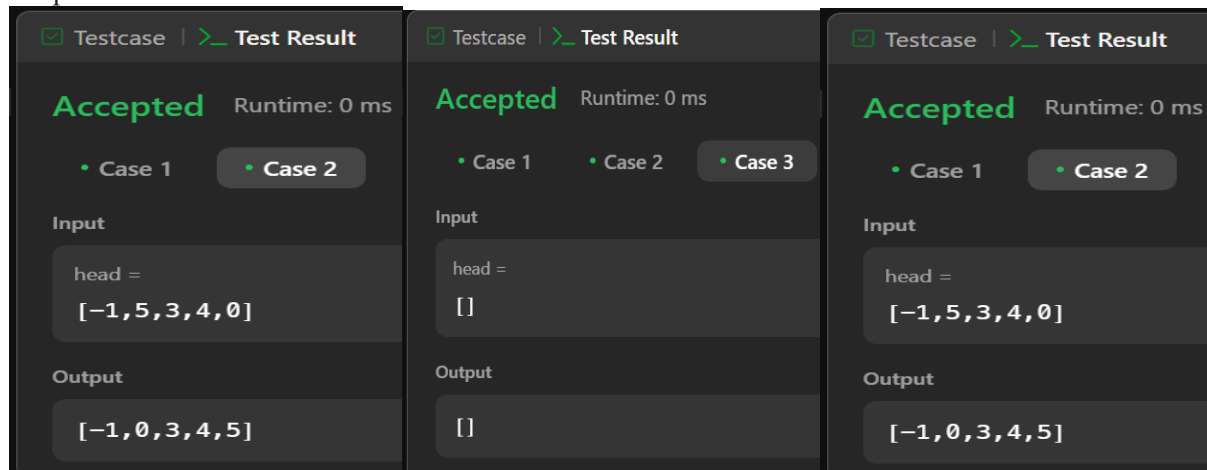
1. **Base Case:** If the list is empty or has one node, return it.
2. **Find Middle:** Use the slow and fast pointer technique to find the middle node.
3. **Split the List:** Divide the list into two halves at the middle node.
4. **Recursively Sort:** Apply the sortList function to both halves.
5. **Merge Halves:** Use the merge function to combine two sorted lists.
6. **Return the Sorted List.**

### CODE:

```
class Solution {
    public ListNode sortList(ListNode head) {
        if (head == null || head.next == null) return head; // Base case for recursion
        // Step 1: Split the list into two halves
        ListNode mid = getMiddle(head);
        ListNode rightHalf = mid.next;
        mid.next = null; // Split the list
        // Step 2: Recursively sort both halves
        ListNode left = sortList(head);
        ListNode right = sortList(rightHalf);
        // Step 3: Merge sorted halves
        return merge(left, right);
    }
    // Function to find the middle of the linked list (using slow & fast pointers)
    private ListNode getMiddle(ListNode head) {
        ListNode slow = head, fast = head.next;
        while (fast != null && fast.next != null) {
            slow = slow.next;
            fast = fast.next.next;
        }
        return slow; // Middle node
    }
    // Function to merge two sorted linked lists
    private ListNode merge(ListNode l1, ListNode l2) {
```

```
ListNode dummy = new ListNode(0);
ListNode tail = dummy;
while (l1 != null && l2 != null) {
    if (l1.val < l2.val) {
        tail.next = l1;
        l1 = l1.next;
    } else {
        tail.next = l2;
        l2 = l2.next;
    }
    tail = tail.next;
}
// Append remaining nodes
tail.next = (l1 != null) ? l1 : l2;
return dummy.next;
}
```

Output:



The image displays three screenshots of a coding platform's test result interface, each showing a successful test case.

- Testcase 1:** Input: head = [-1, 5, 3, 4, 0]. Output: [-1, 0, 3, 4, 5].
- Testcase 2:** Input: head = []. Output: [].
- Testcase 3:** Input: head = [-1, 5, 3, 4, 0]. Output: [-1, 0, 3, 4, 5].

All three test cases are marked as "Accepted" with a runtime of 0 ms.

## Learning Outcomes:

1. Understanding Merge Sort and its application to linked lists.
2. Using slow and fast pointers to find the middle of a linked list.
3. Learning how to split and merge linked lists efficiently.
4. Implementing recursive sorting with optimal time complexity  $O(n \log n)$ .



## Experiment 4 C

**Aim:** Given an array `nums` with `n` objects colored red, white, or blue, sort them in-place so that objects of the same color are adjacent, with the colors in the order red, white, and blue.

**Objective:** To sort an array containing 0s, 1s, and 2s in-place using the Dutch National Flag algorithm, ensuring all 0s appear first, followed by 1s, and then 2s in  $O(n)$  time.

### Algorithm:

1. Initialize three pointers:
  - `low = 0` (boundary for 0s)
  - `mid = 0` (current element)
  - `high = n - 1` (boundary for 2s)
2. Iterate while `mid <= high`:
  - If `nums[mid] == 0`:
    - Swap `nums[mid]` with `nums[low]`
    - Increment `low` and `mid`
  - Else if `nums[mid] == 1`:
    - Move `mid` forward
  - Else (`nums[mid] == 2`):
    - Swap `nums[mid]` with `nums[high]`
    - Decrement `high` (but keep `mid` unchanged to recheck)
3. Continue until `mid > high` → The array is sorted.

### CODE:

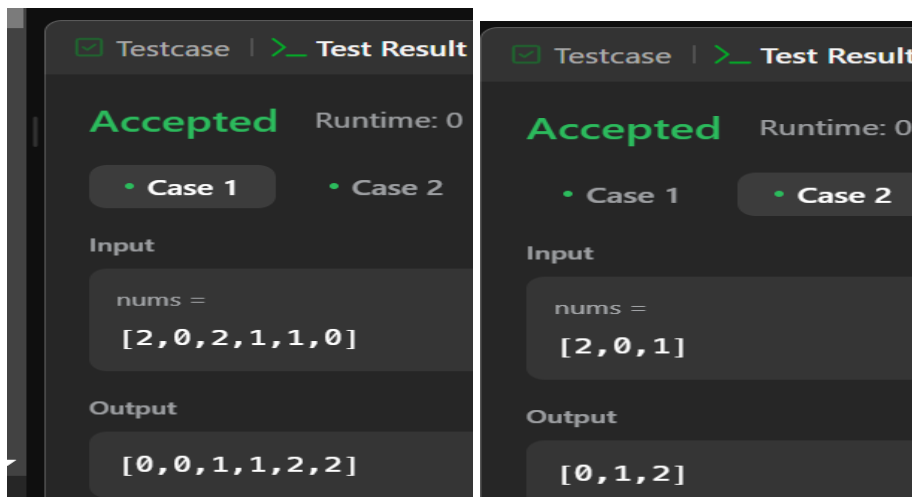
```
class Solution {
    public void sortColors(int[] nums) {
        int low = 0, mid = 0, high = nums.length - 1;

        while (mid <= high) {
            if (nums[mid] == 0) {
                swap(nums, low, mid);
                low++;
                mid++;
            }
        }
    }
}
```

```
        } else if (nums[mid] == 1) {
            mid++;
        } else { // nums[mid] == 2
            swap(nums, mid, high);
            high--;
        }
    }
}

private void swap(int[] nums, int i, int j) {
    int temp = nums[i];
    nums[i] = nums[j];
    nums[j] = temp;
}
}
```

## Output:



The image shows two side-by-side screenshots of a testing interface. Both screenshots have a dark theme and a top bar with a green checkmark icon, the text 'Testcase', and a green arrow icon followed by 'Test Result'. Below the top bar, the word 'Accepted' is displayed in large green font, followed by 'Runtime: 0'. There are two tabs: 'Case 1' and 'Case 2'. In the left screenshot, 'Case 1' is selected, showing an input 'nums = [2, 0, 2, 1, 1, 0]' and an output '[0, 0, 1, 1, 2, 2]'. In the right screenshot, 'Case 2' is selected, showing an input 'nums = [2, 0, 1]' and an output '[0, 1, 2]'.

Testcase	Input	Output
Case 1	nums = [2, 0, 2, 1, 1, 0]	[0, 0, 1, 1, 2, 2]
Case 2	nums = [2, 0, 1]	[0, 1, 2]