

# Homework → palindrome linked list

Week 5 - Data Structures - 26-08-2017

- Implement function to check if a linked list is a palindrome.

## T-TALK

- Modify LL? → yes
- Receive Input? → Head of LL
- Expected Output? → Boolean
- If the input is NULL? → Throw exception
- Characters shown? → ASCII
- Type of Linked List? → Singly
- Consider spaces? → yes

## E-EXAMPLES

NULL → exception  
a → Null → true  
a → b → a → null → true  
a → \_ → b → a → \_ → false  
a → b → c → \_ → false  
a → \_ → a → \_ → a → \_ → true

## 3. BRUTE FORCE

- [a] → [b] → [b] → [a] → null
- ✓ Get length  $O(n)$
- ✓ convert to string
- ✓ check if string is palindrome

for (int i = 0; i < str.length/2; i++)  
→ check char at the beginning and at the end.

→ If different return FALSE

Time complexity  $\approx O(n)$   
Space complexity =  $O(n)$

## O-OPTIMIZATION

### OPTION 1

- ✓ Use stack, however still will have space of  $O(n)$

### OPTION 2

- ✓ Reverse half of LL
- ✓ No additional space needed

[a] → [b] → [b] → [a] → null  
\* be careful for odd  
→ [a] → [b] → [c] → [b] → [a] → null

## WALK THROUGH

- check for Null
- Use two pointers to get to the center
- Reverse second half of the list
- Compare
  - If fast pointer != Null move slow pointer to next

① a → b → c → b → a → null  
↑ ↑ ↑ ↑

② a → b → b → a → null  
↑ ↑ ↑

① a → b → null  
② a → b → null



# J-IMPLEMENTATION

// Definition singly LL.

```
struct ListNode {  
    int val;  
    ListNode *next;  
    ListNode(int x) : val(x), next(NULL) {}  
};
```

```
bool isPalindrome(ListNode *head) {  
    if (head == NULL) {  
        throw invalid_argument("NULL")  
    }
```

```
    if (head->next == NULL) {  
        return true;  
    }
```

```
    ListNode *prev = head;  
    ListNode *slow = head;  
    ListNode *fast = head;
```

```
    while (fast != NULL && fast->next != NULL) {
```

```
        fast = fast->next->next;
```

```
        prev = slow;
```

```
        slow = slow->next;
```

```
    }
```

```
    if (fast != NULL) {
```

```
        slow = slow->next; // for odd cases
```

```
    }
```

```
    ListNode *second = reverse(slow);
```

```
    prev->next = NULL
```

```
    while (head != NULL && second != NULL)
```

```
        if (head->val != second->val) {
```

```
            return false;
```

```
        }
```

```
        head = head->next;
```

```
        second = second->next;
```

```
    }
```

```
    return true;
```

ListNode reverse(ListNode head)

```
    ListNode * prev = NULL
```

```
    ListNode * cur = head;
```

```
    ListNode * next;
```

```
    while (cur != NULL) {
```

```
        next = cur->next;
```

```
        cur->next = prev
```

```
        prev = cur;
```

```
        cur = next;
```

```
    }
```

```
    return prev;
```

## T-TEST

NULL → throws exception

✓ a → NULL → true

✓ a → b → a → true

$\begin{matrix} -a \\ -a \end{matrix}$

✓ a → b → b → a → true

$\begin{matrix} -a \rightarrow b \\ -a \rightarrow b \end{matrix}$

✓ a → b → c → false

$\begin{matrix} -a \\ -c \end{matrix}$