

# Data Structure and Algorithm Practicum

## Linked List



**Name**

Muhammad Baihaqi Aulia Asy'ari

**NIM**

2241720145

**Class**

1I

**Department**

Information Technology

**Study Program**

D4 Informatics Engineering

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## 1.1 Learning Objective

After learning this practicum, students will be able to:

1. Create a linked list data structure
2. Create a program that implements linked list
3. Differentiate the problems that can be solved with linked list

## 1.2 Lab Activities 1

In this practicum, we will implement how to create single linked list with nodes data representation, accessing the linked list, and adding the data.

### 1.2.1 Steps

1. Create a new package named **week11**
2. Add these following classes:
  - (a) Node.java
  - (b) SingleLinkedList.java
  - (c) SLLMain.java
3. Create Node class

```
package labActivities;  
  
public class Node {  
    int data;  
    Node next;  
  
    public Node(int data, Node next) {  
        this.data = data;  
        this.next = next;  
    }  
}
```

4. Add these following attributes in class **SingleLinkedList**

```
public class SingleLinkedList {  
    Node head;  
    Node tail;  
}
```

- 
5. For the next step, we will implement methods that are exist in **SingleLinkedList**

```
public class SingleLinkedList {  
    Node head;  
    Node tail;  
}
```

6. Add method isEmpty()

```
public boolean isEmpty() {  
    return head == null;  
}
```

7. Implement this method to display the data with traverse process

```
public void print() {  
    if (!isEmpty()) {  
        Node tmp = head;  
        System.out.print("Linked list content: \t");  
        while (tmp != null) {  
            System.out.print(tmp.data + "\t");  
            tmp = tmp.next;  
        }  
        System.out.println("");  
    } else {  
        System.out.println("Linked list is empty");  
    }  
}
```

8. Implement method addFirst()

```
public void addFirst(int input) {  
    Node ndInput = new Node(input, null);  
    if (isEmpty()) {  
        head = ndInput;  
        tail = ndInput;  
    } else {  
        ndInput.next = head;  
        head = ndInput;  
    }  
}
```

9. Implement method addLast()

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```

public void addLast(int input) {
    Node ndInput = new Node(input, null);
    if (isEmpty()) {
        head = ndInput;
        tail = ndInput;
    } else {
        tail.next = ndInput;
        tail = ndInput;
    }
}

```

10. Implement method **insertAfter()**, to insert a node that stores data that were inputted by the user after data **key**

```

public void insertAfter(int key, int input) {
    Node ndInput = new Node(input, null);
    Node temp = head;
    do {
        if (temp.data == key) {
            ndInput.next = temp.next;
            temp.next = ndInput;
            if (ndInput.next == null) tail = ndInput;
            break;
        }
        temp = temp.next;
    } while (temp != null);
}

```

11. Add these following codes to add a node based on defined index

```

public void insertAt(int index, int input) {
    if (index < 0) {
        System.out.println("Wrong index");
    } else if (index == 0) {
        addFirst(input);
    } else {
        Node temp = head;
        for (int i = 0; i < index - 1; i++) {
            temp = temp.next;
        }
        temp.next = new Node(input, temp.next);
        if (temp.next.next == null) tail = temp.next;
    }
}

```

- 
12. In class **SLLMain**, create main function and instantiate a new object from **SingleLinkedList** class

```
public class SLLMain {  
    public static void main(String[] args) {  
        SingleLinkedList singLL = new SingleLinkedList();  
    }  
}
```

13. Add methods for inserting data, as well as displaying the data for each insert process so that we can track the changes

```
singLL.print();  
singLL.addFirst(890);  
singLL.print();  
singLL.addLast(760);  
singLL.print();  
singLL.addFirst(700);  
singLL.print();  
singLL.insertAfter(700, 999);  
singLL.print();  
singLL.insertAt(3, 833);  
singLL.print();
```

### 1.2.2 Result

```
1 PS D:\Kuliah\Smt 2\Algoritma dan Struktur Data\Praktikum\Week  
  ↪ 11\Linked List> & 'C:\Program  
  ↪ Files\Java\jdk-18.0.2.1\bin\java.exe'  
  ↪ '-XX:+ShowCodeDetailsInExceptionMessages' '-cp' 'D:\Kuliah\Smt  
  ↪ 2\Algoritma dan Struktur Data\Praktikum\Week 11\Linked List\bin'  
  ↪ 'labActivities.SLLMain'  
2 Linked list is empty  
3 Linked list content:      890  
4 Linked list content:      890      760  
5 Linked list content:      700      890      760  
6 Linked list content:      700      999      890      760  
7 Linked list content:      700      999      890      833      760
```

### 1.2.3 Question

1. Why the output of the program in first line is “Linked list is empty”?
2. Please explain the usage of these following codes in:

---

```
ndInput.next = temp.next;
temp.next = ndInput;
```

3. In **SingleLinkedList**, what is the usage of this following code in **insertAt**?

```
if (temp.next.next == null) tail = temp.next;
```

## 1.3 Lab Activities 2

In this practicum, we will try to learn and implement how to access node elements, get index, and node removal in a Single Linked List

### 1.3.1 Steps

1. Implement methods to access data and index in linked list
2. Add methods to get data based on certain index from class **SingleLinkedList**

```
public int getData(int index) {
    Node temp = head;
    for (int i = 0; i < index; i++) {
        temp = temp.next;
    }
    return temp.data;
}
```

3. Implement method **indexOf**

```
public int indexOf(int key) {
    Node temp = head;
    int index = 0;
    while (temp != null && temp.data != key) {
        temp = temp.next;
        index++;
    }

    if (temp == null) {
        return -1;
    } else {
        return index;
    }
}
```

4. Add method **removeFirst()** in class **SingleLinkedList**

---

```
public void removeFirst() {
    if (isEmpty()) {
        System.out.println("Linked list is empty. Can not remove
        ↳ data");
    } else if (head == tail) {
        head = tail = null;
    } else {
        head = head.next;
    }
}
```

5. Add this method to remove data that is in the last of the list from class **SingleLinkedList**

```
public void removeLast() {
    if (isEmpty()) {
        System.out.println("Linked list is empty. Can not remove
        ↳ data");
    } else if (head == tail) {
        head = tail = null;
    } else {
        Node temp = head;
        while (temp.next != tail) {
            temp = temp.next;
        }
        temp.next = null;
        tail = temp;
    }
}
```

6. Next, we will implement method **remove()**

```
public void remove(int key) {
    if (isEmpty()) {
        System.out.println("Linked list is empty. Can not remove
        ↳ data");
    } else {
        Node temp = head;
        while (temp != null) {
            if (temp.data == key && temp == head) {
                this.removeFirst();
                break;
            } else if (temp.next.data == key) {
                temp.next = temp.next.next;
            }
        }
    }
}
```

---

```

        if (temp.next == null) {
            tail = temp;
        }
        break;
    }
    temp = temp.next;
}
}
}

```

7. Create a method to remove a node based on defined index

```

public void removeAt(int index) {
    if (index == 0) {
        removeFirst();
    } else {
        Node temp = head;
        for (int i = 0; i < index; i++) {
            temp = temp.next;
        }
        temp.next = temp.next.next;
        if (temp.next == null) {
            tail = temp;
        }
    }
}

```

8. Next, we will try to access and remove data in main method in class **SLLMain** by adding these codes

```

System.out.println("Data in the 1st index : " +
    ↪ singLL.getData(1));
System.out.println("Data 3 is in index : " +
    ↪ singLL.indexOf(760));
singLL.remove(999);
singLL.print();
singLL.removeAt(0);
singLL.print();
singLL.removeFirst();
singLL.print();
singLL.removeLast();
singLL.print();

```

9. Method **SLLMain** becomes like this:



---

```

public class SLLMain {
    public static void main(String[] args) {
        SingleLinkedList singLL = new SingleLinkedList();

        singLL.print();
        singLL.addFirst(890);
        singLL.print();
        singLL.addLast(760);
        singLL.print();
        singLL.addFirst(700);
        singLL.print();
        singLL.insertAfter(700, 999);
        singLL.print();
        singLL.insertAt(3, 833);
        singLL.print();

        System.out.println("Data in the 1st index : " +
            ↳ singLL.getData(1));
        System.out.println("Data 3 is in index : " +
            ↳ singLL.indexOf(760));
        singLL.remove(999);
        singLL.print();
        singLL.removeAt(0);
        singLL.print();
        singLL.removeFirst();
        singLL.print();
        singLL.removeLast();
        singLL.print();
    }
}

```

10. Execute the class **SLLMain**

### 1.3.2 Result

```

PS D:\Kuliah\Smt 2\Algoritma dan Struktur Data\Praktikum\Week
↳ 11\Linked List> d:; cd 'd:\Kuliah\Smt 2\Algoritma dan Struktur
↳ Data\Praktikum\Week 11\Linked List'; & 'C:\Program
↳ Files\Java\jdk-18.0.2.1\bin\java.exe'
↳ '-XX:+ShowCodeDetailsInExceptionMessages' '-cp' 'D:\Kuliah\Smt
↳ 2\Algoritma dan Struktur Data\Praktikum\Week 11\Linked List\bin'
↳ 'labActivities.SLLMain'
Linked list is empty

```

---

```

Linked list content:      890
Linked list content:      890      760
Linked list content:      700      890      760
Linked list content:      700      999      890      760
Linked list content:      700      999      890      833      760
Data in the 1st index : 999
Data 3 is in index : 4
Linked list content:      700      890      833      760
Linked list content:      890      833      760
Linked list content:      833      760
Linked list content:      833

```

### 1.3.3 Question

1. Why we use **break** keyword in remove function? Please explain
2. Please explain why we implement these following codes in method remove

```

else if (temp.next.data == key) {
    temp.next = temp.next.next;
}

```

3. What are the outputs of method indexOf? Please explain each of the output!

## 1.4 Assignments

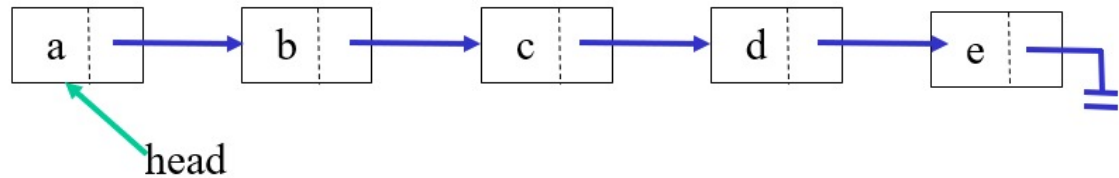
1. Create a method **insertBefore()** to add node before the desired keyword

```

public void insertBefore(int key, int input) {
    Node ndInput = new Node(input, null);
    Node temp = head;
    do {
        if (temp.next.data == key) {
            ndInput.next = temp.next;
            temp.next = ndInput;
            if (temp.next == null) temp = head = ndInput;
            break;
        }
        temp = temp.next;
    } while (temp != null);
}

```

2. Implement the linked list from this following image. You may use 4 method of adding data we've learnt

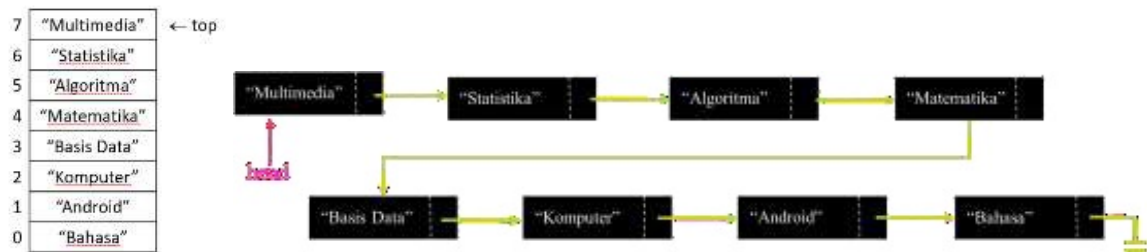


```

singLL.addFirst("a");
singLL.addLast("e");
singLL.insertAt(1, "b");
singLL.insertAfter("b", "c");
singLL.insertAfter("c", "d");
singLL.print();

```

3. Create this following **Stack** implementation using Linked List implementation



4. Create a program that helps bank customer using linked list with data are as follows: Name, address, and customerAccountNumber
5. Implement **Queue** in previous number with **linked list** concept