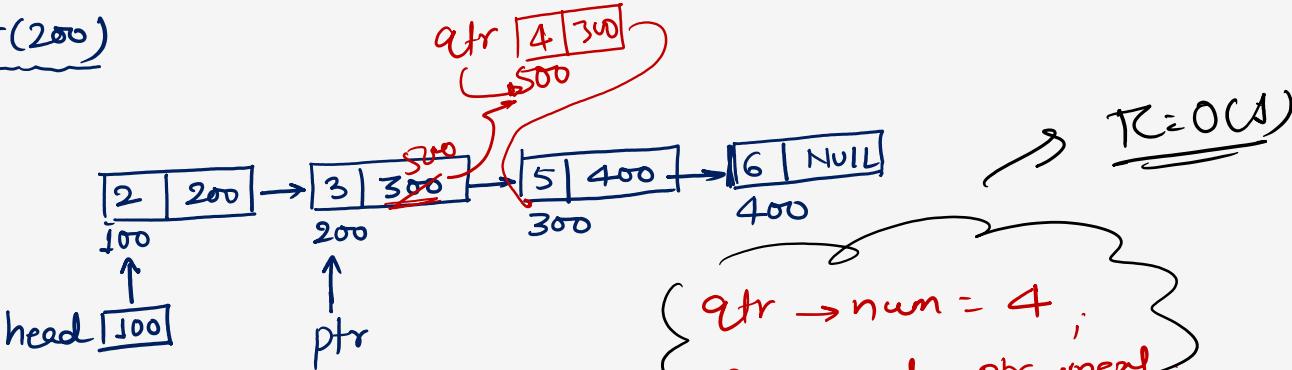


Question:- if  $\text{ptr}(200)$  gives then

i) Insert after  $\text{ptr}(200)$

TC = ?



$TC = O(1)$

{  
     $\text{qtr} \rightarrow \text{num} = 4$ ;  
     $\text{qtr} \rightarrow \text{next} = \text{ptr} \rightarrow \text{next}$ ,  
     $\text{ptr} \rightarrow \text{next} = \text{atr}$

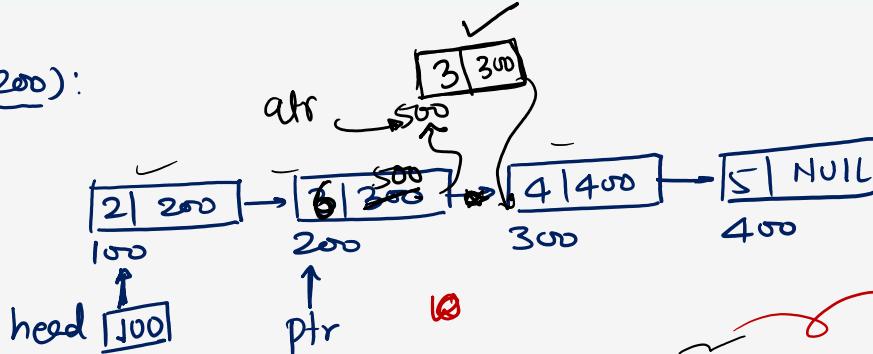
work for all node

ii) Insert before  $\text{ptr}(200)$ :

$TZ = ?$



$O(n)$



$O(j)$

$\Rightarrow$

$\begin{aligned} \text{qtr} \rightarrow \text{next} &= \text{ptr} \rightarrow \text{next}, \\ \text{atr} \rightarrow \text{num} &= \text{ptr} \rightarrow \text{num} \\ \text{ptr} \rightarrow \text{next} &= \text{qtr} \\ \text{ptr} \rightarrow \text{num} &= \text{item} \end{aligned}$

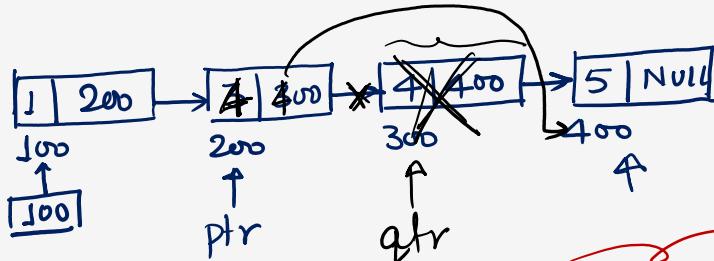
Work for all nodes'

eee> Delete at  $\text{ptr}(200)$ :

$TC = ?$

Best Known Algo

head



This concept is not work for last node.

$BC = O(1)$

$WC = O(n)$



Note:

In the SLL, Pointer P is given pointing to some node, then deleting  
that node, what is the  $TC = O(n)$

$qtr = \text{ptr} \rightarrow \text{next},$   
 $\text{ptr} \rightarrow \text{num} = qtr \rightarrow \text{num},$   
 $\text{ptr} \rightarrow \text{next} = qtr \rightarrow \text{next};$   
 $\text{free}(qtr),$

## Concatenation of linked list :-

node \* Concatenate ( node \* head1, node \* head2 )

{ node \* P

if ( head1 == NULL )

return ( head2 );

if ( head2 == NULL )

return ( head1 );

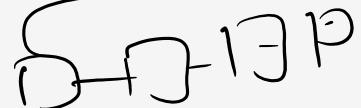
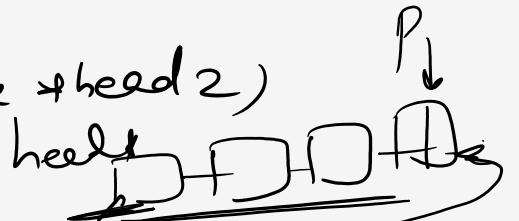
P = head1;

while ( P->next != NULL )

P = P->next;

P->next = head2;

} return ( head1 ).



Merge two Sorted list:-

node\* merge(node\*h1, node\*h2)

{ if (!h1)

    return h2;

if (!h2)

    return h1;

if (h1->data < h2->data)

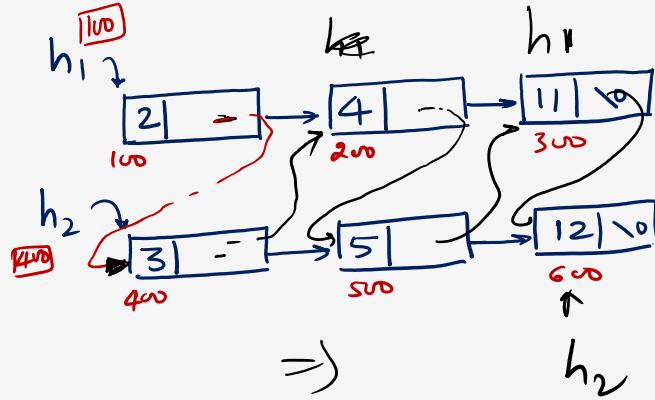
{     h1->next = merge(h1->next, h2);

    return h1;

else

{     h2->next = merge(h1, h2->next);

    return h2;



Linked list :-

Question:- Consider the function f defined below

Struct item

```
{ int data;
```

```
Struct item *next;
```

```
};
```

```
int f (Struct item *P)
```

```
{ return (( P == NULL ) || ( P->next == NULL ) || ( ( P->data <= P->next->data && f(P->next) ) ),
```

```
};
```

for a given linked list P, the function f return 1 iff

- a) The list is empty or has exactly one element
- b) The element in the list are sorted in non decreasing order of data values



eff( P == NULL ) || ( P->next == NULL ) ||

1 && f( P->next )

50%

Question: Let P be a singly linked list. Let Q be the pointer to an intermediate node x. In the list what is the worst case time Complexity of the best known Algo. to delete the node x from the list

- a)  $O(n)$
- b)  $O(\log^2 n)$
- c)  $O(\log n)$
- d)  ~~$O(1)$~~



Question! What are the time complexity of finding 8<sup>th</sup> element from begining and 8<sup>th</sup> element from end in singly linked list

Let n be the no. of nodes in linked list you may assume that  $n > 8$

- a) ~~O(1), O(n)~~
- b) ~~O(1), O(1)~~
- c) ~~O(n), O(1)~~
- d) ~~O(n), O(n)~~

~~O(1), O(n)~~

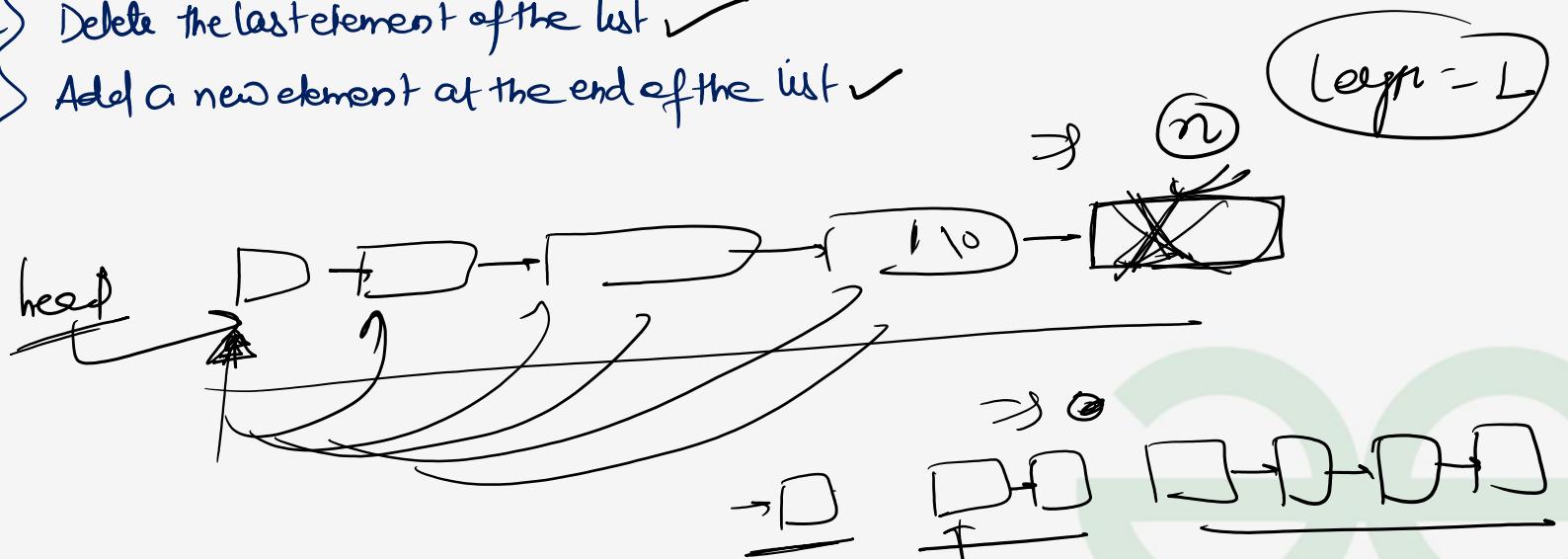
~~O(1)~~

~~$\Rightarrow \underline{O(n)}$~~



Question: Which of the following operation are dependent on the Length of the linked list

- a) Delete the first element X
- b) Insert a new element as a first element X
- c) Delete the last element of the list ✓
- d) Add a new element at the end of the list ✓



## Linear Search :-

```
int Search (int x)
```

```
{ node *P;
```

```
P = head;
```

```
while (P != NULL)
```

```
    }
```

```
{ if (P->data == x)
```

```
    return 1;
```

```
    P = P->next;
```

```
} return 0;
```

~~T  
O(n)~~



## Binary Search :-

OC1 )

## Recurrence Relation

$$T(n) = \begin{cases} 1, & \text{if } n=1 \\ T(n/2) + n, & \text{if } n>1 \end{cases}$$

$$T(n) = T(n/2) + \gamma$$

$$T \in O(n)$$

$T(n)$   
 Node ≠ LLBS (node + s, x)  
 {  
 if ( $s \rightarrow \text{next} == \text{NULL}$ )  
 {  
 if ( $s \rightarrow \text{date} == x$ )  
 return s;  
 else return NULL;

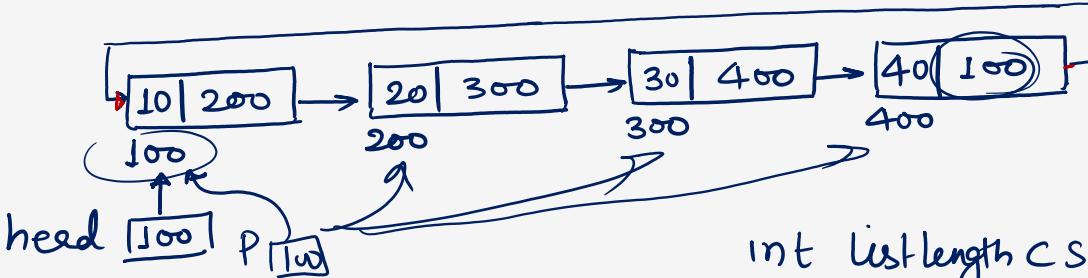


$m = \text{midLL}(S)$ ;  $\rightarrow O(n)$   
 $\text{if } (m \rightarrow \text{data} == x) \rightarrow O(1)$   
 $\quad \text{return } m;$   
 $\text{else if } (m \rightarrow \text{data} < x) \rightarrow \text{skip}$

else  $\sum$   ~~$LLBS(m \rightarrow next, x), : T(n/2)$~~   
 ~~$m \rightarrow next = null;$~~   
 ~~$LLBS(s, x), : T(n/2)$~~

Circular Single Linked list (CSLL or scLL) :-

P = head;  
while ( P->next != NULL )  
P = P->next.



Count No. of nodes in the given Circular linked list:-

Count =  $\lambda \geq 4$

int listlength CSLL (node \*head)

{  
if (head == NULL) return 0;  
else

{ int Count = 1;

Node \*P = head;

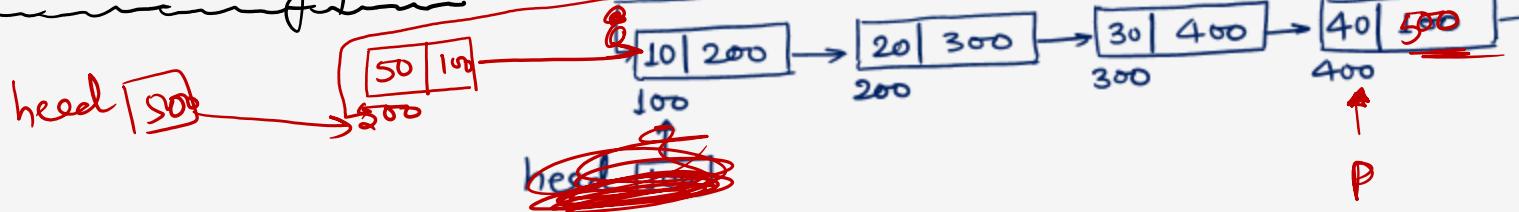
while (P->next != head)

{ P = P->next;

{ Count++;

} return Count;

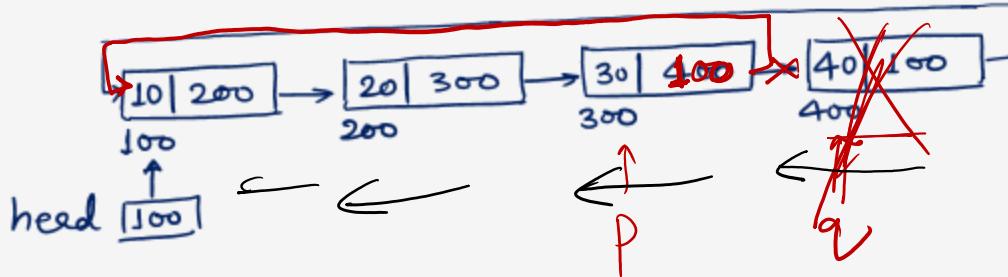
Insert new node at beg of CSLL:-



$O(n)$



Delete last node of a CSLL:-



$\rightarrow O(n)$

CSLL	Begin	End
Insert	$O(n)$	$O(n)$
Delete	$O(n)$	$O(n)$

$P \rightarrow \text{next} = q \rightarrow \text{next}$ ,  
 $\text{free}(q)$

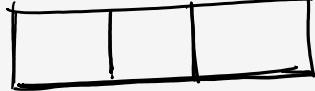
$P = \text{top}$

$q = \text{null}$

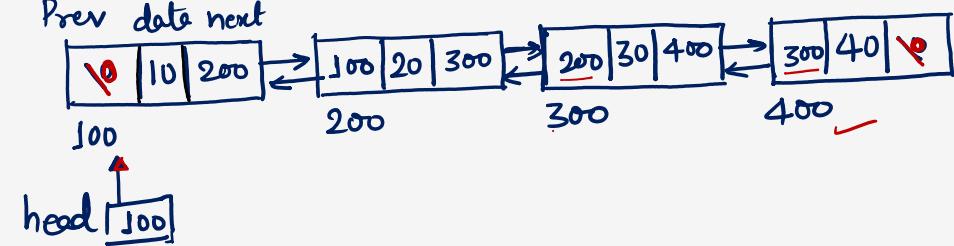
$=$

## Double linked list ( DLL ) :-

Prev    data    next



Prev    data    next



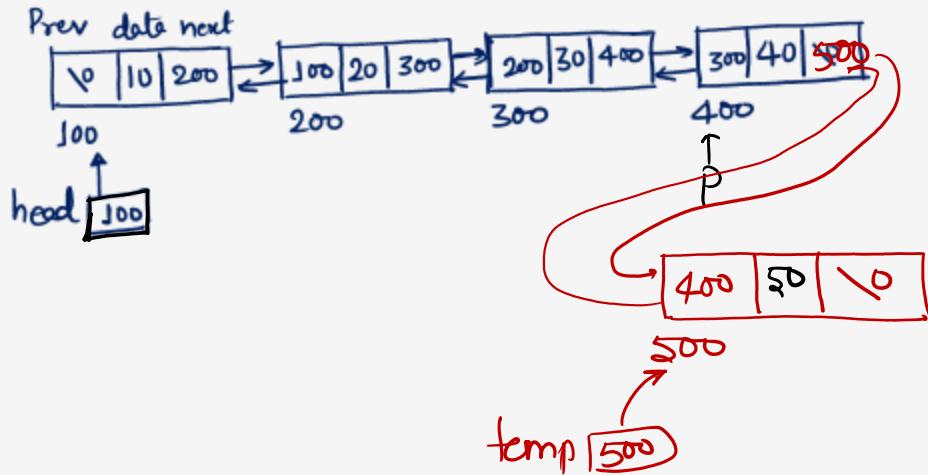
Struct DLLnode

```
{ Struct DLLnode *Prev;  
    int data;  
    Struct DLLnode *next;  
};  
Typedef Struct DLLnode node;
```

NOTE:-

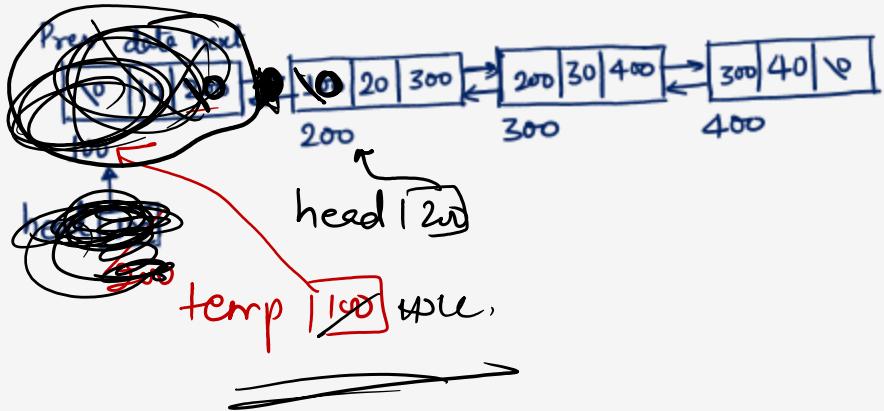
- ✓ 1) In the DLL every node Contains two Pointers Pointing to Previous node & next node
- ✓ 2) We can traverse in both the directions
- ✓ 3) Insertion and deletion will take more time because of more Pointers update

Insert new node at end of DLL:-



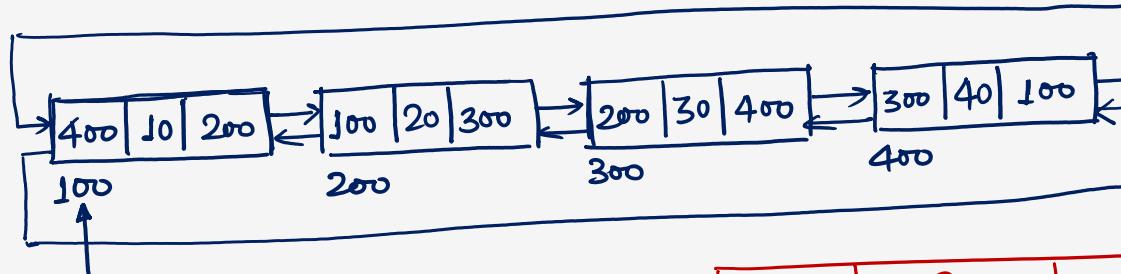
Delete at begin in DLL:

T	DLL	Begm	end
Insert		$O(1)$	$O(n)$
Delete		$O(1)$	$O(n)$



## Circular Double linked list (CDLL) :-

In the Circular Double linked list the first node Previous Pointing to last node and last node next will point to first node



head [100]

Last node insertion:

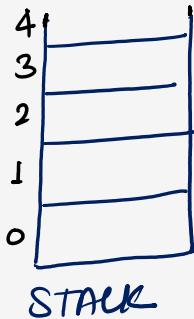


DLL	Begin	Last
Insert	0(1)	0(1)
Last	0(1)	0(1)

Question:- The concatenation of two list is to be performed in  $O(1)$  time which of the following implementation of a list should be used

- a) singly linked list  $O(n)$   $O(n)$
- b) doubly linked list  $O(n)$
- c) Circular doubly list  $O(1)$
- d) Array implementation of list

STACK :- Stack is a data structure used to store the data elements with the restriction of LIFO (FILO), The elements are inserted and deleted from the same end, called "Top",



$$\text{Top} = \cancel{4} \cancel{3} \cancel{2} \cancel{1} \cancel{0} - 1$$

Initially:  $\text{Top} = -1$   $X \not\in S \leftarrow$

`#define N 5`

`char STACK[N];`



Q-1) A program attempts to generate as many Permutations as Possible of the String "abcd" by Pushing the characters a,b,c,d in the order onto a STACK, but it may Pop off the Top character at any time. Which one of the following Strings Can not be generated using This Program ?

- a) abcd b) dcba c) cbad d) cabd

Ans

Q-2) Which of the following Permutation can be generated in the output (in the same order) using a STACK assuming that input is the sequence 1,2,3,4,5 in that order ?

- a) 3,4,5,1,2 X  
b) 1,5,2,3,4 X  
c) 3,4,5,2,1  
d) 5,4,3,1,2



3 4 5 2 1

## Applications of STACK:-

- 1) Recursive function calls
- 2) Balancing Parenthesis
- 3) Checking html and xml tag balancing
- 4) Page visited in browser
- 5) Infix to Postfix Conversion
- 6) Postfix evaluation
- 7) fibanacci Series
- 8) Tower of Hanoi
- 9) Undo & Redo in text editor etc.



## ADT of STACK: What operations we can perform on STACK

1) Push(x) :- An element to insert

The above operation insert an element in the STACK with the help of top

2) POP() :- Delete an element

The above operation delete an element from the STACK with the help of Top

3) isEmpty() : Return TRUE when the STACK is empty

4) isfull() : Return TRUE when the STACK is full

## Implementation of STACK:-

using Array :-

```
#define N 5  
int STACK[N];
```

```
int S[N];  
=
```

Algo: Push (S, N, Top, x)

*STACK      size      Top      elements*

```

    {
        if (Top == N-1)
            pf ("STACK is full");
            return;
    }

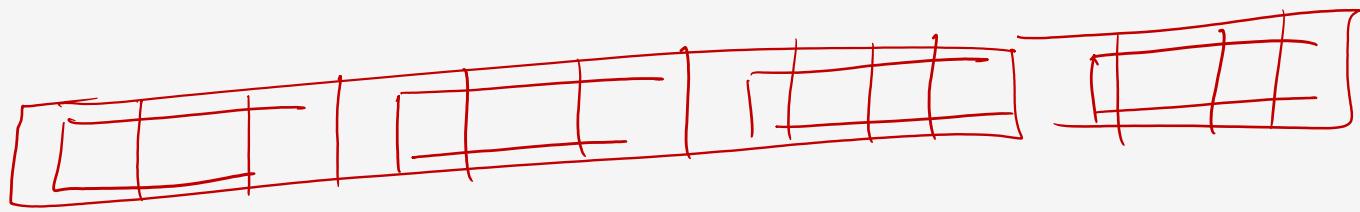
    else
        TC = O(1)
        {
            Top++;
            S[Top] = x;
        }
    }
```

int POP (S, N, Top)

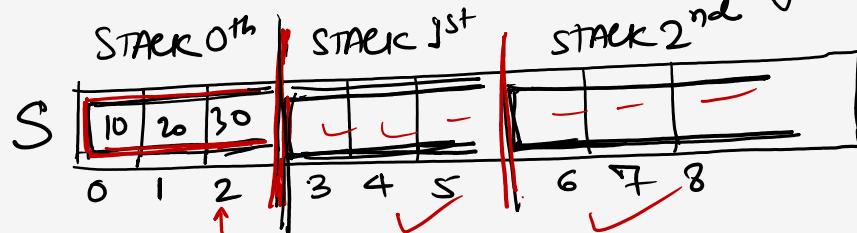
```

    {
        if (Top == -1)
            pf ("STACK is empty");
            return -1;
    }

    else
        {
            y = S[Top];
            Top--;
        }
    }
    return y;
```



Implementation of multiple stacks in Single Array:- int S[9];



Let size of Array (N) = 9

$$\text{No. of stars (cm)} = 3$$

$$\text{Stack per each stack} = \frac{N}{m} = 9/3 = 3$$

Inially

To  
Other

Empty  $T_0 = -1$

$$\text{full: } T_0 = \underline{\underline{2}}$$

$i = 2$

$$T_2 = S$$

$$T_1 = S$$

$$T_2 =$$

## ETH STACK

$$\frac{i(N)}{m} - 1$$

$$\textcircled{1} (e+1) \left(\frac{N}{E}\right) - 1$$

$$T_{\ell} = e(N_M) - 1$$

$$T_e = -(e+1)\left(\frac{N}{m}\right)^{-1}$$

Algo: Push(S, N, M, Ti, i, x)

{

  ef(  $T_i = (i+1) \frac{N}{M} - 1$  )

    { Pf("stack is full");

      { exet();

    }

  else

    {  $T_i++$ ;

      {  $S[T_i] = x$ ;

      }

    }

}

Algo: Pop(S, N, M, Ti, i)

{

  ef(  $T_i = i + \frac{N}{M} - 1$  )

    { Pf("stack is empty");

      { exet();

    }

  else

    {  $y = S[T_i]$ ;

      {  $T_i--$ ;

      { return  $T_i$ ;

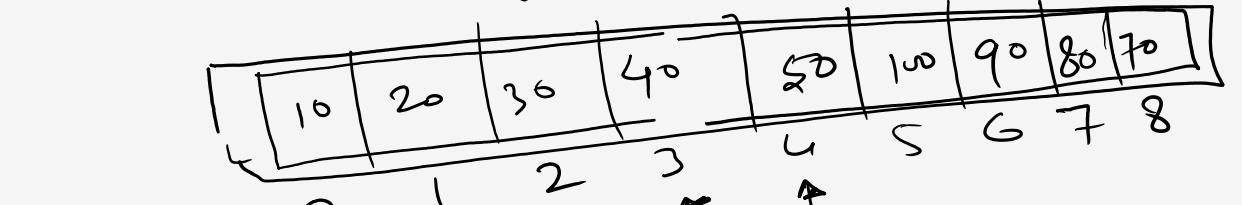
      }

    }

}

## Efficient way of Implementing multiple stack:-

Q STACK



Initially Top

$$T_L = -1 \quad \emptyset \times \cancel{X} \cancel{3} \cancel{4} \cancel{5} \cancel{6}$$

$T_L$   $T_R$  overflow Condition

Imp

$$\boxed{T_L = T_R - 1}$$
$$\boxed{T_R = T_L + 1}$$
$$\boxed{T_R - T_L = 1}$$

Initially Top

$$T_R = \cancel{g(C)}$$

$$\cancel{8} \cancel{7} \cancel{6} \cancel{5} \cancel{4}$$

Thank You !

