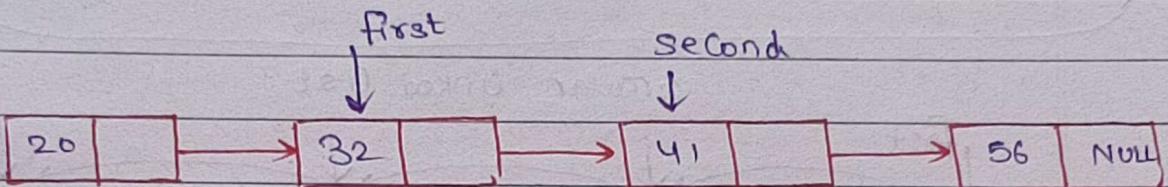


Lecture - 32

(Linked List { Problems })

If you want to delete a node in linked list.



Delete 41

Approach 1:

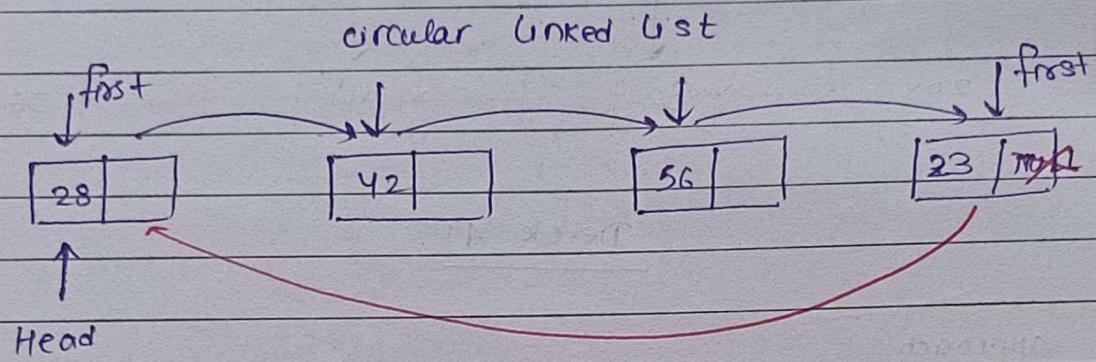
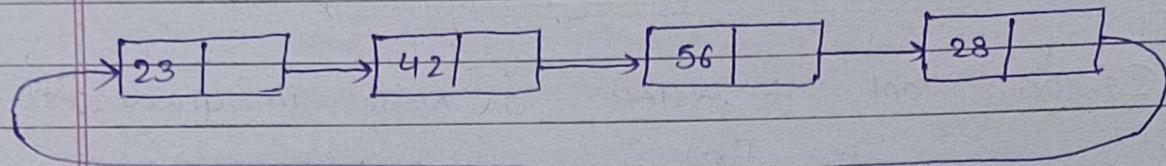
point the Node of 32 to direct 56
41 is not linked to anyone.
so, it can't be shown.

$$\text{first} \rightarrow \text{next} = \text{first} \rightarrow \text{next} \rightarrow \text{next}$$

Approach 2:

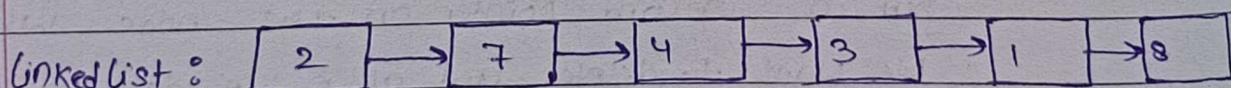
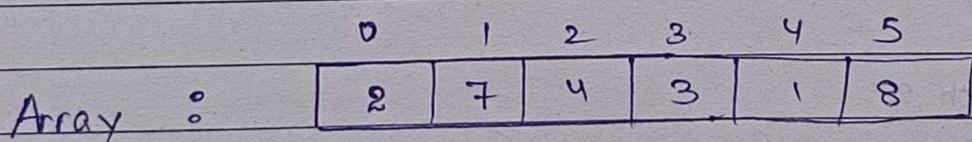
put a second pointer on the node which we want to delete. and after we do.
`delete (second);`

Circular Linked List



```

Node * first = Head;
while( first != NULL){
    cout << first->data;
    first = first->next;
}
cout << endl;
  
```



Accessing 5th element in Array:

$O(1)$ $arr[4] = 1$

In linked list

$O(N)$ manually checking one-one element

But Insertion and deletion can be easy in linkedlist.

Array : T.C : $O(N)$ At start

LinkedList : T.C : $(O(1))$ At start

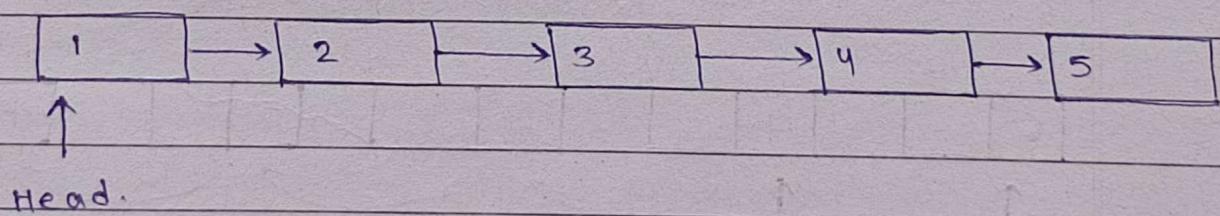
Searching:

Array (of sorted) : $O(\log n)$
 ↳ Binary search

LinkedList (of sorted) : $O(n)$

problem 1 : Check if Circular Linked List

Given, a linked list with head.

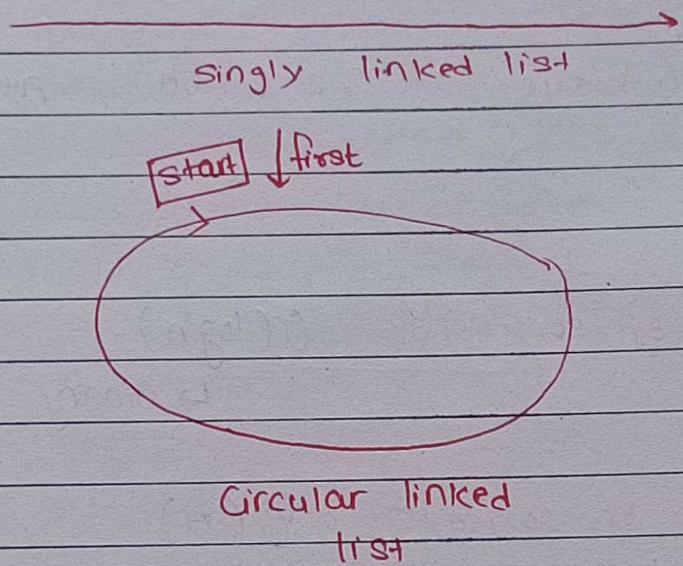


Approach 1 :

If NULL present in linkedlist, then the linked list is not circular.

- Traverse the whole array.

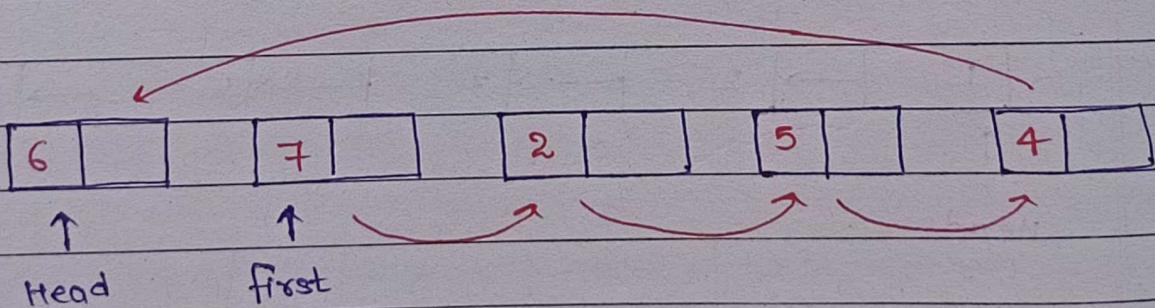
But here is a problem, if linked list is very long then it creates problem.



Fix the start at first Node.

Make another pointer called 'first' and traverse, if start found

then it is Circular.



First can find either NULL or Head.

If NULL

then singly

If Head

then circularly.

first pointer को युक्त युक्त अब तो NULL बनाएगा।

अब Start/Head भी बनाएगा।

अब NULL बनाए तो
↪ circular नहीं होगा।

अब Start बनाए गया तो
↪ circular हो जाएगा।

Code :

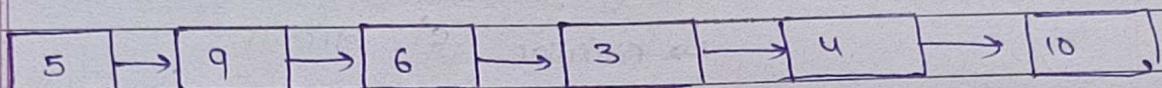
```
bool isCircular (Node * head) {
    Node * first = head;
    while (first->next && first->next != head) {
        first = first->next;
    }
    if (first->next == NULL)
        return 0;
    else
        return 1;
}
```

Problem-2

Find the sum of last n nodes of linked list :

A single linked list of size M ,

Return the sum of last n nodes.



$$\text{Total Size} = M = 6$$

$$n = 3$$

sum of last 3

We have to neglect some
nodes from starts.

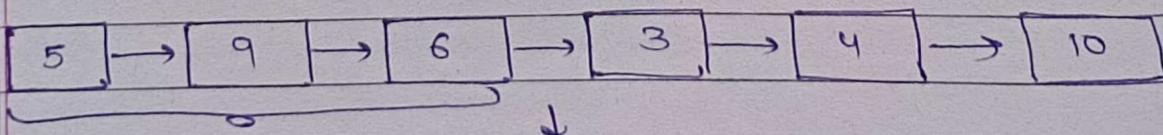
Total No. of Neglected Nodes, a

$$= M - n$$

$$= 6 - 3$$

$$= 3$$

↪ We have to neglect
3 nodes.



Neglect $a = 3$

Nodes

Σ sum = 0

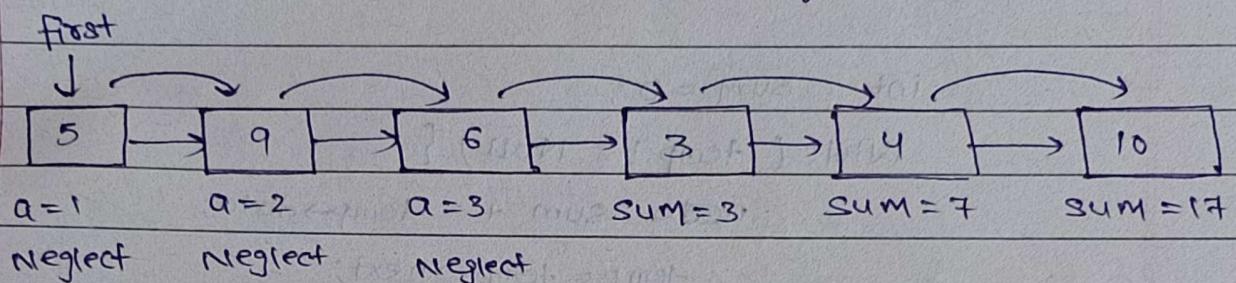
$$0 + 3 + 4 + 10$$

$$= 17$$

Return 17. Teacher's Signature.....

Put a pointer on first node. First traverse 'a' nodes without adding element.

Then sum all the element after $a = 3$ nodes.



step - 1 : Count total Number of Nodes

step 2 : Find the no. of Node for Neglecting.

step - 3 : A temp pointer can neglect

first some nodes while traversing.

step 4 : Then start Adding the element.

Code :

```
int SumofLastN_Nodes ( struct Node* head, int N ) {
```

```
    int Count = 0;
```

```
    Node* temp = head;
```

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

```
        Count ++;
```

```
        temp = temp->next;
```

```
}
```

```
    int neglect = Count - N;
```

```
    temp = head;
```

```
- while( neglect > 0 ) {
```

```
    temp = temp->next;
```

```
    Neglect --;
```

```
}
```

```
int sum = 0;
```

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

```
    sum += temp->data;
```

```
    temp = temp->next;
```

```
}
```

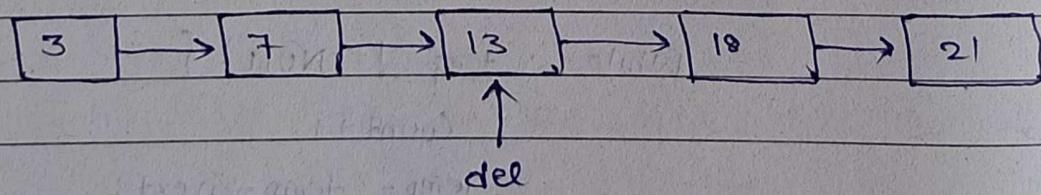
```
return sum;
```

```
}
```

* Delete Without head pointer.

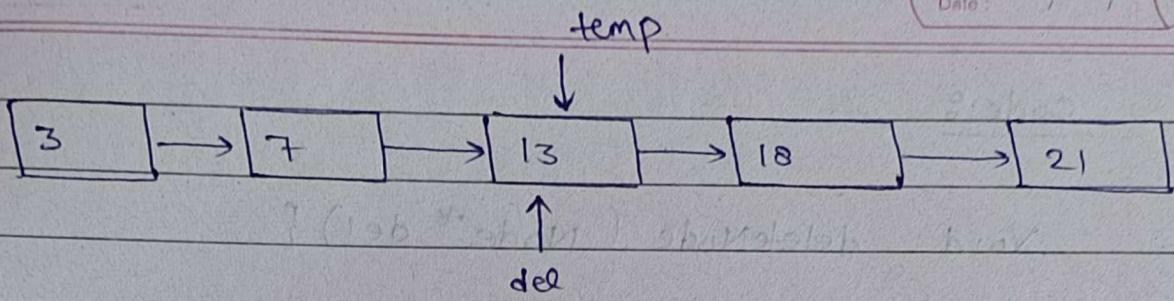
A linked list

↳ you only have given a pointer of node which you have to delete.



You have give a del pointer pointing to a node.

Delete that node.

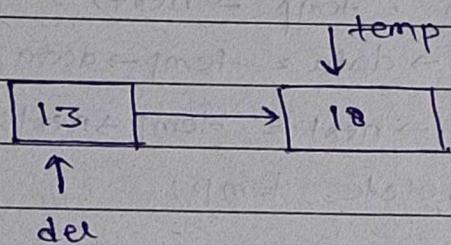


Make a pointer temp at same Node of del.

$\text{Node}^* \text{temp} = \text{del};$

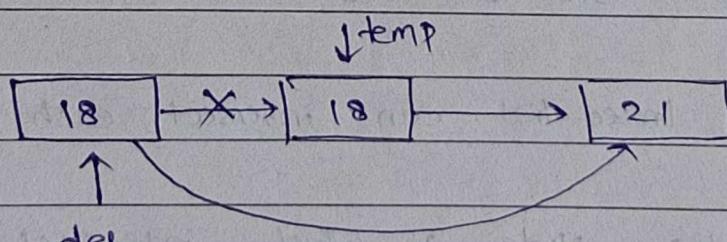
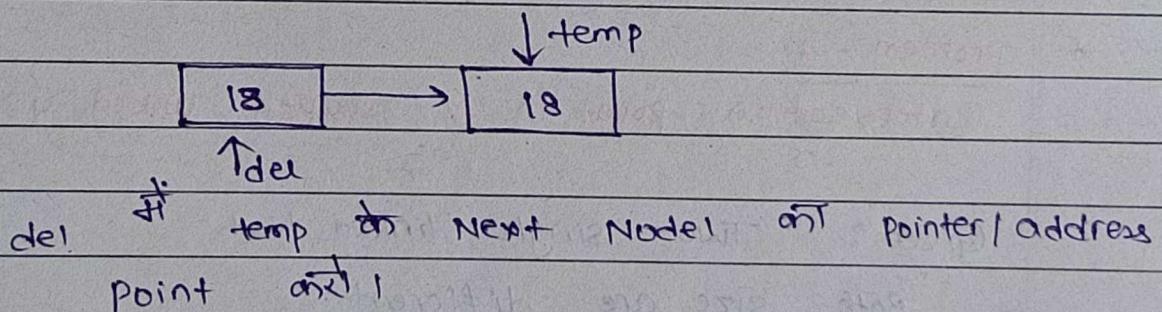
Move one step the temp pointer.

$\text{temp} = \text{temp} \rightarrow \text{next};$



copy the data of temp in del

$\text{del} \rightarrow \text{data} = \text{temp} \rightarrow \text{data}$



At last delete the temp.

$\text{delete temp};$

Code :

```

Void deleteNode ( Node* del) {
    if (del == NULL || del->next == NULL)
        return;
    Node* temp = del;
    temp = temp->next;
    del->data = temp->data;
    del->next = temp->next;
    delete temp;
}

```

*** Problem - 4**Intersection point in Y shaped linked list.

Given : Two single linked list

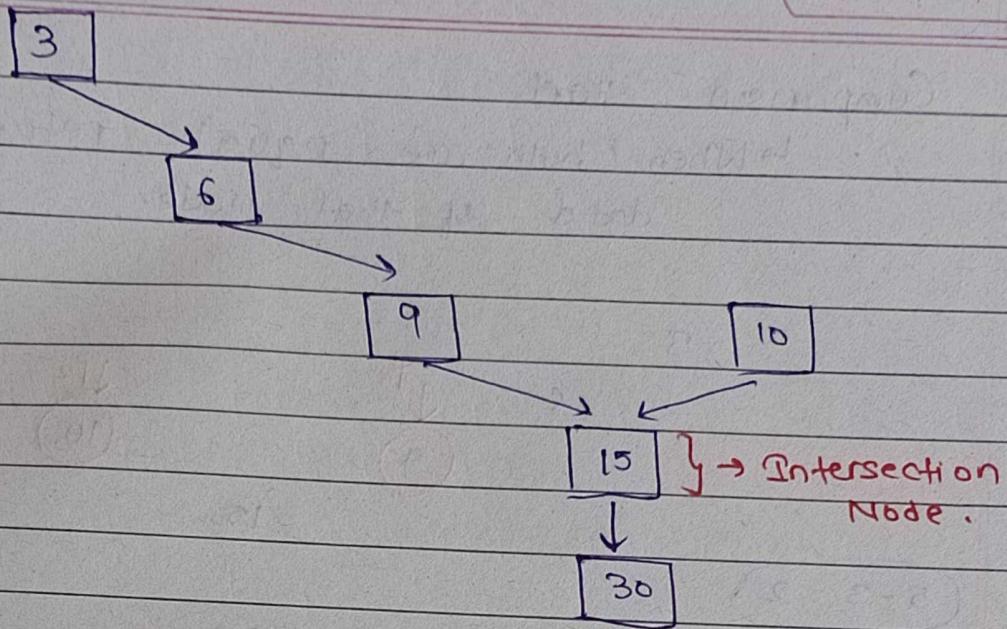
Both size are different.

Both linked list can intersect each other

Find the Node at which intersect.

Two linkedlist :

LinkedList1 : Size \rightarrow NUndedList2 : Size \rightarrow M



How to find :

Check Both Linked list.

↳ For this the size should be same.

Make the size equal

Bigger linked list ko small Kareneng.

$$\text{Size 1} = 5$$

$$\text{Size 2} = 3$$

$$5 - 3 = \underline{\underline{2}}$$

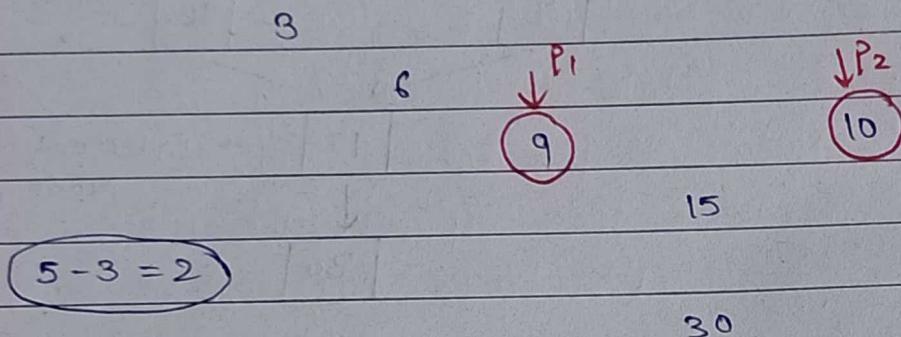
linkedlist1 2 Node ke baad

EK pointer lega 3rd

linkedlist2 first Node Pe EK
pointer null

Comparison start

↳ When both are equal return the data of that node.



$$\underline{P_1 \neq P_2 \text{ (True)}}$$

$P_1 = P_1 \rightarrow \text{next};$

$P_2 = P_2 \rightarrow \text{next};$

$P_1 = P_2 \text{ (True)}$
return $P_1 \rightarrow \text{data}$

(15)

Code:

```
int intersectpoint( Node * head1, Node * head2 ) {
```

// step1 : calculate the length of Both linked list

int len1 = 0, len2 = 0;

Node * temp1 = head1;

Node * temp2 = head2;

While (temp1 != NULL) {

len1++;

temp1 = temp1 → next;

}

while (temp2 != NULL) {

len2++;

temp2 = temp2 → next;

}

II Step 2 : Make longer linked list smaller as same
size to smaller one.

if (len1 > len2) {

int diff = len1 - len2;

while (diff > 0) {

head1 = head1 → next;

diff--;

}

else {

int diff = len2 - len1;

while (diff > 0) {

head2 = head2 → next;

diff--;

}

}

II Step 3 : Start Comparing both linked list

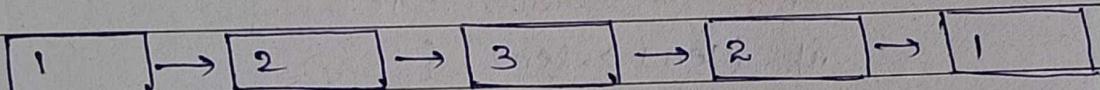
If Matched return data otherwise -1.

```

while (head1 != NULL && head2 != NULL) {
    if (head1 == head2) {
        return head1->data;
    }
    head1 = head1->next;
    head2 = head2->next;
}
return -1;
}

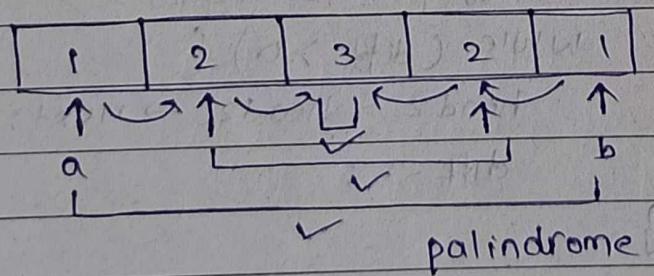
```

* Check if linked list is palindrome?



Approach 1:

Linked list को Traverse करके Array
store कर ले तब उसका बारे में Palindrome
check कर लो।



T.C : O(n)

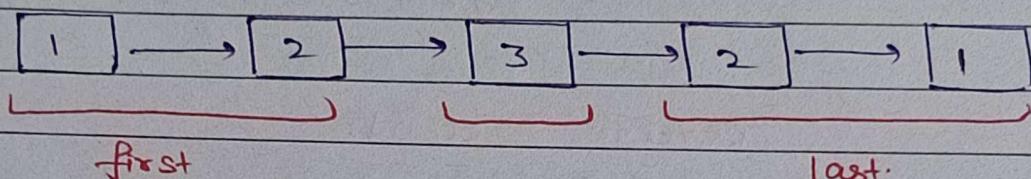
S.C : O(n)

But we want O(1).

Approach 2:

Size of linked list is
either odd or even.

If odd :



$$\text{size} = 5$$

Divide in two parts.

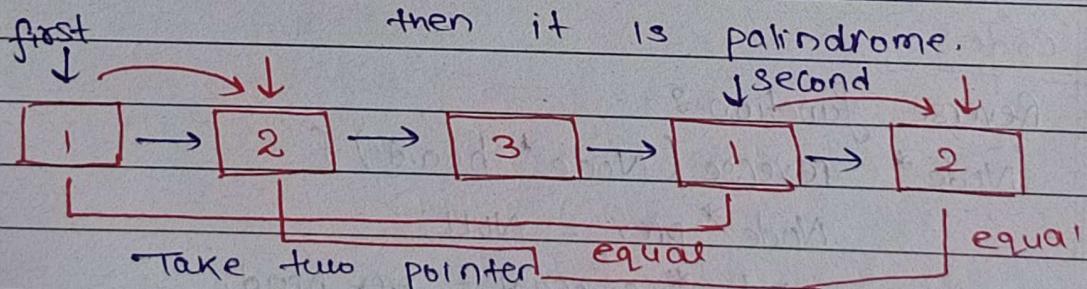
$$n = 5/2 = 2$$

2 from first 2 2 for last

Reverse the last part

If First is equal to second

then it is palindrome.



Take two pointer equal

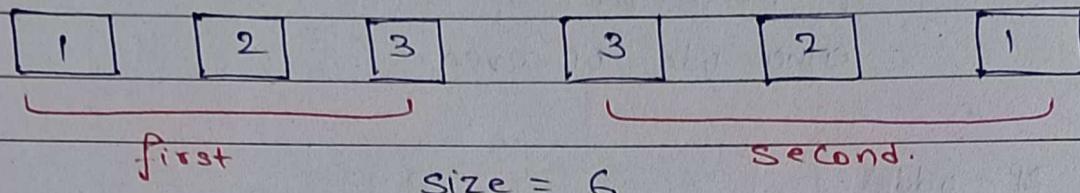
first on Head

Second on size - n

$$5 - 2 = 3 + 1 = 4$$

Palindrome.

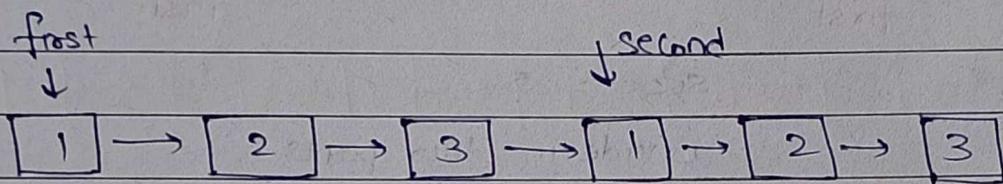
If size is even.



$$\text{size} = 6$$

$$n = 6/2 = 3$$

reverse second.



2nd pointer on $\rightarrow \text{Size} - n + 1$

Traverse and check.

Code :

Reverse function :

```
Node* reverse (Node* head) {
```

```
    Node* prev = NULL;
```

```
    Node* current = prev head;
```

```
    Node* next = NULL;
```

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

```
        next = current → next;
```

```
        current → next = prev;
```

```
        prev = current;
```

```
        current = next;
```

3

```
    return prev;
```

3

Teacher's Signature.....

bool ispalindrome (Node* head) {

if (head = null || head → next == NULL)
return true;

ii Size of the linked list

```
int size = 0;
Node * temp = head;
while (temp != NULL) {
    size++;
    temp = temp → next;
}
```

ii find the Midpoint

```
int mid = size / 2;
temp = head;
```

ii Reverse the second half of linked list

~~Node * head~~

```
Node * prev = NULL;
for (int i = 0; i < mid; i++) {
    prev = temp;
    temp = temp → next;
}
prev → next = reverse (temp);
```

ii Comparing the both part of linked list.

temp = head;

Node * second = prev → next;

```
for (int i = 0; i < mid; i++) {
    if (temp → data != second → data)
        return false
```

Teacher's Signature.....

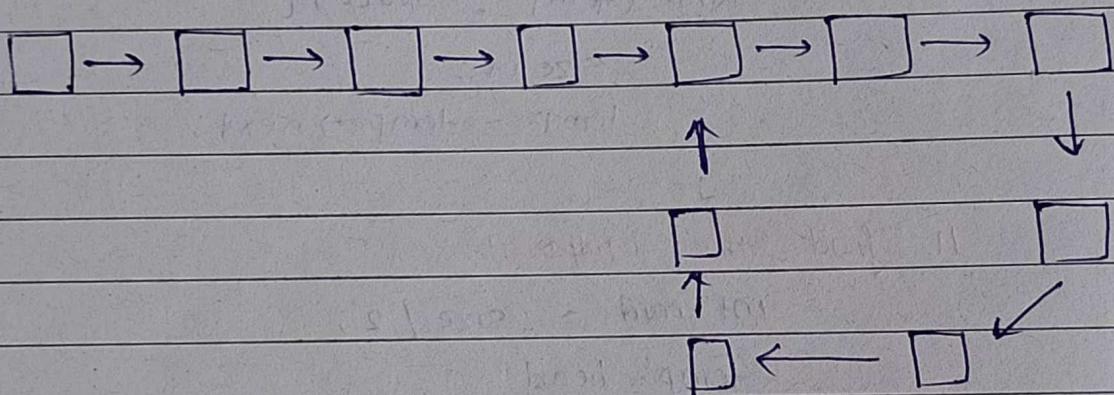
```

temp = temp → next;
second = second → next;

    } = twice loop || 2nd = bird ) do
return true;
}
}

```

* Check that loop present or Not.



How to solve?

Two Condition

↳ loop present

↳ loop Not present.

How to Approach?

Take two pointer at first (Head) Node.

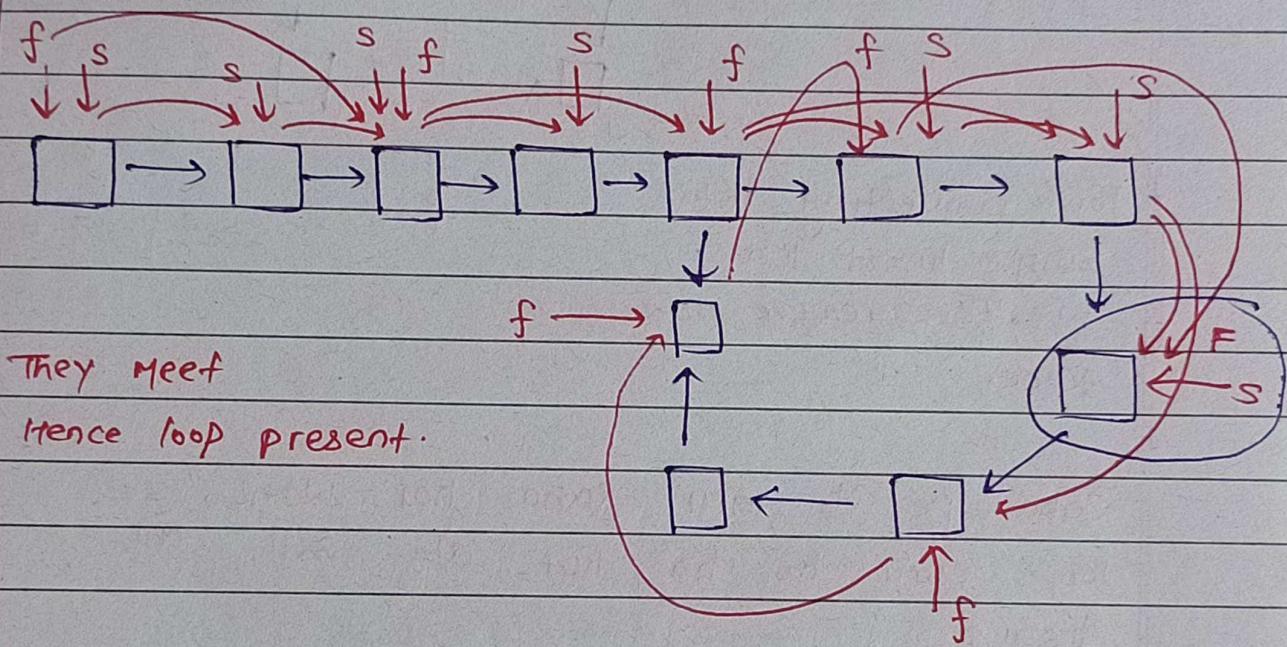
1st pointer can traverse 2 node at a time

2nd pointer can traverse 1 node at a time

If In the path, they meet NULL
 ↳ the linked list is Not having any loop.

If both pointer meet again except NULL.

↳ the linked list is having loop.

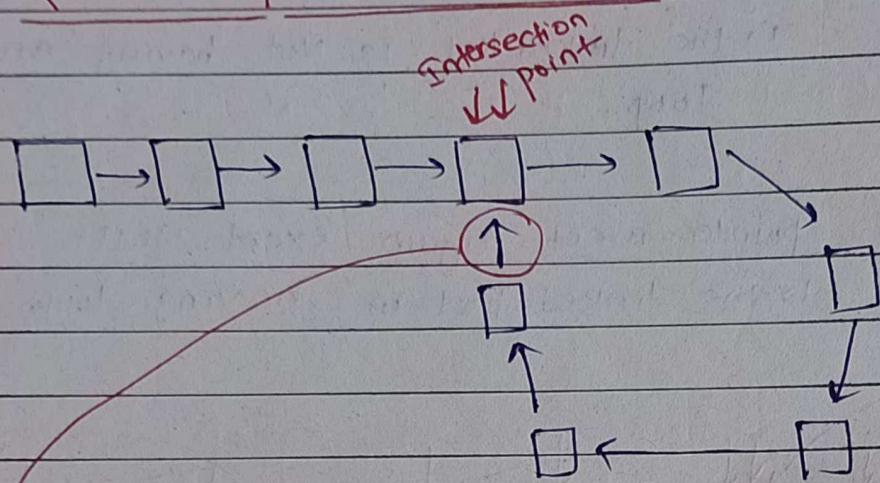


They Meet if NULL Not present.

They either Meet after n number of round.

Take Example of Race in Real life.

* Remove loop in linked list :



For Converting into

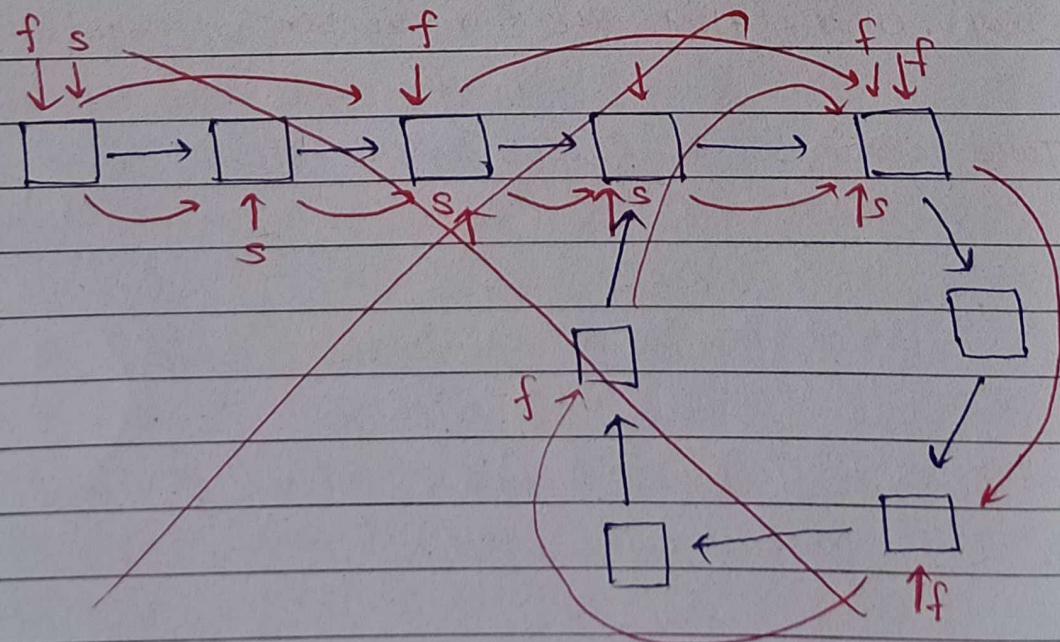
Single linked list

We have remove this

Node.

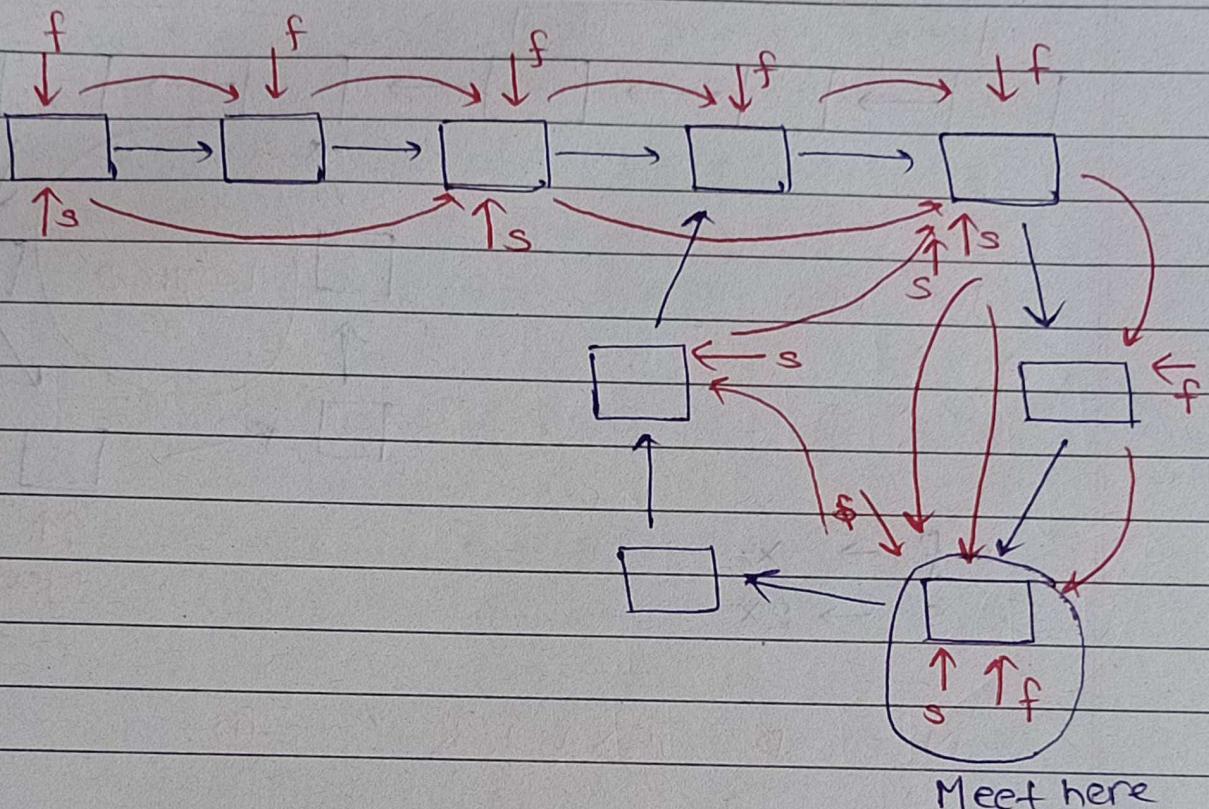
Jaha pe do Milli Raha hai Wahi se
loop suru ho rha hai at usse ki ko
takna hै।

इसे को कैसे पता चलेगा कि उसेशा थोना
उसी Node पर मिलेगा।



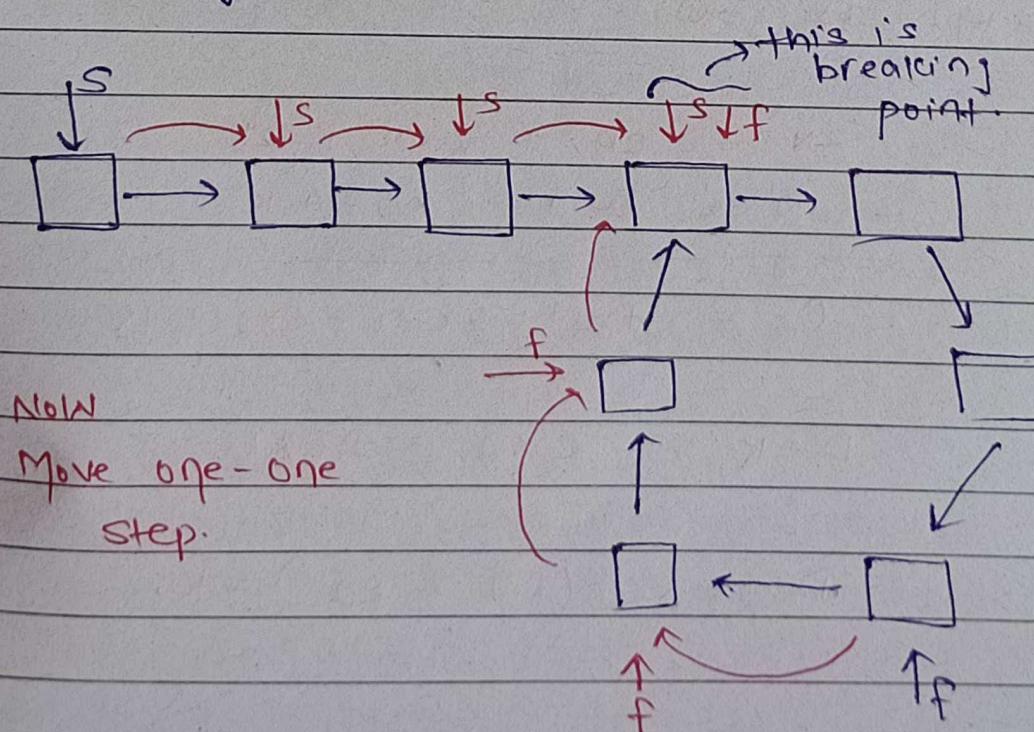
4EOT
RNC

First → 1 step
Second → 2 step

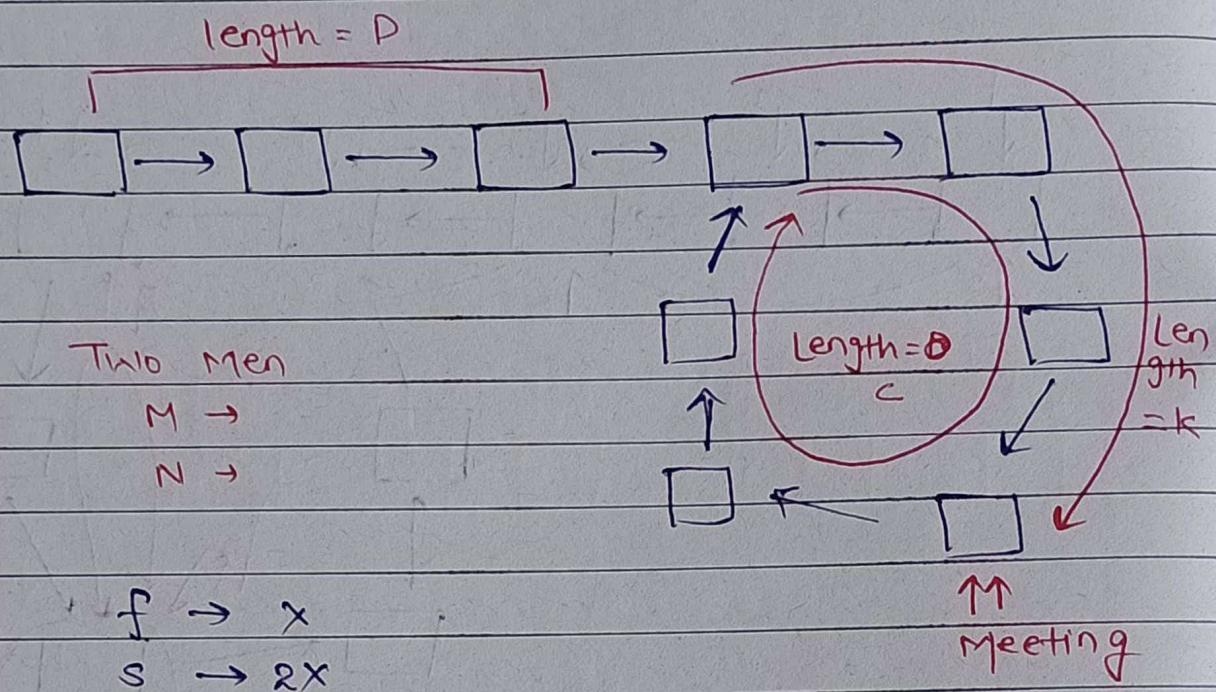


Send Second to head Node

first to at place.



अब हम सराहेंगे कि यहाँ कैसे
ये दो Mathematics proof हैं।



$$N = D + C \times i + k \quad \text{---(1)}$$

$$M = 2N = D + C \times j + k \quad \text{---(2)}$$

→ Multiply by 2 → (1)

$$2N = 2D + 2C \times i + 2k$$

$$- 2N = D + C \times j + k$$

$$0 = D + 2C \times i - C \times j + k$$

$$D + k = C \times j - 2C \times i$$

$$D = C(j - 2i) - k.$$

Code 8

```
Node * ptr1 = head;
```

```
Node * ptr2 = head;
```

```
while (ptr2 != NULL && ptr2->next != NULL) {
```

```
    ptr1 = ptr1->next;
```

```
    ptr2 = ptr2->next->next;
```

```
    if (ptr1 == ptr2) {
```

```
        unsigned int count = 1;
```

```
        while (ptr1->next != ptr2) {
```

```
            count++;
```

```
            ptr1 = ptr1->next;
```

```
}
```

```
ptr1 = head;
```

```
ptr2 = head;
```

```
for (int i = 1; i <= count; i++) {
```

```
    ptr2 = ptr2->next;
```

```
}
```

```
while (ptr1 == ptr2) {
```

```
    ptr1 = ptr1->next;
```

```
    ptr2 = ptr2->next;
```

```
}
```

```
while (ptr2->next != ptr1) {
```

```
    ptr2 = ptr2->next;
```

```
}
```

```
ptr2->next = NULL;
```

```
}
```