



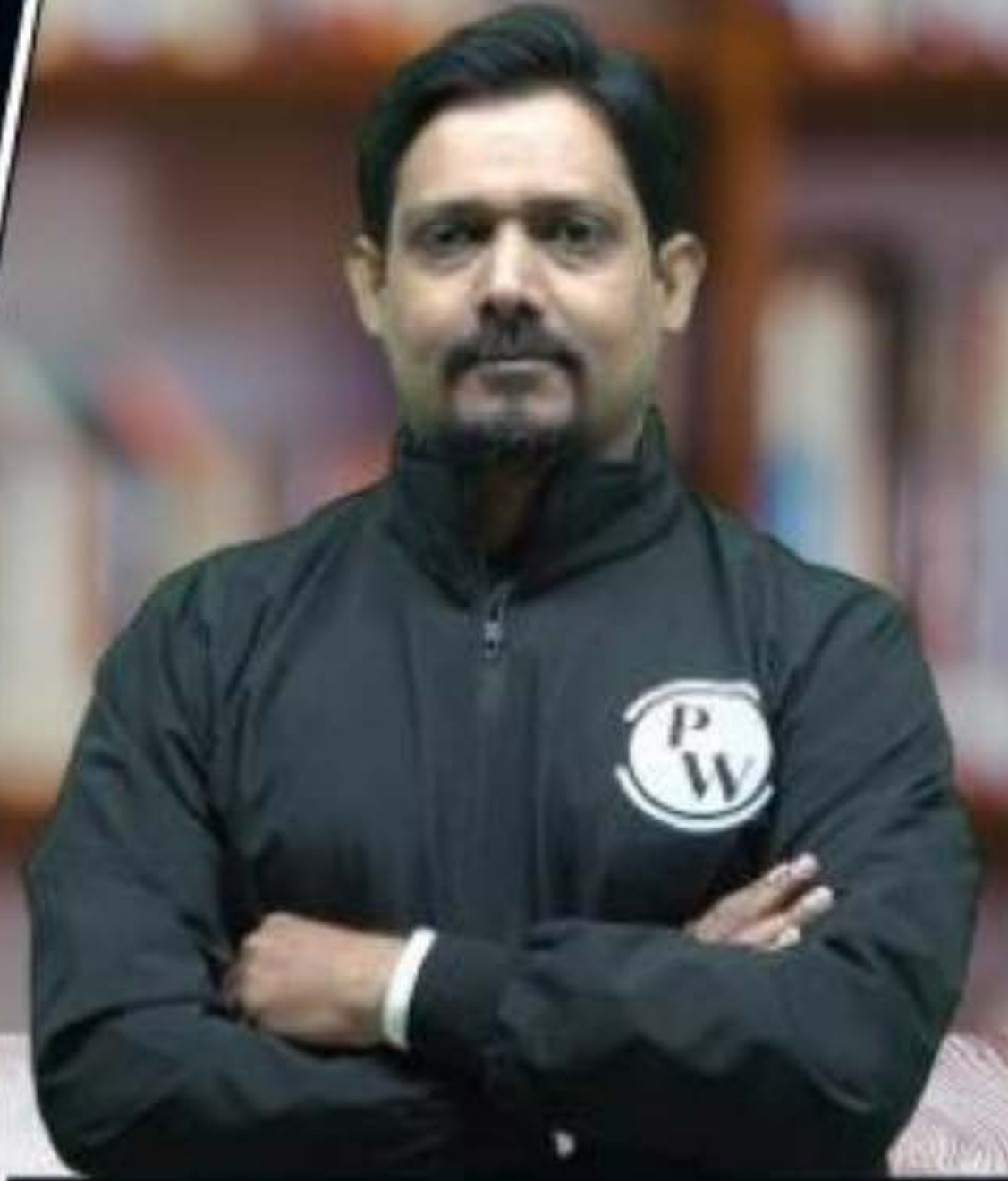
Computer Science & IT



Data Structure & Programming

Linked List

Lecture No. 03



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Recap of Previous Lecture



Topic

Insert begin, end

Topic

Last deletion

Topic

Recursion with linked List

Topic

2 pointer Increment

Topic

NULL pointer dereference

Topics to be Covered



Topic

practice problem

Topic

Insert x before y

Topic

Topic

Topic


```
Node* getnode (int x) {  
    Node *temp = malloc(sizeof(Node));
```

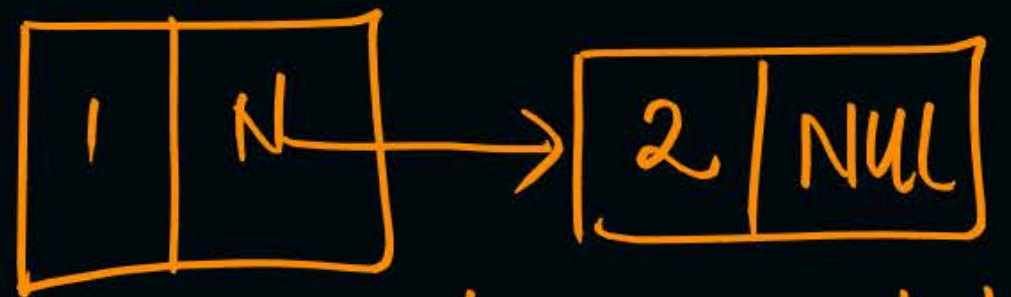
```
    temp->data = x
```

```
    temp1 = getnode(1)
```

```
    temp->next = NULL
```

```
    temp2 = getnode(2)
```

```
    return temp  
}
```



```
temp1->next = temp2
```


Q. Let Q denote a queue containing 3 numbers and S be an empty stack. Head (Q) returns the element at the head of the queue Q without removing it from Q. Similarly Top (S) returns the element at the top of S without removing it from S. Consider the algorithm given below.

while Q is not Empty do

if S is Empty OR $\text{Top (S)} \leq \text{Head (Q)}$ then

$X := \text{Dequeue (Q)};$

$\text{Push (S, x)};$

else

$X := \text{Pop (S)};$

$\text{Enqueue (Q, X)};$

end

end

The maximum possible number of iterations of the while loop in the algorithm is 9

(GATE_2016_2 M)

Technical Language

DM

while Q is not Empty do

if S is Empty OR $\text{Top}(S) \leq \text{Head}(Q)$

$X := \text{Dequeue}(Q);$

$\text{Push}(S, x);$

else

$X := \text{Pop}(S);$

$\text{Enqueue}(Q, X);$

end

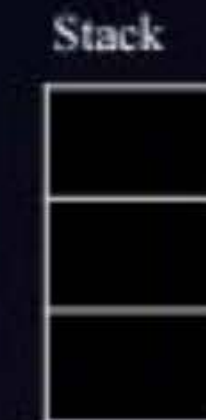
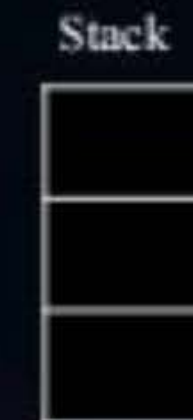
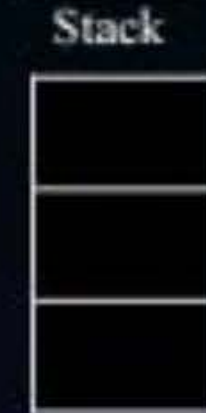
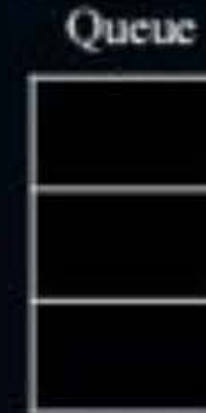
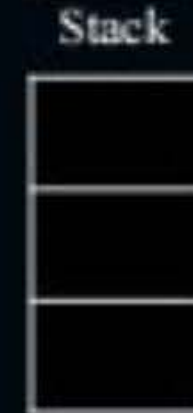
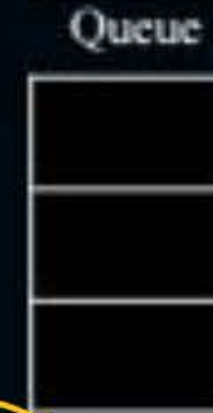
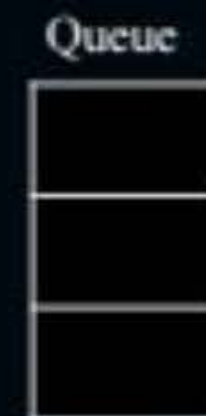
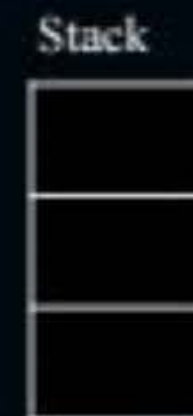
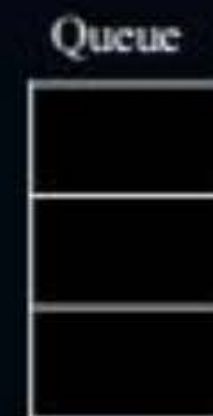
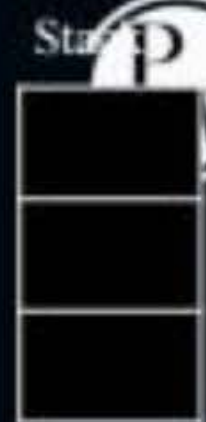
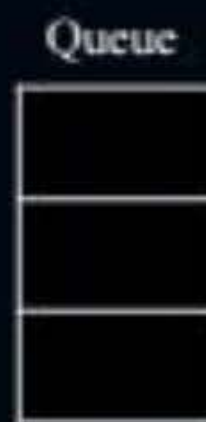
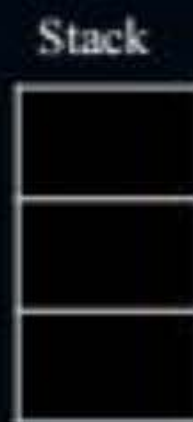
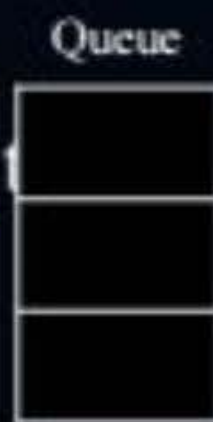
end

(GATE_2016_2 M)



3

Minimum




```

end
else
end
end

```

Push (S, x) ;

else

$$X := \text{Pop}(S);$$

Enqueue (Q, X) ;

end

end

Analysis

(GATE_2016_2 M)

$$n^2$$

Head

$$3+3 \neq 9$$
$$1^2 = 256$$

3
1
2

3
<u>1</u>

2

2
3
<u>1</u>

2
3

<u>1</u>

2

3
1

3
2

<u>1</u>

3

2
1

3
2
1



Topic : Single Linked List

Head Pointer



Node* p; Two pointers increment

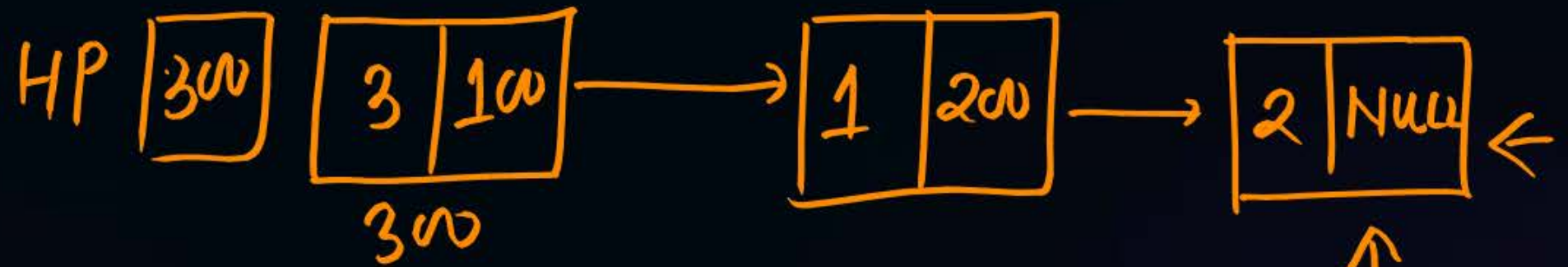
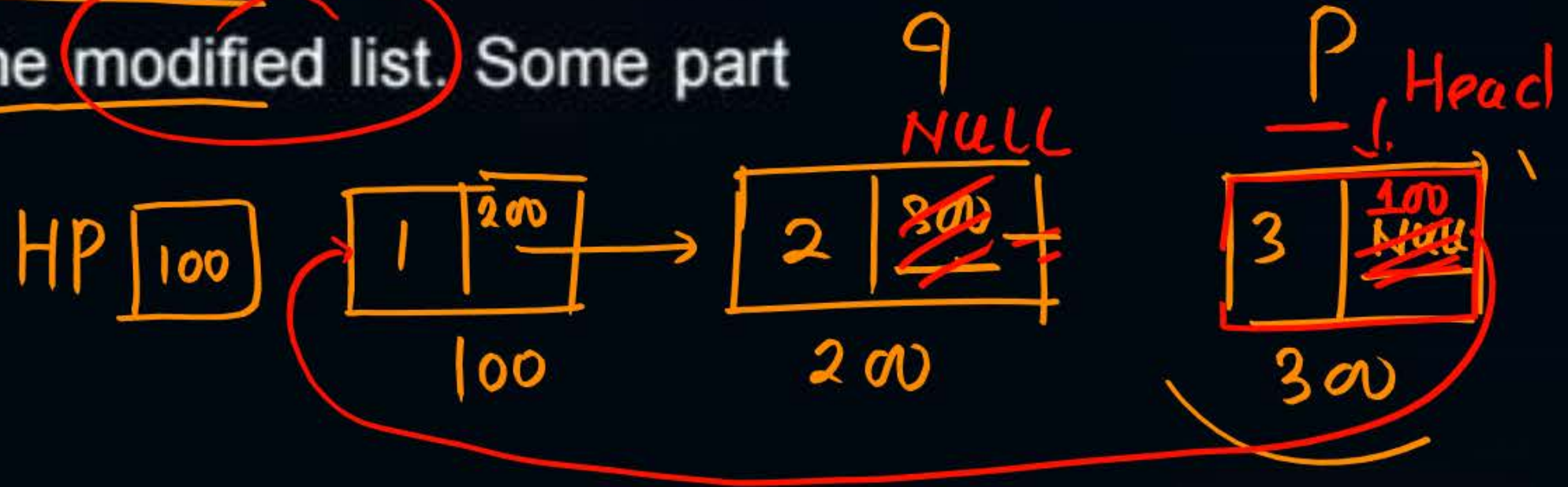
p = NULL; (Not Error)

p → data; (NULL
pointer
dereference)

```
while(q → next != NULL) {  
    x = q;  
    q = q → next;  
}
```


The following C function takes a single-linked list as input argument. It modifies the list by moving the last element to the front of the list and returns the modified list. Some part of the code is left blank.

```
typedef struct node {
    int value;
    struct node *next;
} Node;
```



$q \rightarrow next = NULL;$

$p \rightarrow next = HP$

$Head = p;$


```
e *move to front (Node *head) {
```

```
Node *p, *q;
```

```
if ((head == NULL) || (head -> next == NULL))
```

```
return head;
```

only one Node

```
q = NULL; p = head;
```

```
while (p -> next != NULL) {
```

```
q = p;
```

```
p = p -> next;
```

← Two pointer iteration

Head = 3w

pressure

Choose the correct alternative to replace the blank line.

(A) q = NULL; p -> next = head; head = p;

(B) q -> next = NULL; head = p; p -> next = head;

(C) Head = p; p -> next = q; q -> next = NULL;

(D) q -> next = NULL; p -> next = head; head = p;

```
return head;
```




Topic : Question

Consider the following function

```
int dosomething ( struct node * q ) {  
    int c = q -> data ;  
    if (q==null) return 0;  
    if (q -> link == NULL) return c;  
    else  
        c = c + dosomething (q = q -> link) ;  
    return c ;  
}
```

The above function run on the linked list that contain 1, 2, 3, 4, 5, 6, 7, 8. What will the content of the linked lists & the return value?

- (A) 1, 2, 3, 4, 5, 6, 7, 8 return value 28
- (B) 2, 1, 4, 3, 6, 5, 8, 7 return value 36
- (C) 1, 2, 3, 4, 5, 6, 7, 8 return value 36
- (D) 2, 1, 4, 3, 6, 5, 8, 7 return value 28

$$c = 1 + DS(200)$$

$$\downarrow$$
$$2 + DS(300)$$

$$\downarrow$$
$$3 + DS(400)$$

$$\downarrow$$
$$4 + DS(500)$$

$$\downarrow$$
$$5 + DS(600)$$

$$\downarrow$$
$$6 + DS(700)$$

$$\downarrow$$
$$7 + DS(800)$$
$$\downarrow$$
$$8 + DS(900)$$

$$1 + 2 + 3 + 4 + \dots + 8$$

$$= \frac{48 \times 9}{2} = 36$$



Topic Question



1	1	2	2	3	3	4
---	---	---	---	---	---	---

Consider the function 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 returns 1 if and only if

A the list is empty or has exactly one element

B the elements in the list are sorted in non-decreasing order of data value

C the elements in the list are sorted in non-increasing order of data value

D. not all elements in the list have the same data value

order
Increasing

Decreasing

$$1 \leq 2$$



Topic : Single Linked List

Let's understand the problem!

Given a singly linked list, write a program to find the middle node of the linked list. If the number of nodes is even, we need to return the second middle node.

Example 1: Input: 5->4->3->2->1, Output: 3

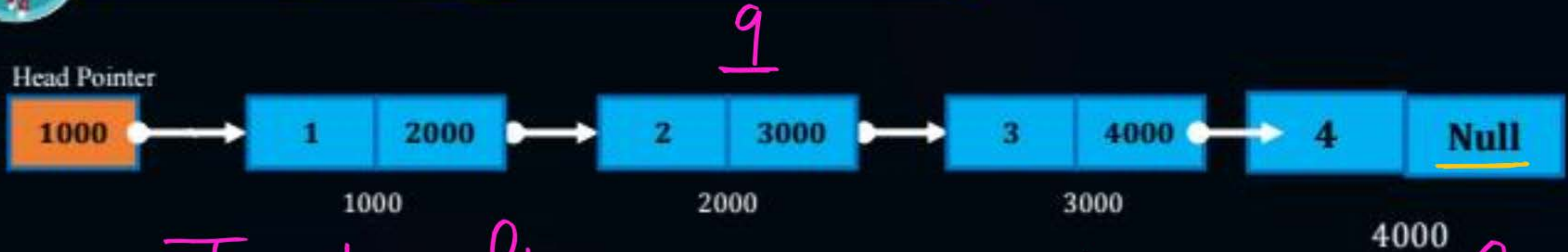
Explanation: Here the number of nodes is 5, so there is one middle node which is 3.

Example 2: Input: 6->5->4->3->2->1, Output: 3

Explanation: The number of nodes is 6, where the first middle node is 4 and the second middle node is 3. So we need to return the pointer to the node 3.



Topic : Single Linked List



Insertion after 2. Insert a Node with data 5 after 2
* traversal required.



Topic : Single Linked List

Head Pointer



1000

2000

3000

4000

Insert x after q . Insert a Node with data 5 after q 2

- * traversal required
- * We need to reach Node that contains
- * New Node required

$q \rightarrow next = p$
 $p \rightarrow next = x$



Topic : Single Linked List

Head Pointer



1000

2000

3000

4000

Insert after 2, Insert a Node with data after 2

- * traversal required
- * We need to reach Node that contains
- * New Node required

$p \rightarrow next = q \rightarrow next$
 $q \rightarrow next = p;$

order
is Imp



Topic : Single Linked List

```
void Insertxaftery (int x, int y) {  
    Node * p = getnode(x);  
    Node * q = HP, * r = NULL;  
    if (q == NULL) {  
        free(p);  
        return;  
    }
```

Last Node

Single Node

```
while (q->data != y && q->next != NULL)  
    q = q->next;  
if (q->data == y) {  
    p->next = q->next;  
    q->next = p;  
} else {  
    printf("y Not present")  
    free(p)  
}
```




2 mins Summary



Topic

practic problem

Topic

Insert x after y

Topic

Topic

Topic

THANK - YOU