

Linked List + Stack [Day 15]

09 October 2024 16:03

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141. Linked List Cycle

Solved

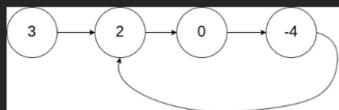
Easy Topics Companies

Given `head`, the head of a linked list, determine if the linked list has a cycle in it.

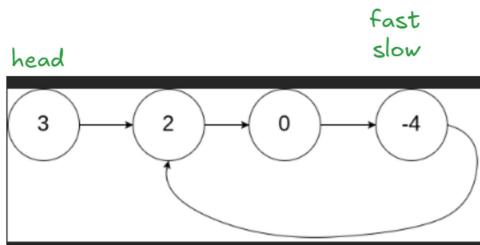
There is a cycle in a linked list if there is some node in the list that can be reached again by continuously following the `next` pointer. Internally, `pos` is used to denote the index of the node that tail's `next` pointer is connected to. Note that `pos` is not passed as a parameter.

Return `true` if there is a cycle in the linked list. Otherwise, return `false`.

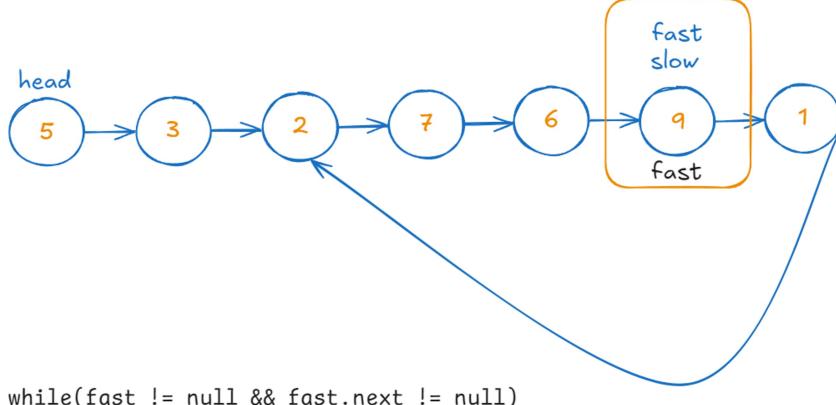
Example 1:



Input: `head = [3, 2, 0, -4], pos = 1`



```
public boolean hasCycle(ListNode head) { → return True/False
}
```



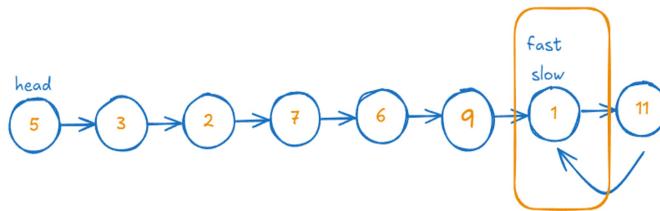
```

public class Solution {
    public boolean hasCycle(ListNode head) {
        if(head == null || head.next == null){
            return false;
        }
        ListNode slow = head; ↓
        ListNode fast = head; ↓

        while(fast != null && fast.next != null){
            slow = slow.next;
            fast = fast.next.next;

            if(slow == fast){
                return true;
            }
        }
        return false;
    }
}

```



142. Linked List Cycle II

Solved (green checkmark)

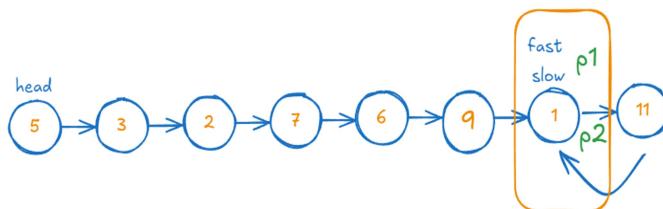
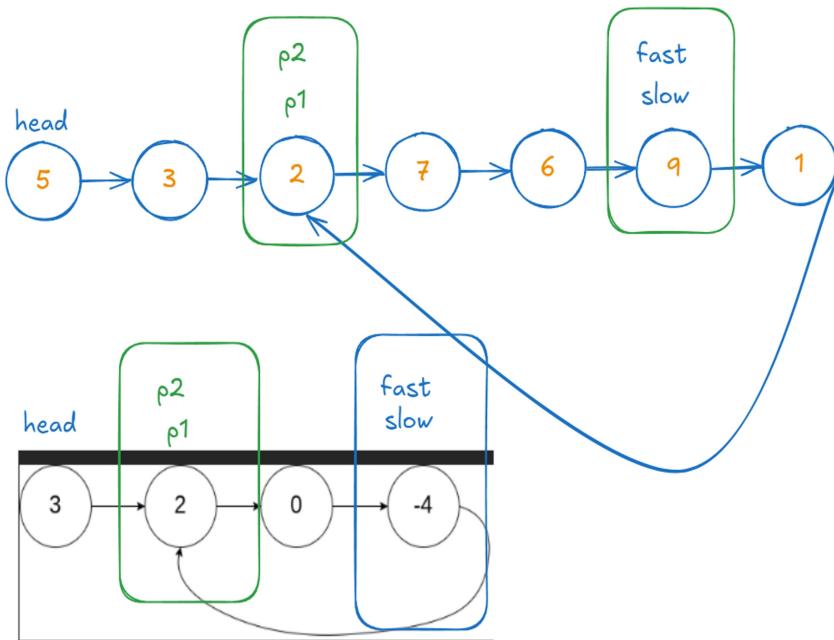
Medium Topics Companies

Given the `head` of a linked list, return *the node where the cycle begins*. If there is no cycle, return `null`.

There is a cycle in a linked list if there is some node in the list that can be reached again by continuously following the `next` pointer. Internally, `pos` is used to denote the index of the node that `tail`'s `next` pointer is connected to (**0-indexed**). It is `-1` if there is no cycle.

Note that `pos` is not passed as a parameter.

Do not modify the linked list.



```

public ListNode detectCycle(ListNode head) {
    if(head == null || head.next == null){
        return null;
    }
    ListNode slow = head;
    ListNode fast = head;

    while(fast != null && fast.next != null){
        slow = slow.next;
        fast = fast.next.next;

        if(slow == fast){
            ListNode p1 = head;
            ListNode p2 = slow;
            while(p1 != p2){
                p1 = p1.next;
                p2 = p2.next;
            }
            return p1;
        }
    }
}

```

21. Merge Two Sorted Lists

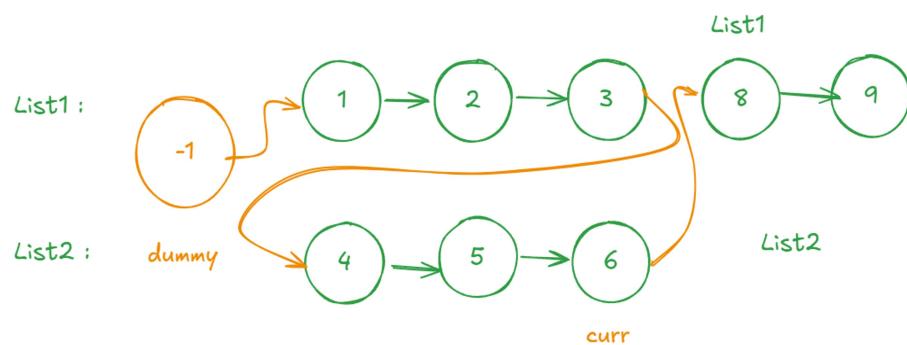
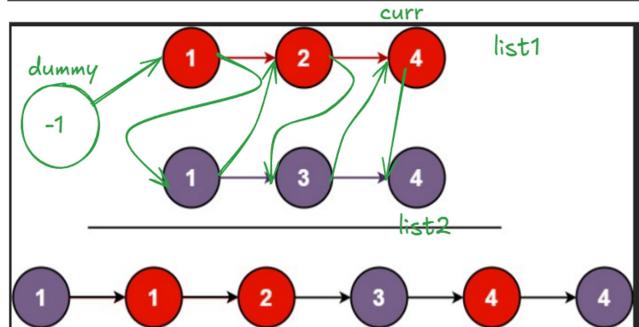
Solved

[Easy](#) [Topics](#) [Companies](#)

You are given the heads of two sorted linked lists `list1` and `list2`.

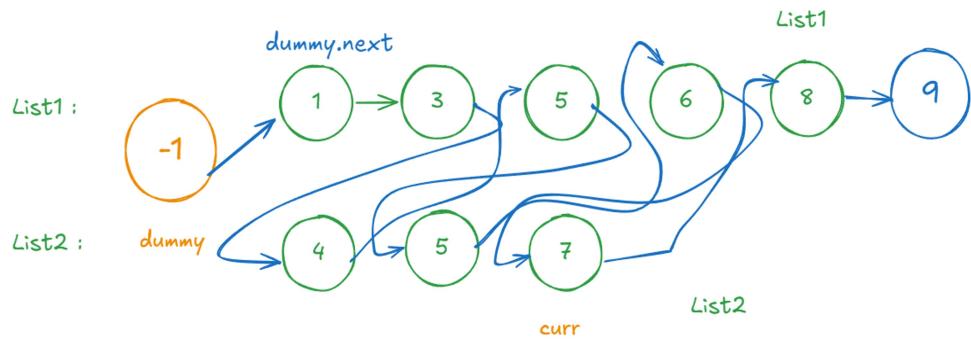
Merge the two lists into one **sorted** list. The list should be made by splicing together the nodes of the first two lists.

Return *the head of the merged linked list*.



return `dummy.next`





1 -- 3 -- 4 -- 5 -- 5 -- 6 -- 7 -- 8 -- 9

return dummy.next

```

class Solution {
    public ListNode mergeTwoLists(ListNode list1, ListNode list2) {
        ListNode dummy = new ListNode(-1);
        ListNode curr = dummy;

        while(list1 != null && list2 != null){
            if(list1.val <= list2.val){
                curr.next = list1;
                list1 = list1.next;
            }else{
                curr.next = list2;
                list2 = list2.next;
            }
            curr = curr.next;
        }
        if(list1 != null){
            curr.next = list1;
        }else{
            curr.next = list2;
        }
    }
}

```

328. Odd Even Linked List

Solved

Medium Topics Companies

Given the `head` of a singly linked list, group all the nodes with odd indices together followed by the nodes with even indices, and return *the reordered list*.

The **first** node is considered **odd**, and the **second** node is **even**, and so on.

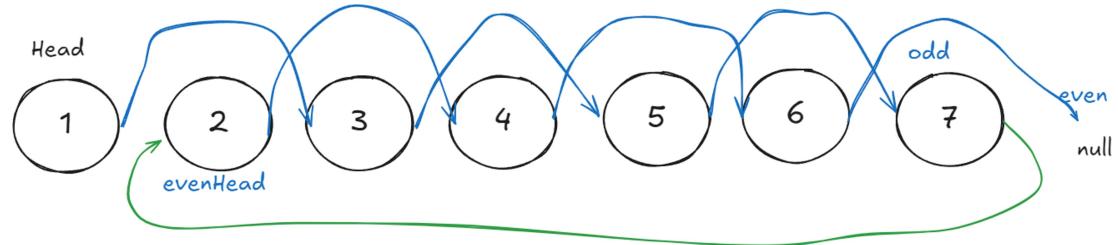
Note that the relative order inside both the even and odd groups should remain as it was in the input.

You must solve the problem in $O(1)$ extra space complexity and $O(n)$ time complexity.

```

class Solution {
    public ListNode oddEvenList(ListNode head) {
        ...
    }
}

```



`odd.next = odd.next.next;`

`odd = odd.next`

`even.next = even.next.next;`

`even = even.next`

when loops break - `odd.next = evenHead;`

1 -- 3 -- 5 -- 7 -- 2 -- 4 -- 6 -- null

```

7
class Solution {
    public ListNode oddEvenList(ListNode head) {
        if(head == null || head.next == null){
            return head;
        }
        ListNode odd = head;
        ListNode even = head.next;
        ListNode evenHead = even;

        while(even != null && even.next != null){
            odd.next = odd.next.next;
            odd = odd.next;

            even.next = even.next.next;
            even = even.next;
        }
        odd.next = evenHead;

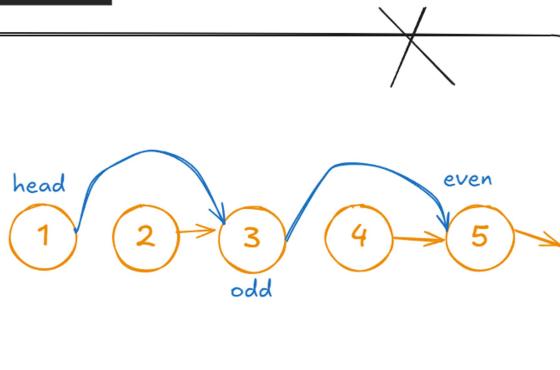
        return head;
    }
}

```

```

7
class Solution {
    public ListNode oddEvenList(ListNode head) {
        ListNode odd=head;
        ListNode even=head.next;
        ListNode evenHead=even;
        while(odd!=null && odd.next!=null){
            odd.next=odd.next.next;
            odd=odd.next;
        }
        while(even!=null && even.next!=null){
            even.next=even.next.next;
            even=even.next;
        }
        odd.next=evenHead;
        return head;
    }
}

```



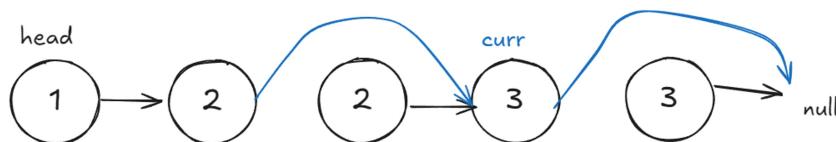
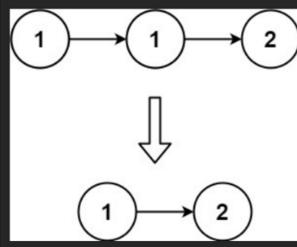
83. Remove Duplicates from Sorted List

Solved

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Given the `head` of a sorted linked list, *delete all duplicates such that each element appears only once*. Return the linked list *sorted* as well.

Example 1:



`curr.val == curr.next.val -- if they are same : curr.next = curr.next.next
else : curr = curr.next;`

```

class Solution {
    public ListNode deleteDuplicates(ListNode head) {
        if(head == null || head.next == null){
            return head;
        }
        ListNode curr = head;
        while(curr != null && curr.next != null){
            if(curr.val == curr.next.val){
                curr.next = curr.next.next;
            }else{
                curr = curr.next;
            }
        }
        return head;
    }
}

```

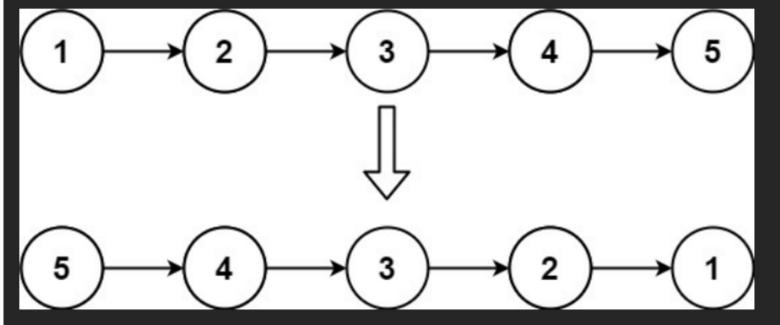
206. Reverse Linked List

Solved 

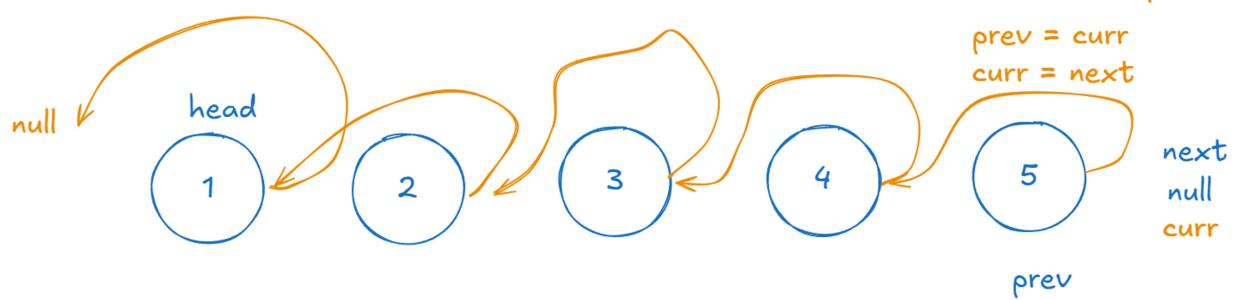
  

Given the `head` of a singly linked list, reverse the list, and return *the reversed list*.

Example 1:



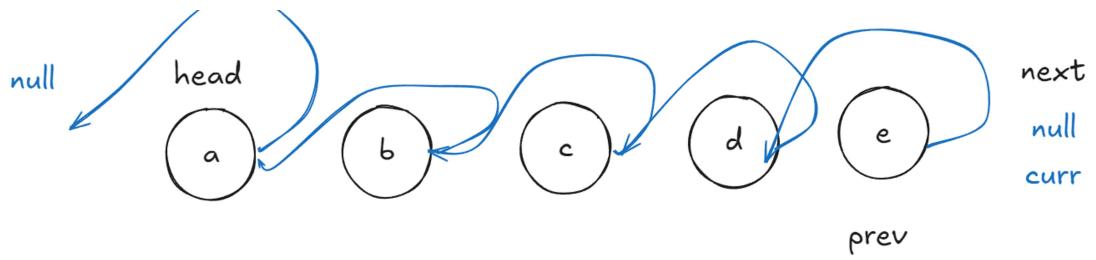
`while(curr!=null)`
`next = curr.next`
`curr.next = prev`
`prev = curr`
`curr = next`
`next`
`null`
`curr`
`prev`



`return`

5 -- 4 -- 3 -- 2 -- 1 -- null





e - d - c - b - a - null

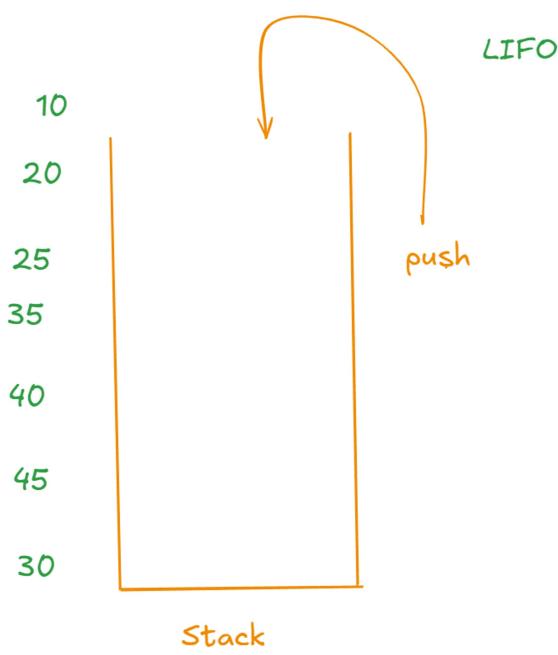
```

/*
class Solution {
    public ListNode reverseList(ListNode head) {
        ListNode prev = null;
        ListNode curr = head;
        ListNode next = null;

        while(curr != null){
            next = curr.next;
            curr.next = prev;
            prev = curr;
            curr = next;
        }
        return prev;
    }
}

```

Introduction To Stack.....



Underflowed
OverFlowed

push -- adding an element into stack
pop -- remove an element out of stack
peek -- top of the stack
isEmpty -- returns boolean, whether your stack is empty or not.

Stack st = new Stack(5); // Capacity

push(10)

push(20)

size = 2

push(30)

st.peek() --> 30

top = st.pop() --> 30

push(25)

push(35)

push(40)

push(45)

4 times Pop()

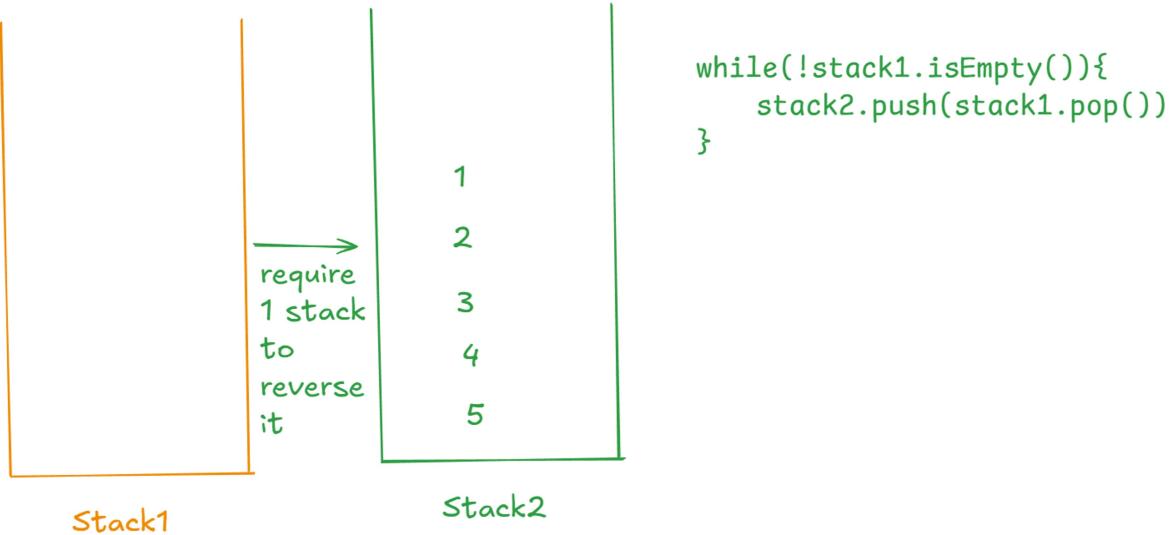
st.isEmpty() --> false

st.pop()

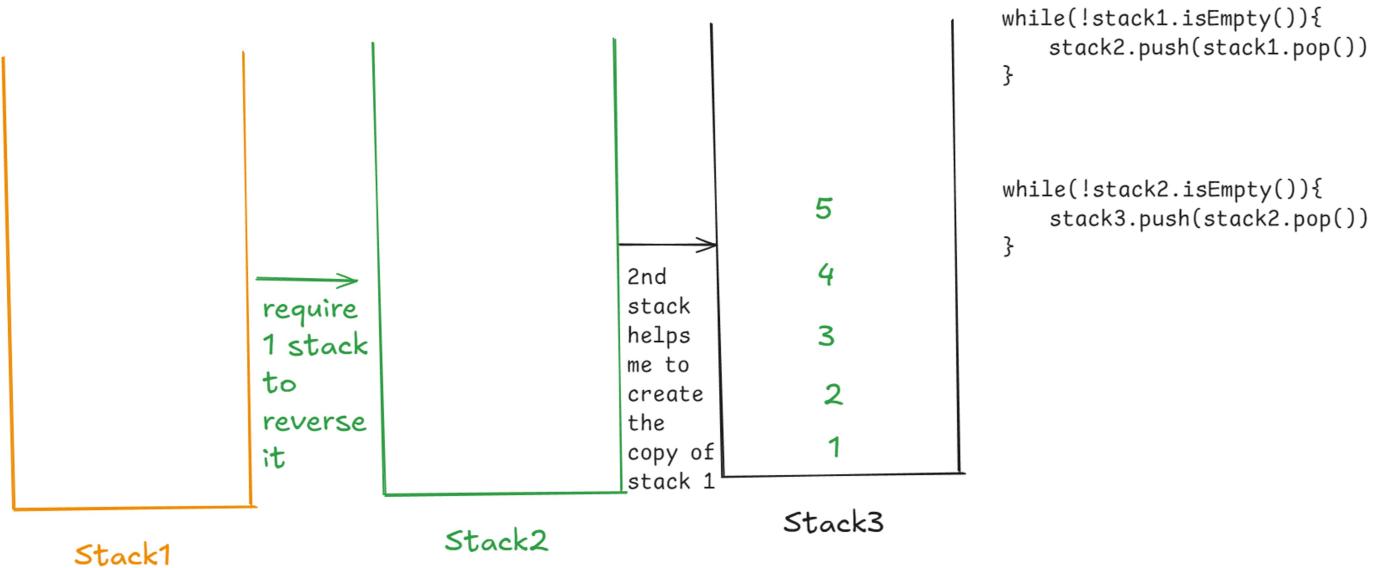
st.pop()



Reverse the Stack Element using another Stack.

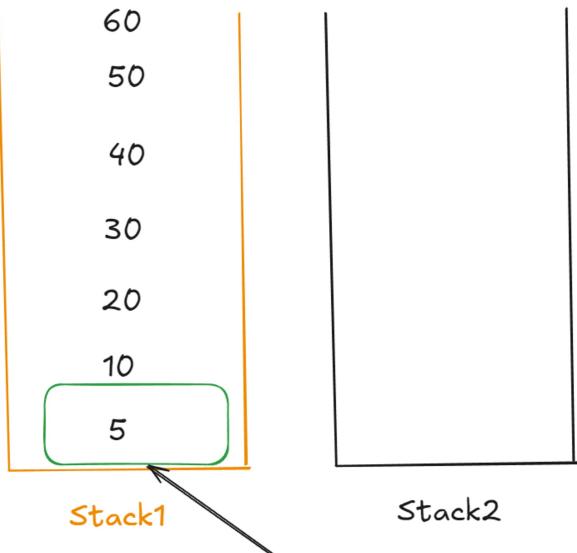


Copy the Stack



Change Status

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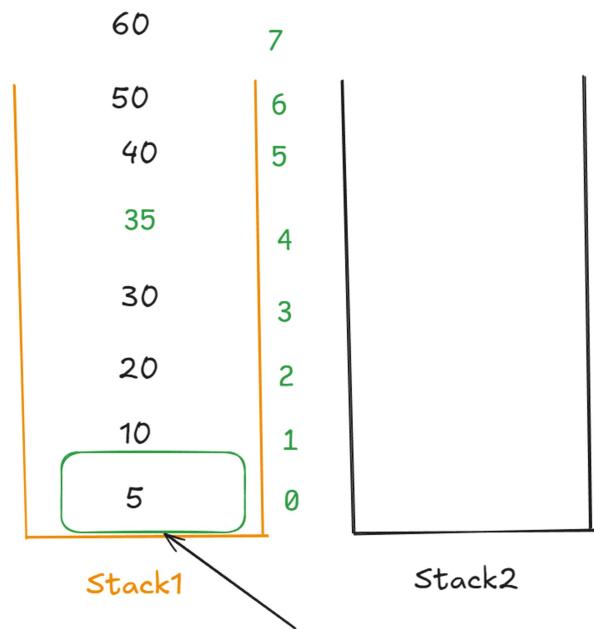
```

while(!stack1.isEmpty()){
    Stack2.push(stack1.pop());
}

st.push(5);

while(!stack2.isEmpty()){
    stack1.push(stack2.pop());
}

```



```

for(int i = 0 ; i < size - index; i++){
    Stack2.push(stack1.pop());
}

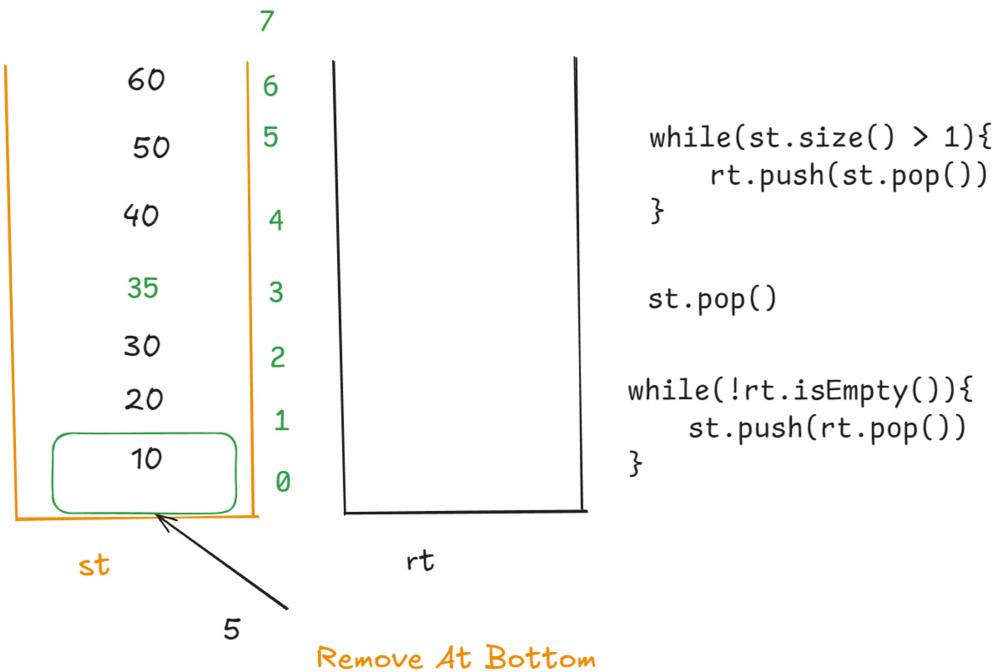
stack1.push(35);

while(!stack2.isEmpty()){
    stack1.push(stack2.pop());
}

```

$\text{idx} < 0 \text{ || } \text{idx} > \text{size} \text{ -- invalid}$

Remove At Bottom



Remove At Specific Index(4)

