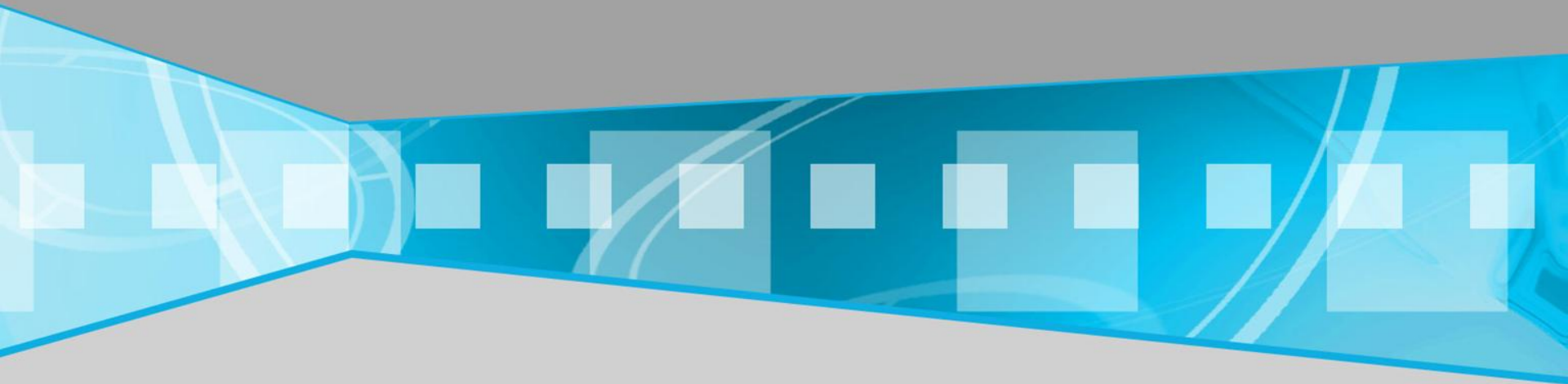
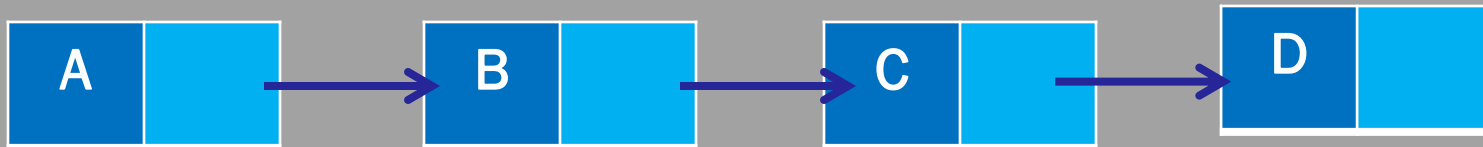
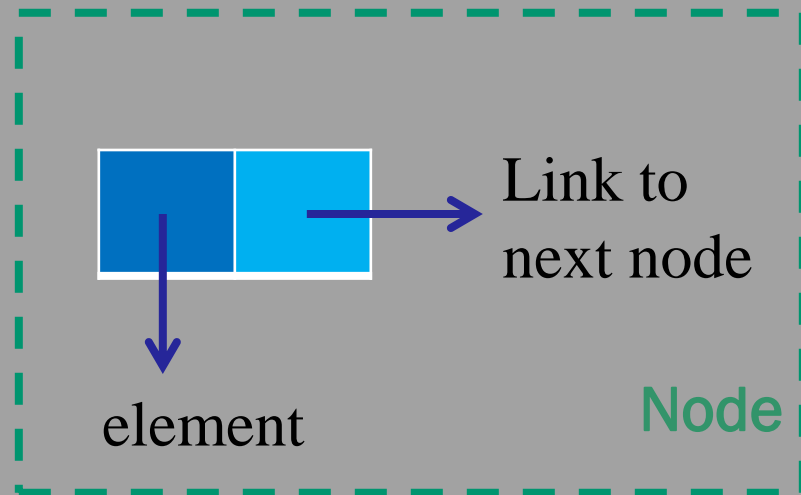


# LINKED LIST

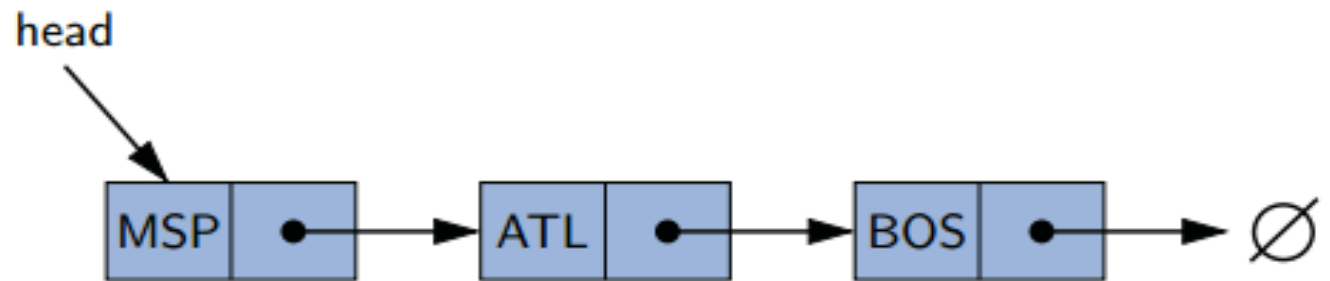


# SINGLY LINKED LISTS

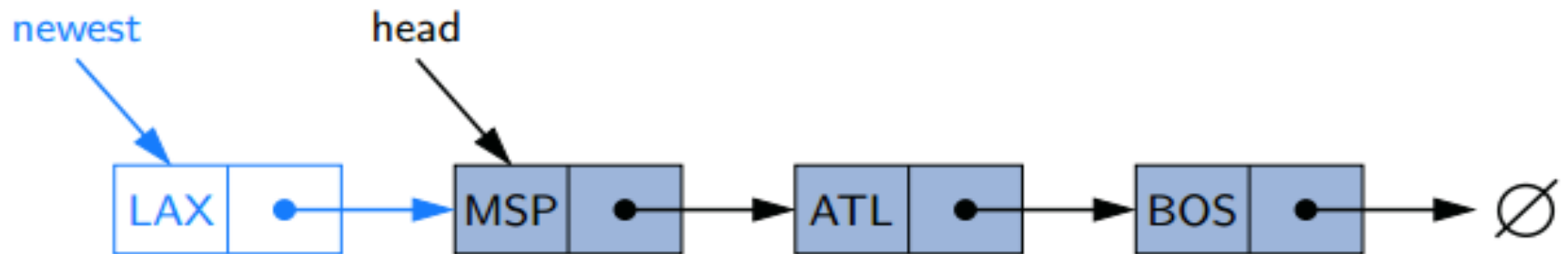
- Each node stores a reference to an object that is an element of the sequence, as well as a reference to the next node of the list.
- Each node stores:
  - element
  - link to the next node



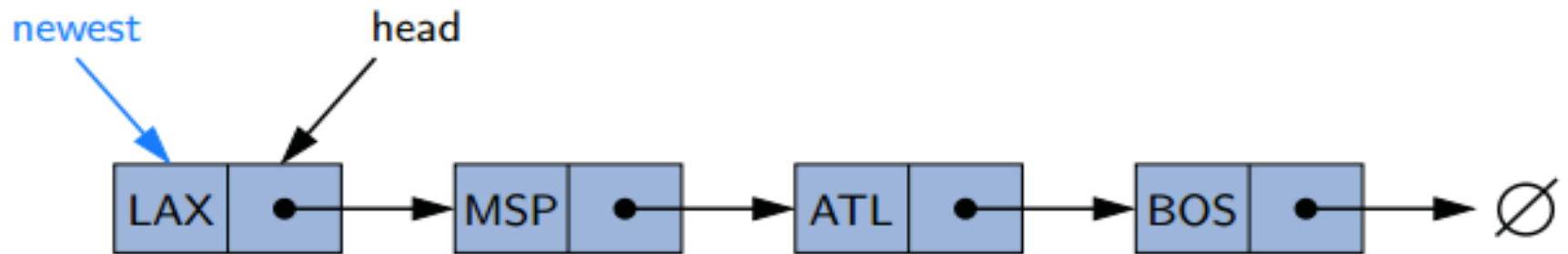
# ADD FIRST



(a)



(b)



(c)

# ADD FIRST

*Algorithm addFirst(e):*

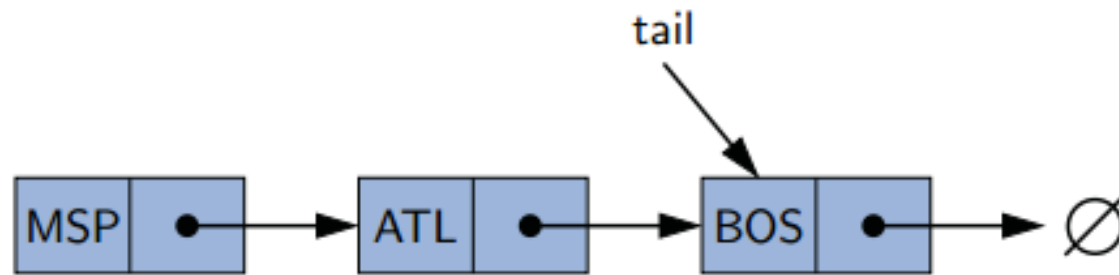
*newest=Node(e) {create new node instance storing reference to elemente}*

*newest.next=head {set new node's next to reference the old head node}*

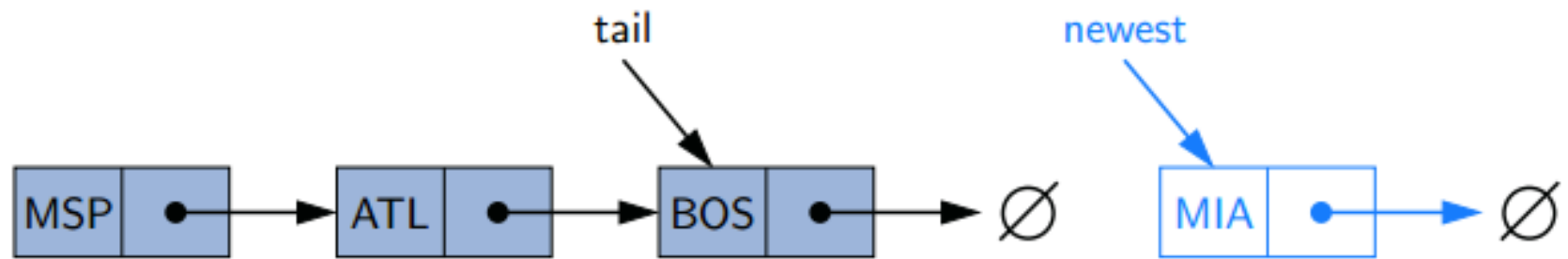
*head=newest {set variableheadto reference the new node}*

*size=size+1 {increment the node count}*

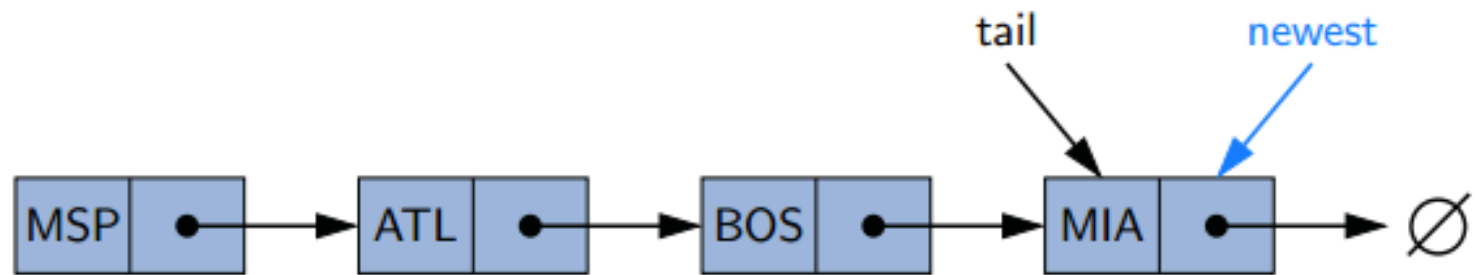
# ADDLAST



(a)



(b)



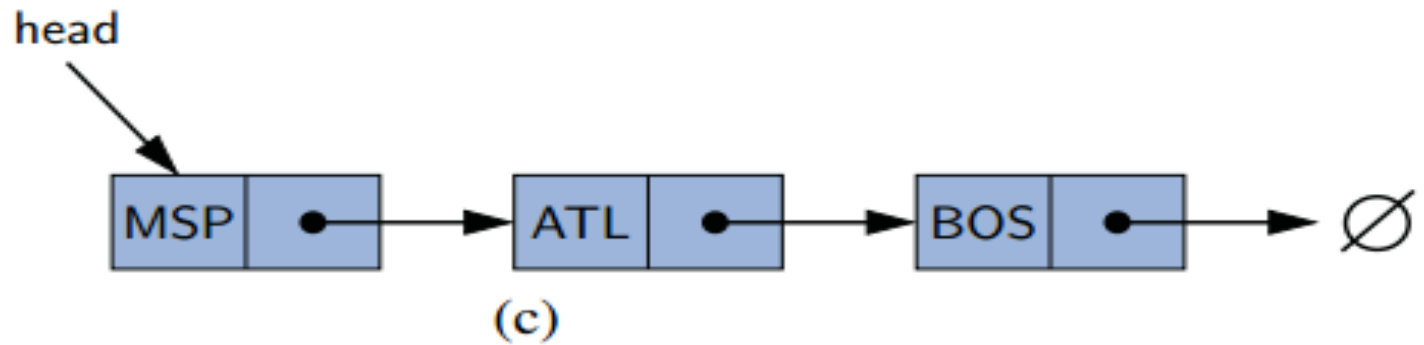
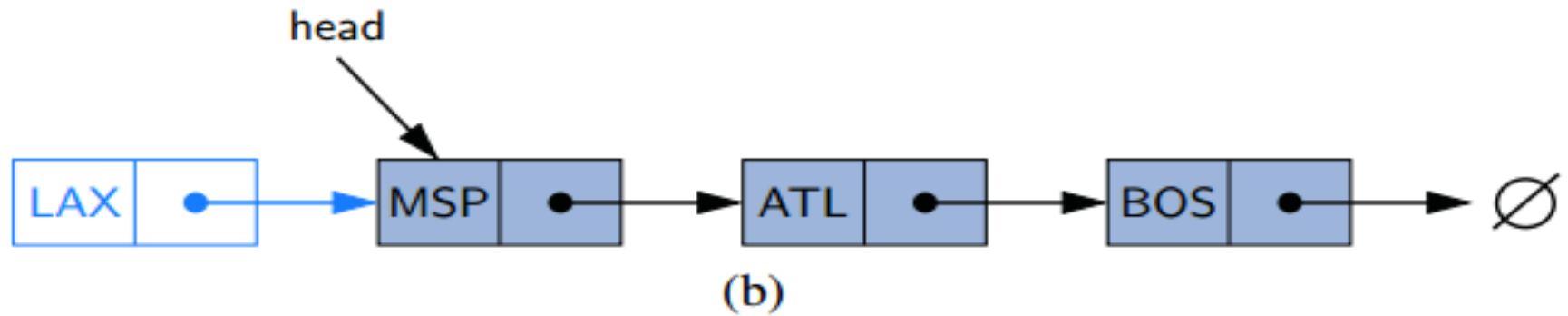
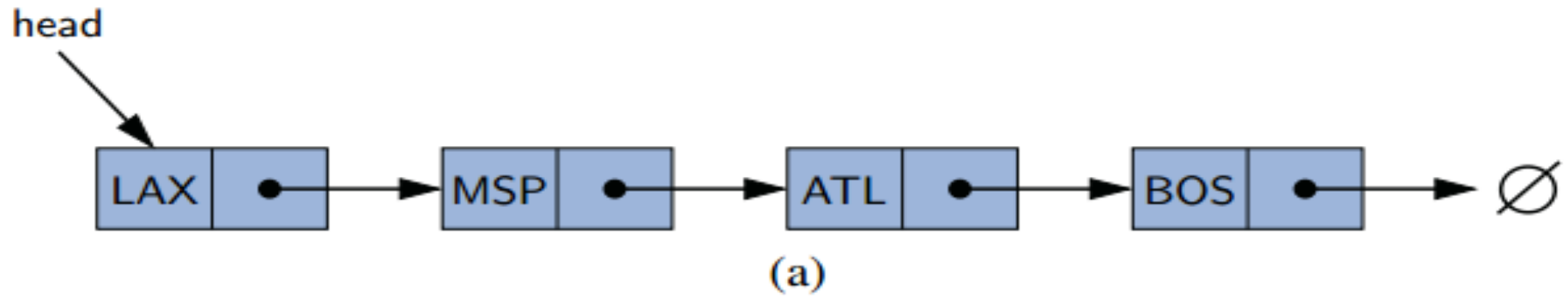
(c)

# ADDLAST

*Algorithm addLast(e):*

*newest=Node(e) {create new node instance storing reference to element e}*  
*newest.next=null {set new node's next to reference thenull object}*  
*tail.next=newest {make old tail node point to new node}*  
*tail=newest {set variable tail to reference the new node}*  
*size=size+1 {increment the node count}*

# REMOVE



# REMOVE

*Algorithm RemoveFirst( ):*

*If (head==null) then  
the list is empty.*

*head=head.next {make head point to next node (or null)}*  
*size=size-1 {decrement the node count}*



# IMPLEMENTING A SINGLY LINKED LIST CLASS

`size()`: Returns the number of elements in the list.

`isEmpty()`: Returns **true** if the list is empty, and **false** otherwise.

`first()`: Returns (but does not remove) the first element in the list.

`last()`: Returns (but does not remove) the last element in the list.

`addFirst(e)`: Adds a new element to the front of the list.

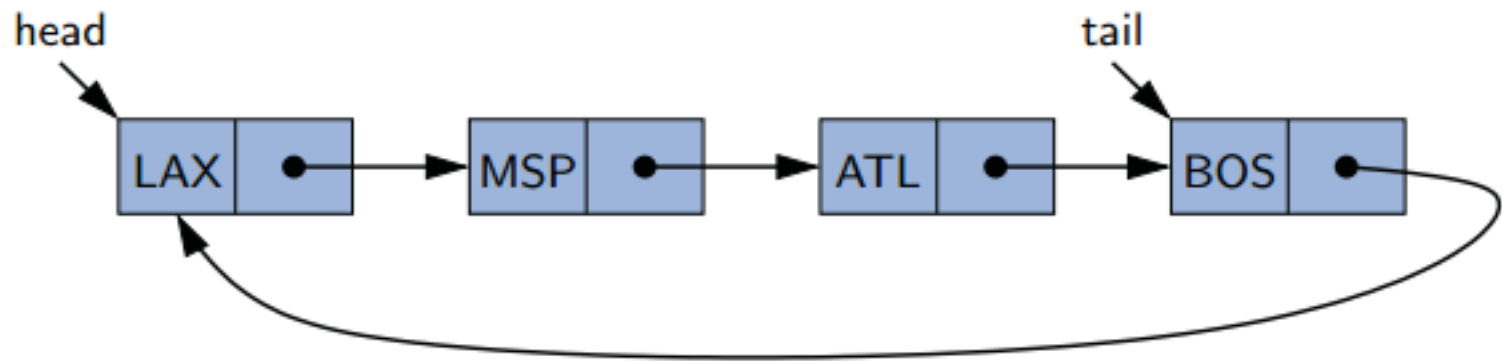
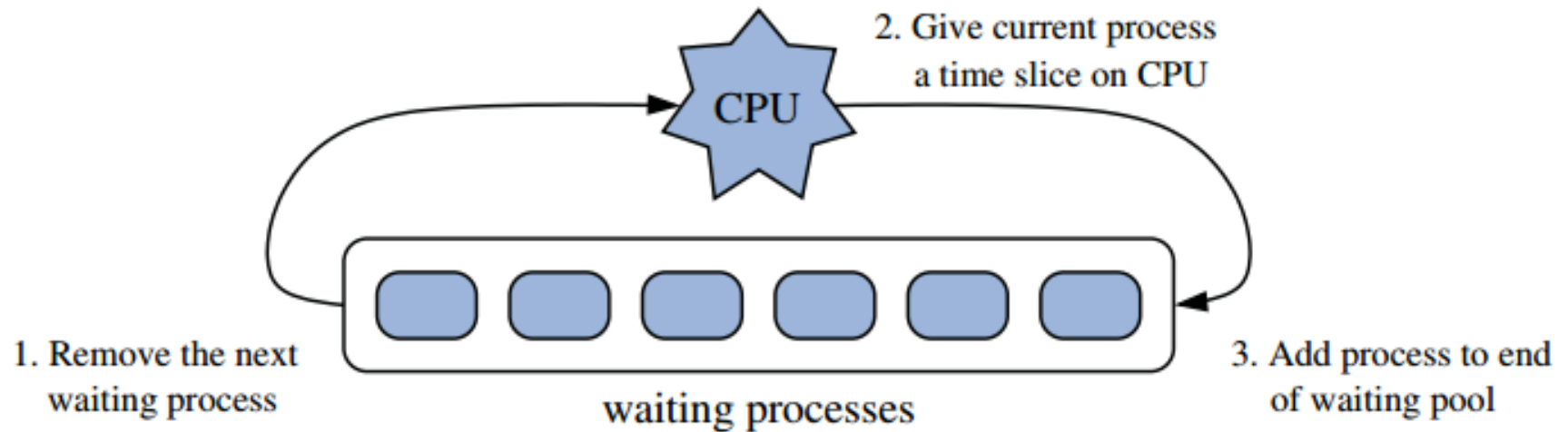
`addLast(e)`: Adds a new element to the end of the list.

`removeFirst()`: Removes and returns the first element of the list.

# IMPLEMENTING A SINGLY LINKED LIST CLASS

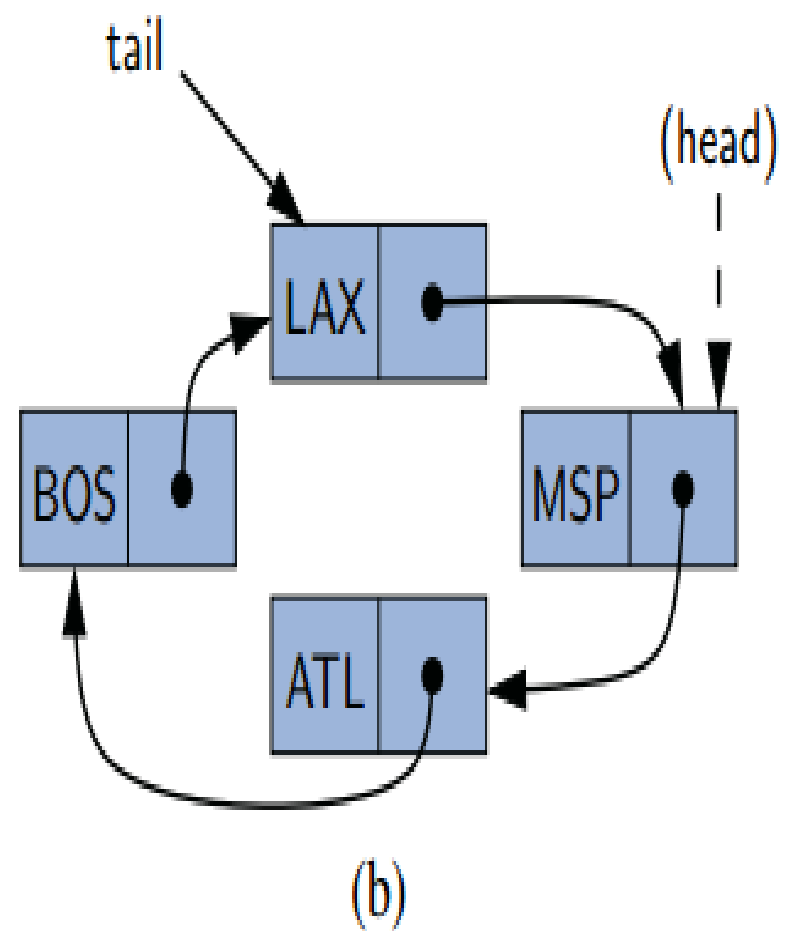
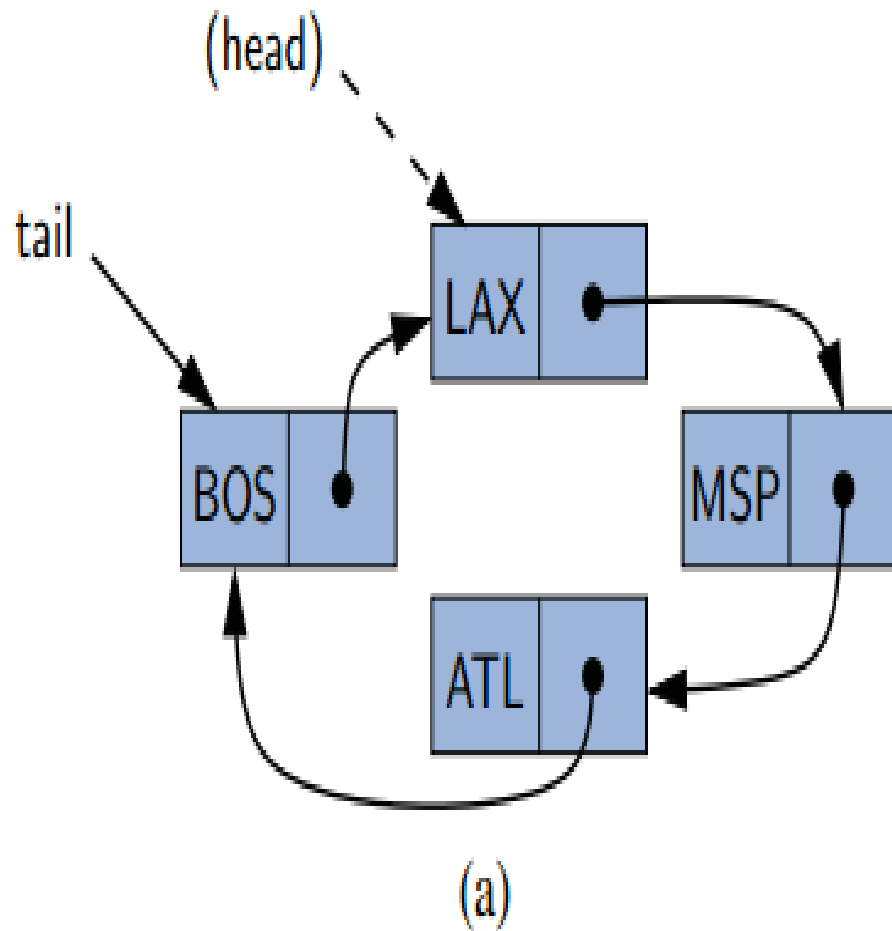
- Read and do exercise in pg127

# CIRCULARLY LINKED LISTS

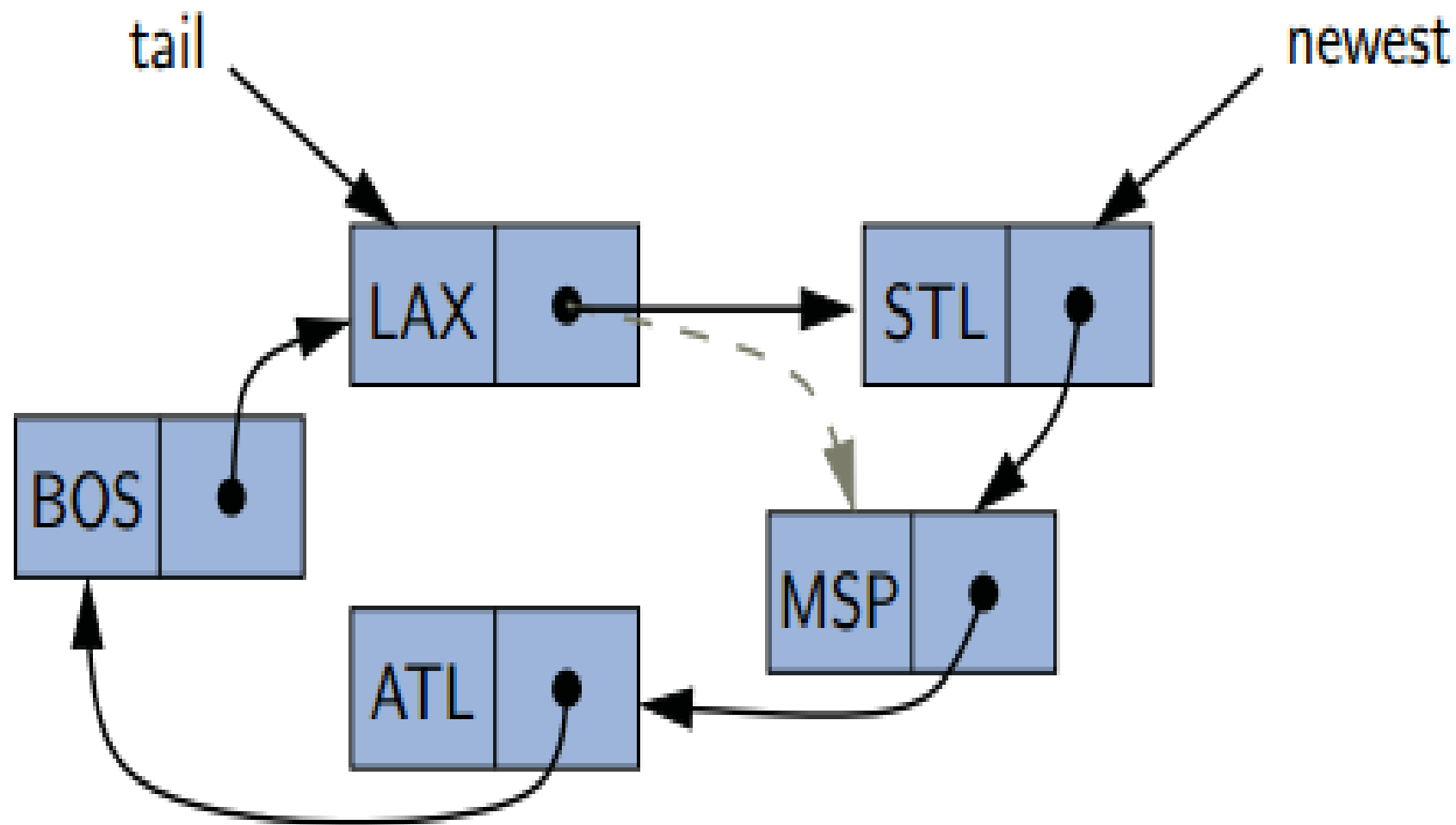


**Figure 3.16:** Example of a singly linked list with circular structure.

# ROTATE

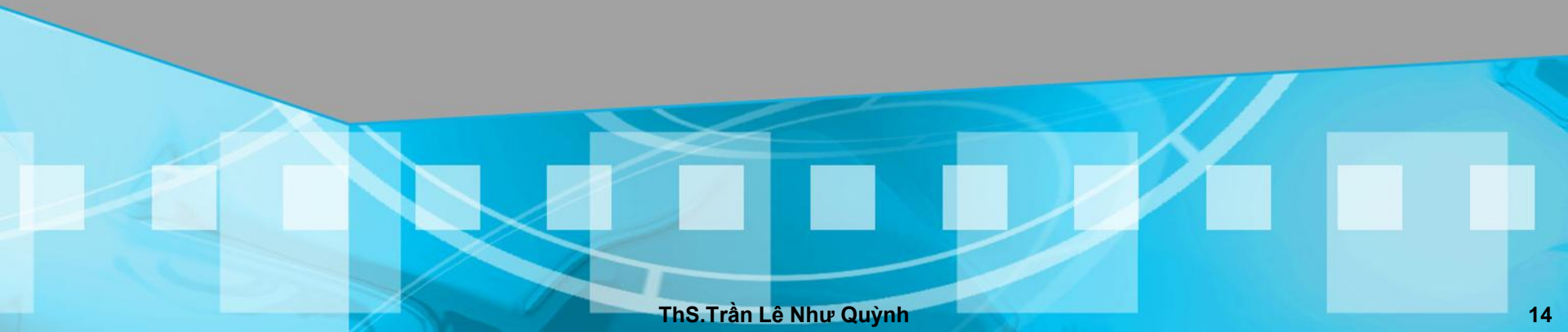


# ADD FIRST



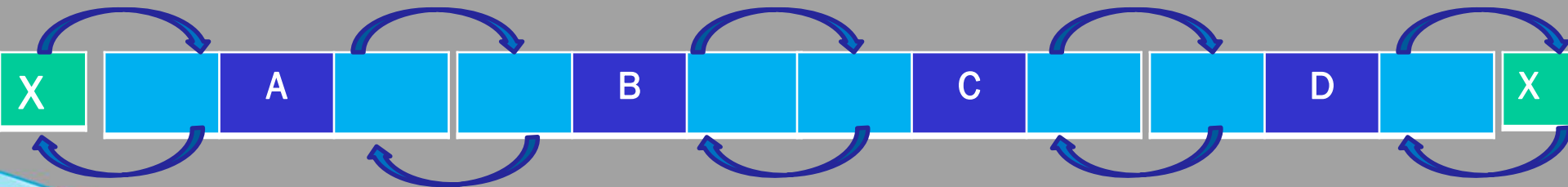
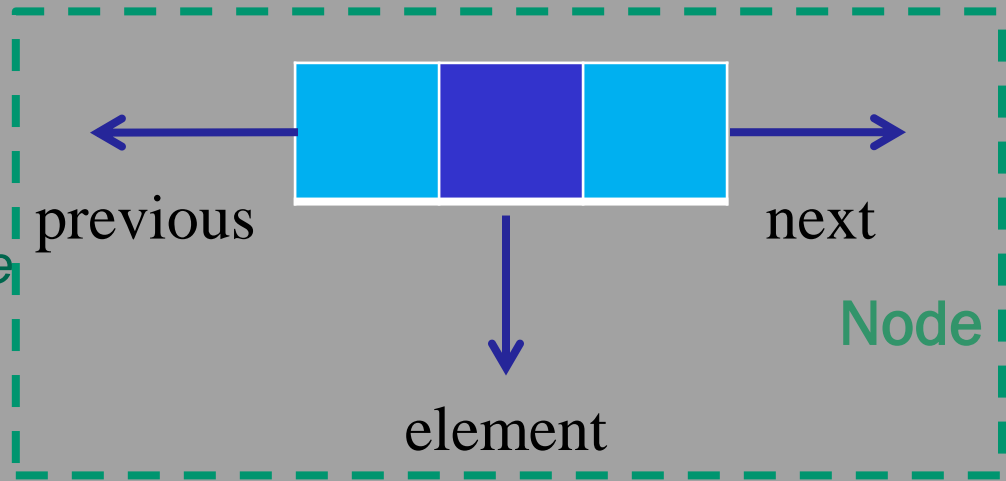
# IMPLEMENTING A CIRCULARLY LINKED LIST CLASS

*Read and do exercise in pg131*



# DOUBLY LINKED LISTS

- Each node stores a reference to an object that is an element of the sequence, as well as TWO references: the next node of the list, previous node of the list.
- Each node stores:
  - element*
  - link to the previous node*
  - link to the next node*

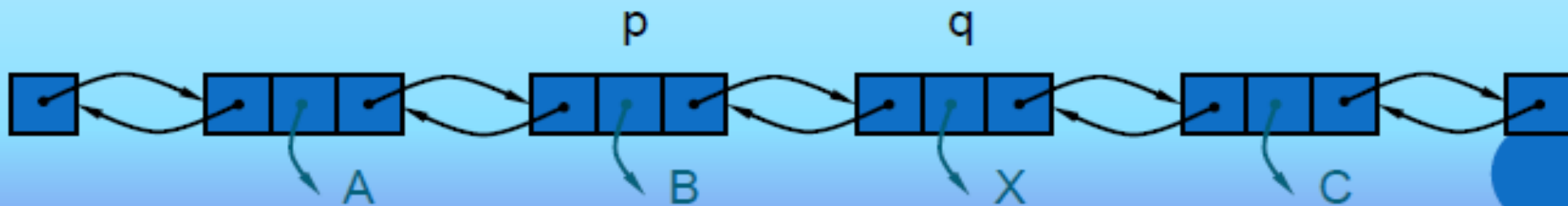
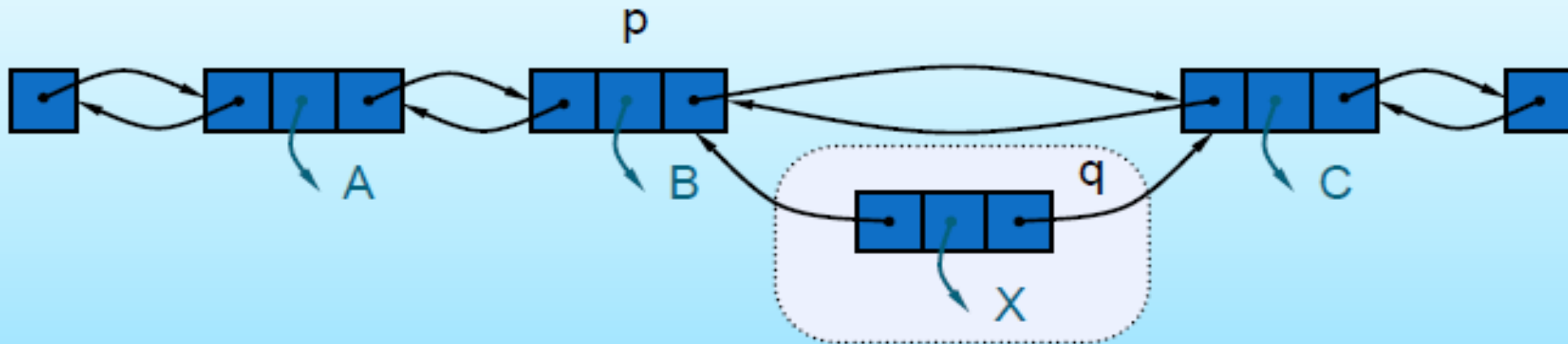
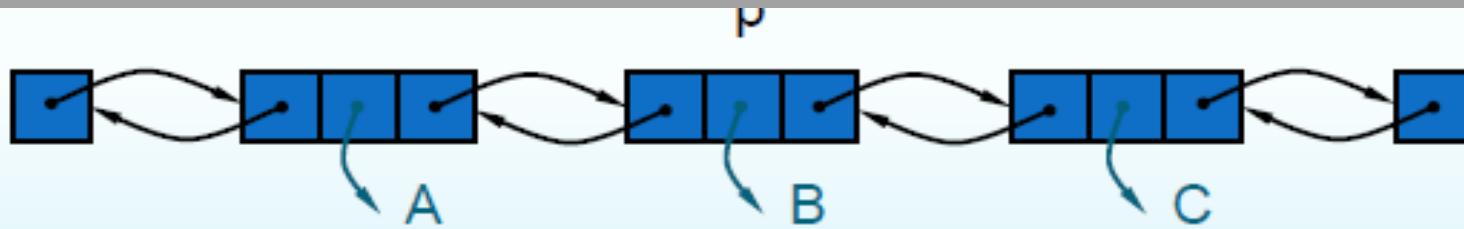


# DOUBLY LINKED LIST

- *A doubly linked list is often more convenient!*
- *Nodes store:*
  - *element*
  - *link to the previous node*
  - *link to the next node*



# INSERTION



# INSERTION ALGORITHM

*Algorithm insertAfter(p,e):*

*Create a new node v*

*v.setElement(e)*

*v.setPrev(p) {link v to its predecessor}*

*v.setNext(p.getNext()) {link v to its successor}*

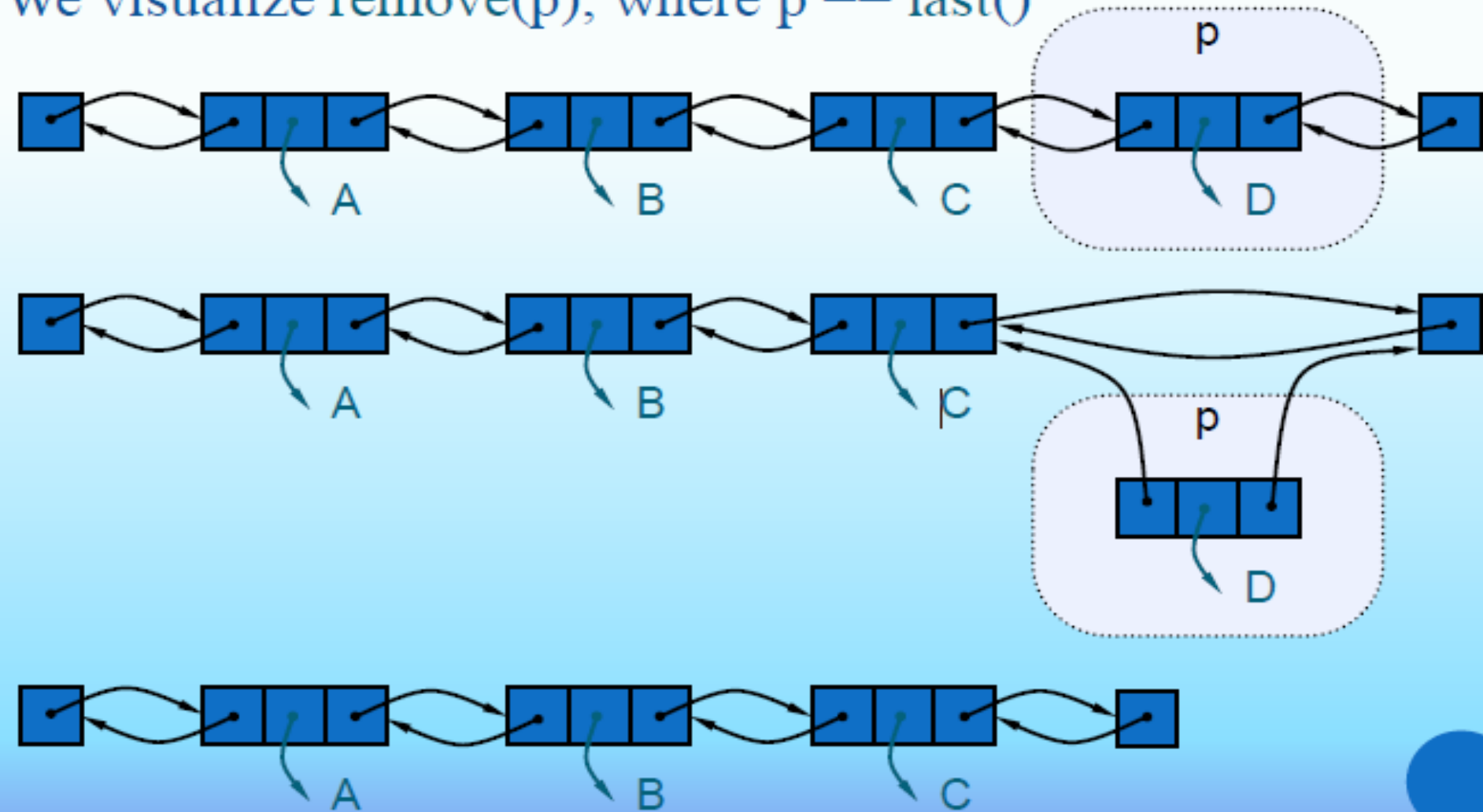
*(p.getNext()).setPrev(v) {link p's old successor to v}*

*p.setNext(v) {link p to its new successor, v}*

*return v {the position for the element e}*

# DELETE

We visualize `remove(p)`, where `p == last()`



# DELETION ALGORITHM

**Algorithm** remove( $p$ ):

$t = p.\text{element}$  {a temporary variable to hold the return value}

$(p.\text{getPrev}()).\text{setNext}(p.\text{getNext}())$  {linking out  $p$ }

$(p.\text{getNext}()).\text{setPrev}(p.\text{getPrev}())$

$p.\text{setPrev}(\text{null})$  {invalidating the position  $p$ }

$p.\text{setNext}(\text{null})$

**return**  $t$

# IMPLEMENTING A DOUBLY LINKED LIST

`size()`: Returns the number of elements in the list.

`isEmpty()`: Returns **true** if the list is empty, and **false** otherwise.

`first()`: Returns (but does not remove) the first element in the list.

`last()`: Returns (but does not remove) the last element in the list.

`addFirst(e)`: Adds a new element to the front of the list.

`addLast(e)`: Adds a new element to the end of the list.

`removeFirst()`: Removes and returns the first element of the list.

`removeLast()`: Removes and returns the last element of the list.

# LINKEDLIST IN JAVA COLLECTION FRAMEWORK



# CONSTRUCTORS

- *LinkedList()* : constructs an empty linked list.
- *LinkedList(Collection<? extends E> elements)* : constructs a linked list and adds all elements from a collection.



# MAIN METHODS

- void addFirst(E element) : add an element to the beginning of the list.
- void addLast(E element) : add an element to the end of the list.
- E getFirst() : return the element at the beginning of the list
- E getLast() : return the element at the end of the list.



# SMALL EXERCISE

- 1) *CHECK SOME METHODS OF LINKED LIST IN JAVA COLLECTION FRAME WORK*
- 2) *HOW TO COMBINE 2 LINKED LISTS TOGETHER ?*
- 3) *HOW TO REVERSE LINKED LIST?*

# MANAGE SCORE OF CLASS

- *Pupil has: id, full name, average mark*
- *Class has: id, name, year and a list of sorted pupil by average mark.*
- Requirements:
- Sorting pupil by average mark(Hint: using addFirst(), addLast() in linked list to writing sort())
- Getting top pupils in class
- Getting bottom pupils in class
- Finding average of pupil if known name of pupil
- Getting average mark of class
- Remove all pupil has mark less than average mark of class

## WINNING RESULTS MEGA 6/45

Draw No. #00045 | Draw Date 30/10/2016

Trực tiếp trên VTC 7 - Todaytv vào 18h00 thứ 4 - thứ 6 - CN hàng tuần

< 07 12 25 28 40 44 >

Jackpot amount

52.703.398.000 dong

Prize	Matching	Number of prize	Prize amount (dong)
Jackpot	○○○○○○	0	52.703.398.000
1st Prize	○○○○○	72	10.000.000
2nd Prize	○○○○	3160	300.000
3rd Prize	○○○	53369	30.000

[See past draws >](#)



Demo Game Mega 6/45 ▶



**WARNING**  
FOR CUSTOMERS

# DIGITAL LOTTE

- Làm hệ thống quản lý các điểm bán vé, số vé phát hành tại điểm, quản lý vé trúng thưởng, tiền tích lũy qua các kỳ vé*



Prize level	Matching	Value (VNĐ)	Projected payout rate
Jackpot	● ● ● ● ● ●	Min 12 billion (accumulated)	41.31%
1st	● ● ● ● ●	10.000.000	2.87%
2nd	● ● ● ●	300.000	4.09%
3rd	● ● ●	30.000	6.73%
Total			55.00%

Note: ● is number matching with draw result