问题回答

用你的语言简单说说链表是什么

链表是一种数据结构,它由结点构成,结点记录数据和相关其他结点的地址

链表和数组的不同

链表在内存中地址可以是不连续的,在C中数组内存地址是连续的。 链表可以实现插入,删除某结点等操作。

代码

基础截图

- 1. 删除ha (尾部结点)
- 2. 删除Alice(中间结点)
- 3. 删除Jack(head)

扩展部分

排序

采用冒泡排序\$O(n^2)\$写法

```
void linked sort(Linked List *Is, int cnt)
   if (cnt == ls->length)
       return;
   Linked List Node *now = ls->head;
   while (now != NULL && now != 1s->end)
        if (now->next->score > now->score)
            Linked List Node *tmp;
            if (now->pre != NULL)
                now->pre->next = now->next;
            else
                ls->head = now->next;
            now->next->pre = now->pre;
            if (now->next->next == NULL)
                1s \rightarrow end = now;
            else
                now->next->next->pre = now;
            tmp = now->next->next;
            now->next->next = now;
            now->pre = now->next;
            now->next = tmp;
           now = now->next;
   cnt++;
   linked_sort(ls, cnt);
```

排序函数如图

运行截图

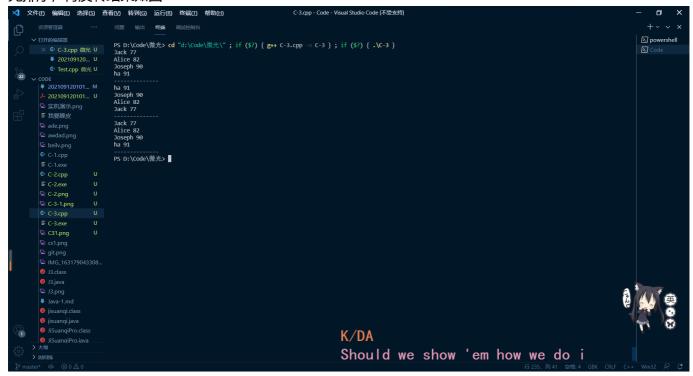
```
Jack 77
Alice 82
Joseph 90
ha 91
-----
ha 91
Joseph 90
Alice 82
Jack 77
```

我认为一个有点ex的地方在于交换两个数,周围一共四个数都要受影响。 冒泡都这么麻烦了,快排该咋写我都不敢想了。

反转了!!!

大致思路是遍历一遍链表,每个node从头插入一个新链表,最后返回新链表地址

先排序, 再反转结果如图



源码

```
#include <bits/stdc++.h>
using namespace std;
#define NAME 12
typedef struct Node
   string name; //姓名
               //分数
   int score;
   struct Node *next, *pre;
} Linked_List_Node;
typedef struct
{
    Linked_List_Node *head, *end;
    int length;
} Linked_List;
Linked List Node *linked list node construct(char name[], int score);
Linked_List *linked_list_consctruct();
void add_node_to_head(Linked_List *linkedList, Linked_List_Node *node);
void add_node_to_bottom(Linked_List *linkedList, Linked_List_Node *node);
void delete_linked_list_node_by_name(Linked_List *linkedList, char name[]);
void print_linked_list_nodes(Linked_List *linkedList);
**输入:姓名name与成绩score
**输出:构造完的链表节点的指针
```

```
**函数作用:通过姓名和成绩构造一个链表节点
Linked_List_Node *linked_list_node_construct(string name, int score)
   Linked List Node *tmp = new Linked List Node;
   tmp->name = name;
   tmp->score = score;
   tmp->next = NULL;
   tmp->pre = NULL;
   return tmp;
}
/*
**输入:无
**输出:初始化头指针与长度的链表指针
**函数作用:返回一个已经初始化头指针与长度的链表指针
*/
Linked_List *linked_list_consctruct()
   Linked_List *tmp = new Linked_List;
   tmp->head = NULL;
   tmp->end = NULL;
   tmp->length = 0;
   return tmp;
}
**输入:指向链表的指针linkedList和指向链表节点的指针node
**输出:无
**函数作用:通过头插法的方式将一个节点插入到链表之中
*/
void add node to head(Linked List *linkedList, Linked List Node *node)
   if (linkedList->head != NULL)
   {
       Linked_List_Node *tmp = linkedList->head;
       linkedList->head = node;
       node->next = tmp;
       tmp->pre = node;
   }
   else
       linkedList->head = node;
       linkedList->end = node;
   linkedList->length++;
   return;
}
**输入:指向链表的指针linkedList和指向链表节点的指针node
**输出:无
**函数作用:通过尾差法的方式将一个节点插入到链表之中
```

```
void add_node_to_bottom(Linked_List *linkedList, Linked_List_Node *node)
{
    if (linkedList->end == NULL)
    {
        linkedList->end = node;
        linkedList->head = node;
    }
    else
    {
        node->pre = linkedList->end;
        linkedList->end->next = node;
        linkedList->end = node;
    linkedList->length++;
}
/*
**输入:指向链表的指针linkedList和姓名name
**输出:无
**函数作用:删除链表中队名与给定队名一致的节点
*/
void delete_linked_list_node_by_name(Linked_List *linkedList, string name)
{
    Linked_List_Node *now = linkedList->head;
    Linked_List_Node *pre = NULL;
    while (now != NULL)
        if (now->name == name)
        {
            --linkedList->length;
            if (now == linkedList->head)
            {
                linkedList->head = now->next;
                now->next = NULL;
                return;
            }
            if (now == linkedList->end)
                linkedList->end = pre;
                pre->next = NULL;
                return;
            pre->next = now->next;
            now->next = NULL;
            return;
        pre = now;
        now = now->next;
    }
    if (now == NULL)
        cout << "Not Found" << endl;</pre>
        return;
```

```
return;
}
**输入:指向链表的指针linkedList
**输出:无
**函数作用:遍历链表,打印每位支队伍的队名以及得分
void print_linked_list_nodes(Linked_List *linkedList)
    Linked_List_Node *now = linkedList->head;
    while (now != NULL)
        cout << now->name << " " << now->score << endl;</pre>
        // if(now!=linkedList->head) cout<<"pre is"<<now->pre->name<<" ";</pre>
        // if(now!=linkedList->end) cout<<"next is"<<now->next->name<<" ";</pre>
        //cout<<endl;</pre>
        now = now->next;
    }
    cout << "----" << endl;</pre>
void linked_sort(Linked_List *ls, int cnt)
    if (cnt == ls->length)
        return;
    Linked_List_Node *now = ls->head;
    while (now != NULL && now != ls->end)
        if (now->next->score > now->score)
        {
            Linked_List_Node *tmp;
            if (now->pre != NULL)
                now->pre->next = now->next;
            else
                ls->head = now->next;
            now->next->pre = now->pre;
            if (now->next->next == NULL)
                1s \rightarrow end = now;
            else
                now->next->next->pre = now;
            tmp = now->next->next;
            now->next->next = now;
            now->pre = now->next;
            now->next = tmp;
        }
        else
            now = now->next;
    cnt++;
    linked sort(ls, cnt);
```

```
Linked List *fanzhuan(Linked List *ls)
   Linked_List *tmp = linked_list_consctruct();
   Linked List Node *now = ls->head;
   while (now != NULL)
   {
             cout << now->name << " "<<now->next->name<<endl;</pre>
       add_node_to_head(tmp, linked_list_node_construct(now->name, now->score));
       now = now->next;
   return tmp;
}
/*
**调试你的程序,要求如下:
**构造一个空链表
**插入4个链表节点,分别是: (name:Jack score:77),(name:Alice score:82),(name:Joseph
score:90),(name:ha score:91)
**遍历一遍链表, 打印所有的节点信息
**删除姓名为ha所对应的节点
**重新遍历一遍链表, 打印所有的节点信息
int main()
{
   Linked_List *ls = linked_list_consctruct();
   string jack = "Jack", alice = "Alice", joe = "Joseph", haa = "ha";
   Linked List Node *Jack = linked list node construct(jack, 77);
   Linked_List_Node *Alice = linked_list_node_construct(alice, 82);
   Linked_List_Node *Joseph = linked_list_node_construct(joe, 90);
   Linked List Node *ha = linked list node construct(haa, 91);
    add node to bottom(ls, Jack);
   add node to bottom(ls, Alice);
   add_node_to_bottom(ls, Joseph);
   add node to bottom(ls, ha);
   print_linked_list_nodes(ls);
   linked_sort(ls, ∅);
   print linked list nodes(ls);
   ls = fanzhuan(ls);
   // delete_linked_list_node_by_name(ls, haa);
   print linked list nodes(ls);
   // cout << "----" << endl;
   // delete linked list node by name(ls, alice);
   // print linked list nodes(ls);
   // cout << "----" << endl;
   // delete linked list node by name(ls, jack);
   // print_linked_list_nodes(ls);
   return 0;
}
```