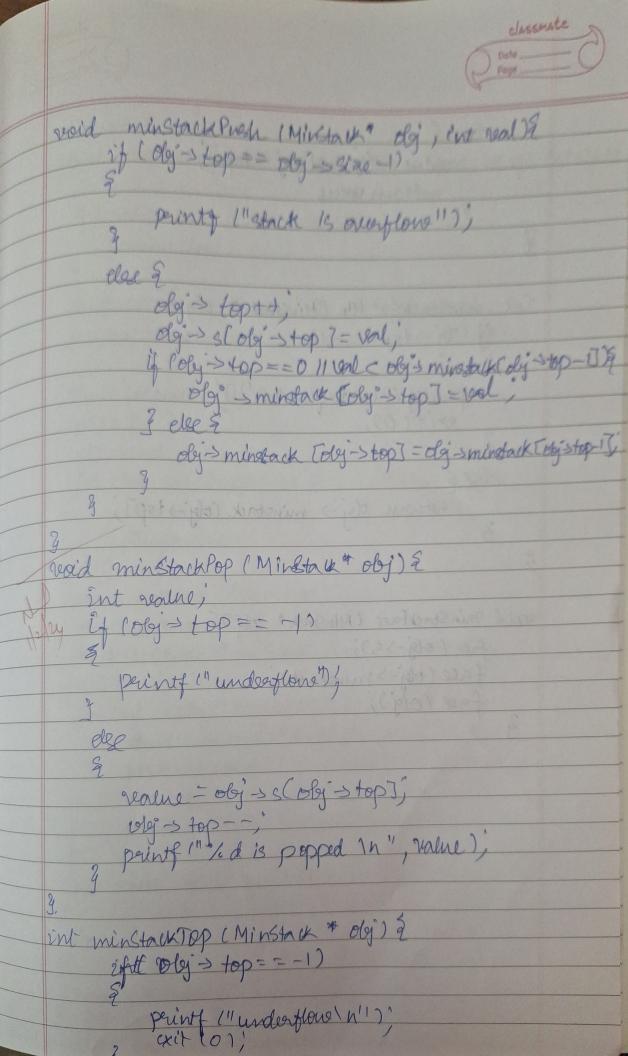
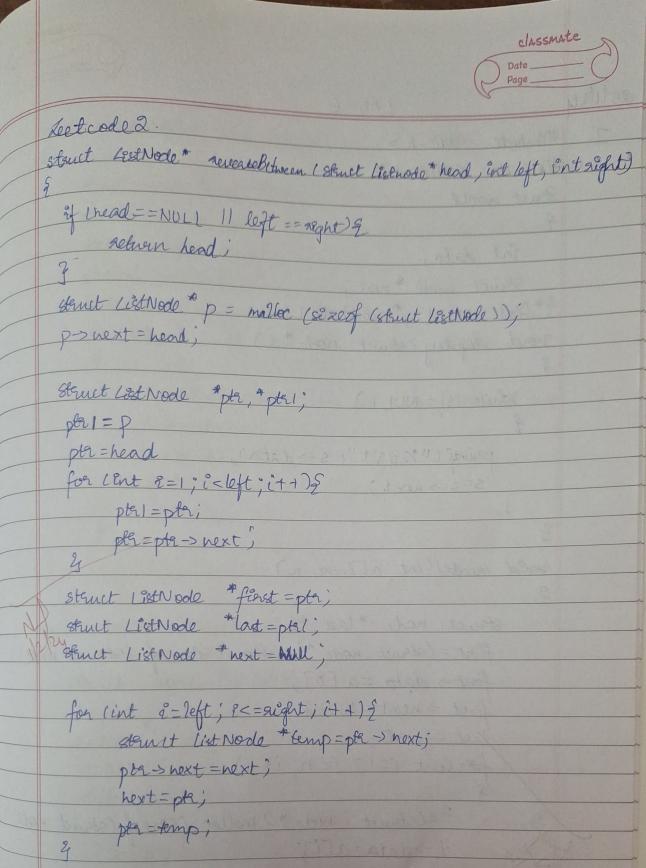
enter the loe 2 deleted at & menu 1. delete from beg 2. del from end 3. del at sperfic po Ly alisplay 5 exit enter the Chaice: 5 2 leetcode Lypedof structs Ent size; 2nt \* minstack; 3 Minstack, Minstack. \* minstack (neartel) & MinStack \* st = [MinStack \*) walloc (size of (Minstack)) printy ("memory allocation failed") St -) gize = 5; St DS = (int \* ) mallor (st ssize size of ((nt))) St & minstack = (int ") malle (st -) size " size of line)) CSt >S == NULL) perint ("memory allocation failed"); free (St - Sminstack); return st,



dee & realne = olý >s [olý >top] grednom value Int minStackGet Min (MinStack 4 obj ) 5 94 (olg->+op==-1) perint ("underflowe (n')) netvern dej > minstack (obj -> top] repid min StackFree LMInStack \* Obj ) & free (obj->s); fall (obj->minstack);
fall (obj);



last > next = next;

first > mxt > ptr;

geturn p> next;

1/2/24 Leet code 3 21split Linked List in Pants stanct List Node \*\* spletListTo Parts ListNede head intk, but \* getnemsize & Struct ListNode "ptarj pta = neadi int n=0,000 000 nohèle (ptal = NULL) { n++; 00001101 pta=pta->next; 4 int pank = n/k, int extern = n% x; sternet zist Node \*\* a=(sternet zist Node \*\*) malla. (K\* screof (struct histNode )); ptr=headi Sternet Listwood \* ptal = NULL; for lint i=0; i<k; i+12 ali3=ptnj int size = parts + (extera>08):0); for lant i=0; j< Sizl; j++) ? ptal = pta, pter=pter->next; if (ptr/ = NULL) } ptal > next= NULL; \* actorn Size = K; actuern a;