


Linked List

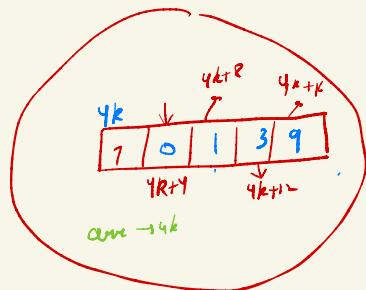
$\text{arr}(0) \rightarrow 4k$ $\text{arr} \rightarrow 7k$

$\text{int } () \quad \underline{\text{arr}_c = \text{new int } [s]}$.

$\text{arr} \rightarrow 4k$ 5×4

$\text{arr}(0) \rightarrow$
 $\text{arr}(1) \rightarrow 4k+4$

$4k \rightarrow 4k+4 \rightarrow$



data
address of next
Node object

Student s



class Node {

 → int data;

 → Node next;

}

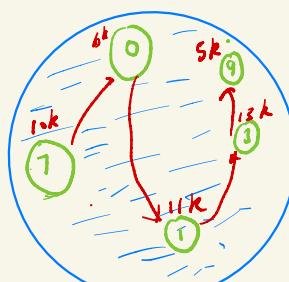
{ Node f = new Node();

 f.data = 7

2) Node s = new Node();

 s.data = 0

$s = 6k$



$s = 6k$



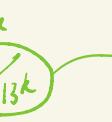
$\text{head} = 10k$



$6k$



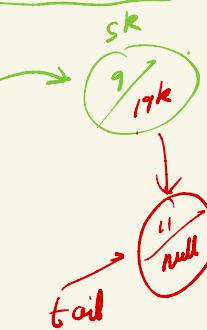
$11k$



$13k$



$15k$



tail

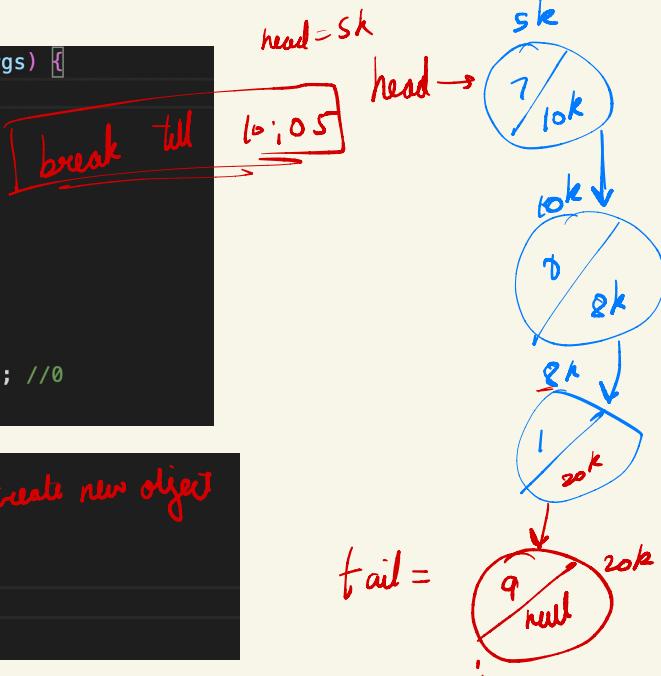
```
public void addLast(int data){
    1) Node nn = new Node(data);
    2) tail.next = nn;
    3) tail = nn;
```

```

public static void main(String[] args) {
    1) Node f = new Node(d: 7);
    2) Node s = new Node(d: 0);
    3) Node t = new Node(d: 1);

    // connecting first and second
    4) f.next = s;      head=f
    5) s.next = t;      tail=t
    6) System.out.println(f.next.data); //0
}

```



```

public void addLast(int data){ → q
    1) Node nn = new Node(data); → create new object
    tail.next = nn;
    tail = nn;
}

```

tail =

```

public class Main {
    1 static Node head;
    2 static Node tail;

    public static void addLast(int data){
        1) Node nn = new Node(data);

        2) if(head == null){ // in case of 0 size ll
            head = nn; // this is my first node of list
            tail = nn; // and also my last node of list
        } else {
            → tail.next = nn; // attaching
            tail = nn; // shifting tail to last
        }
    }

    Run | Debug
    public static void main(String[] args) {
        1) head =null;
        tail = null;
        2) for(int i=1; i<=3; i++){
            addLast(i);
        }

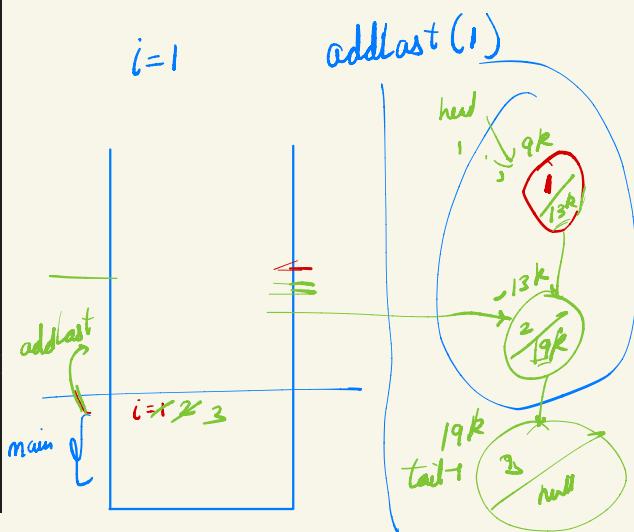
        System.out.println(head.data);
        System.out.println(tail.data);
    }
}

```

0 size
head=null..

head = qh
tail = lh

i=1



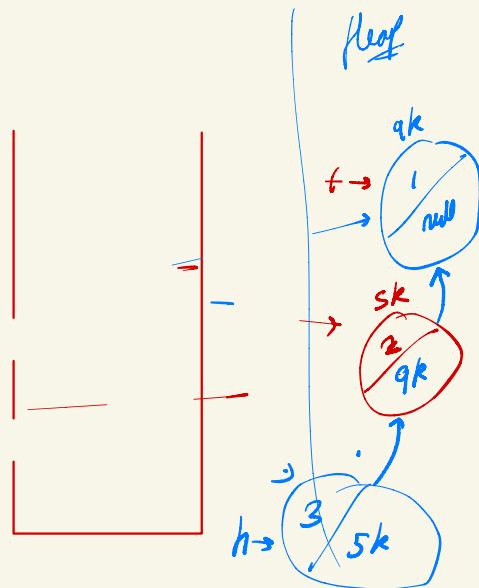
Ques Add a node at the start of ll.

- 1) addFirst(1);
- 2) addFirst(2);
- 3) addFirst(3);

head = 5k
tail = 9k

```
public static void addFirst(int data){
    Node nn = new Node(data);

    if(head == null){
        head = nn;
        tail = nn;
    } else {
        nn.next = head;
        head = nn;
    }
}
```



display



```
// homework |
public static void display(){
    Node curr = head;

    while(curr!=null){
        System.out.print(curr.data+" ");
        curr=curr.next;
    }
}
```

1 3 5 7 4

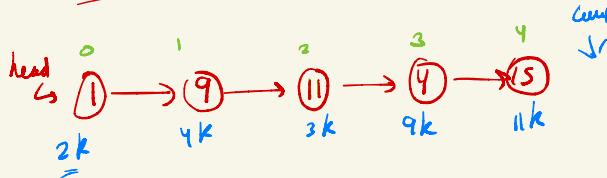
Ques Remove first element from linked list.



head = null

$\Rightarrow \underline{\underline{\text{head} = \text{head}.next;}}}$

Obe Get Node at particular index.



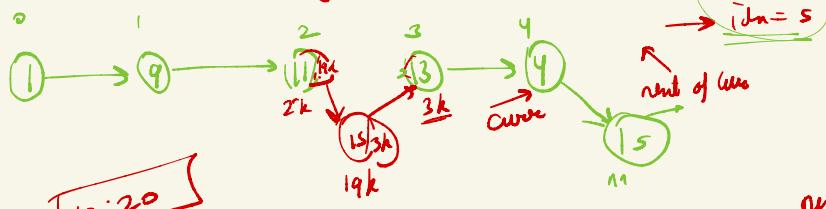
- 1) $idx = -1$ $\rightarrow idx = 6$
 2) $idx = 0$
 3) $idx = 2$
 4) $idx = 4$

```
public static Node getAt(int idx){  
    if(idx < 0){  
        System.out.println("given index is out of range");  
        return null;  
    }  
  
    Node curr = head;  
    for(int i=0; i<idx; i++){  
        if(curr==null){  
            System.out.println("given index is out of range");  
            return null;  
        }  
        curr=curr.next;  
    }  
  
    return curr;  
}
```

curr = head

- $i = 0 \quad \underline{i < 6} \quad \checkmark$
 $i = 1 \quad \checkmark$
 $i = 2 \quad \checkmark$
 $i = 3 \quad \checkmark$
 $i = 4 \quad \checkmark$
 $i = 5 \quad \checkmark$

Obe ^{use} add a Node at given index.



next of curr = null

```
public static void addAt(int idx, int data){  
    Node nn = new Node(data);  
  
    Node curr = getAt(idx-1);  
    Node nextOfCurr = curr.next;  
  
    curr.next= nn;  
    nn.next = nextOfCurr;  
}
```

$i \leq idx-1$

$idx = 0$

$2k.next = 19$
 $NOC = 3k$

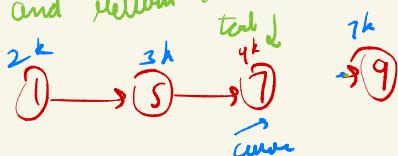
$nn.next = next of curr$

~ 1

$19k.next$

of ll.

Obe Remove and return the last Node of ll.



curr = 2k 3k 4k

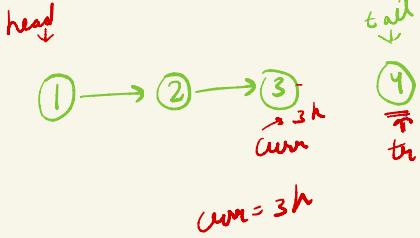
```

public static Node removeLast(){
    if(head==null){ // 0 size
        return null;
    } else if(head==tail){ // 1 size
        Node tr=tail;
        removeFirst();
        return tr;
    } else {
        Node curr = head;
        while(curr.next!=tail){
            curr = curr.next;
        }

        curr.next=null;
        // updating tail
        Node tr = tail;
        tail = curr;

        return tr;
    }
}

```

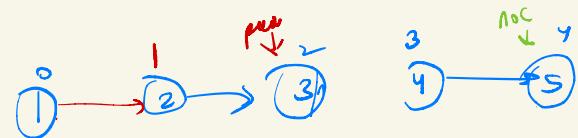


4 is deleted from ll
but not from heap

wrote on your own code ↴ test

dry run the code

Ques Remove at given index.



```

public static void removeAt(int idx){
    int size = getLength();
    if(idx==0){
        removeFirst();
    } else if(idx==size-1){
        removeLast();
    } else {
        Node prev = getAt(idx-1);
        prev.next = prev.next.next;

        // Node nextOfCurr = prev.next.next;
        // prev.next = null;
        // prev.next = nextOfCurr;
    }
}

```

```

public static int getLength(){
    Node curr = head;
    int len = 0;

    while(curr!=null){
        curr = curr.next;
        len++;
    }

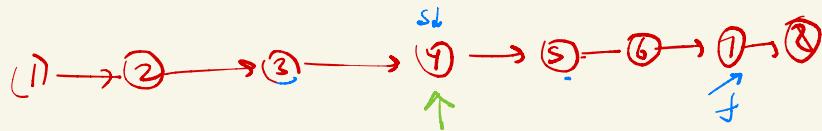
    return len;
}

```

- 1) These were the building blocks.
- 2) We have a default linked list.

Ques Find middle of linked list.

break till
10



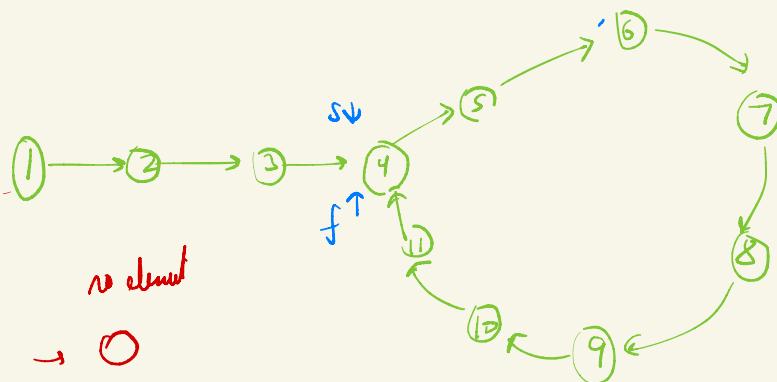
Ques what if we wanted to return first middle

slow → 1 node per move
fast → 2 nodes per move

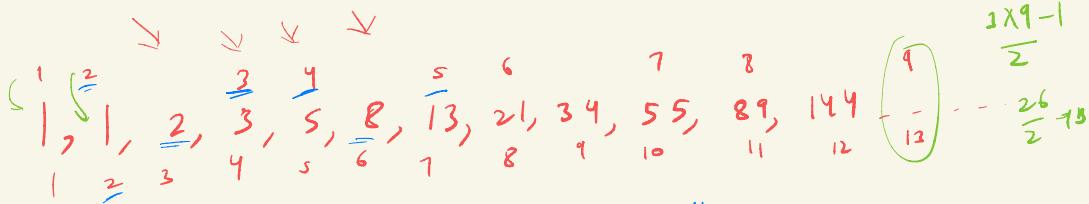
[hare and tortoise method]

fast.next!=null & fast.next.next!=null

```
public ListNode middleNode(ListNode head) {
    ListNode slow = head;
    ListNode fast = head;
    while(fast!=null && fast.next!=null){
        1) slow = slow.next;
        2) fast = fast.next.next;
    }
    return slow;
}
```



- 1) Check if there is a cycle
- 2) Keep fast at the intersecting node and take slow back to head
- 3) Move slow and fast at equal pace.
- 4) They will coincide again → this is the starting point.



1st odd \rightarrow 1st fib

2nd odd \rightarrow 2nd fib

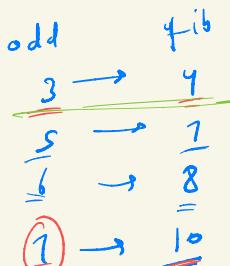
3rd odd \rightarrow 4th fib

4th odd \rightarrow 8th fib

5th odd \rightarrow 13th fib

6th odd \rightarrow 21th fib

$$\frac{3x-1}{2} \quad \frac{x^{\text{th}} \text{ odd}}{\left(\frac{3x-1}{2}\right)^{\text{th}} \text{ fib}}$$



3 even element

9 \rightarrow 13

10 \rightarrow 14

$$2x \Rightarrow \left(\frac{3x-1}{2} \right)$$

Find n^{th} fib



Fib

int lt = fun(n-1);
int ltt = fun(n-2);

int ans = lt + ltt;

Expectation

my

$f(n-1)$
 $f(n-2)$

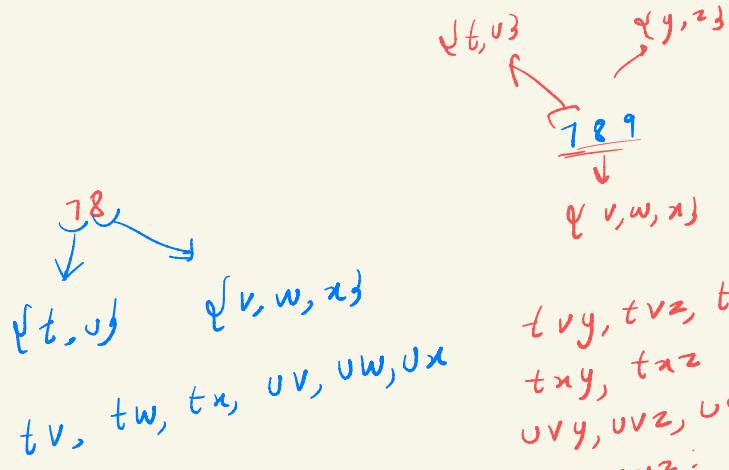
5th odd fib
number

$\frac{3 \times 5 - 1}{2} \Rightarrow 7^{\text{th}}$

دعا

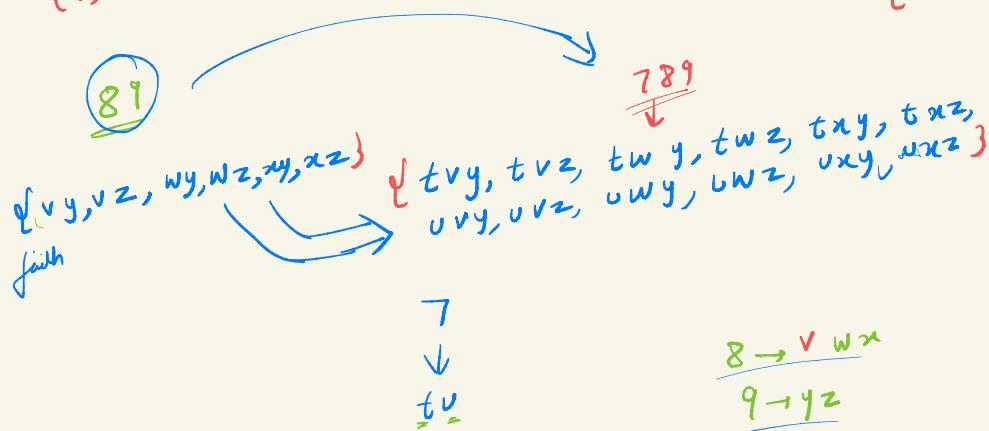
Subsequent question

0 -> .;
1 -> abc
2 -> def
3 -> ghi
4 -> jkl
5 -> mno
6 -> pqrs
7 -> tu
8 -> vwx
9 -> yz



Faith

Faith
Between all the combinations
for "8"
 $\{V, W, x\}$



Expectation

permutation: Returns all the combinations when I will send the string



why we should not return empty ab?

```
public ArrayList<String> getKPC(String ques){  
  
    char first_char = ques.charAt(0);  
    String ss = ques.substring(1);  
    1) ArrayList<String> sans = getKPC(ss);  
  
    2) int idx = first_char - '0';  
  
    3) String str = sarr[idx]; // tu  
  
    4) ArrayList<String> ans = new ArrayList<>();  
    for(int i=0; i<str.length(); i++){  
        char ch = str.charAt(i); // t;  
        for(int j=0; j<sans.size(); j++){  
            String sansString = sans.get(j);  
            String myAnsString = ch + sansString;  
            ans.add(myAnsString);  
        }  
    }  
  
    return ans;  
}
```

$$\text{int } \text{idn} = '8' - '0'$$

$$\begin{aligned} \text{str} &= "t \quad u" \\ \text{sAns} &= \{ "v-w, x^3" \\ \text{ans} &= \{ tv, tw, tx \\ &\quad uv, uw, ux \} \end{aligned}$$

