

Delete Operation in a Doubly linked list : \rightarrow
 End \checkmark Empty \rightarrow can't delete ($head == null$)
 (ii) Single Element \rightarrow ($head.next == null$) \rightarrow $temp$
 (iii) Multiple Nodes \rightarrow $temp$
 * Edge case
 * Corner case
 * base case
 (val, pos) \rightarrow 0, 1
 1, 2
 + p.p.next = null
 newNode(0) \leftarrow head
 h
 1 \rightarrow 2 \rightarrow 2 \rightarrow null
 temp
 1 \rightarrow 2 \rightarrow 3 \rightarrow 4 \rightarrow null
 pos
 temp
 newNode \rightarrow n

Group 1st Linked List

Step

$t = h$

1 → 2 → 3 → head

do
while

1 → head
(only once)
temp → temp - 1 = head

new Node

$h = n - 1$

$h = n$

① → null

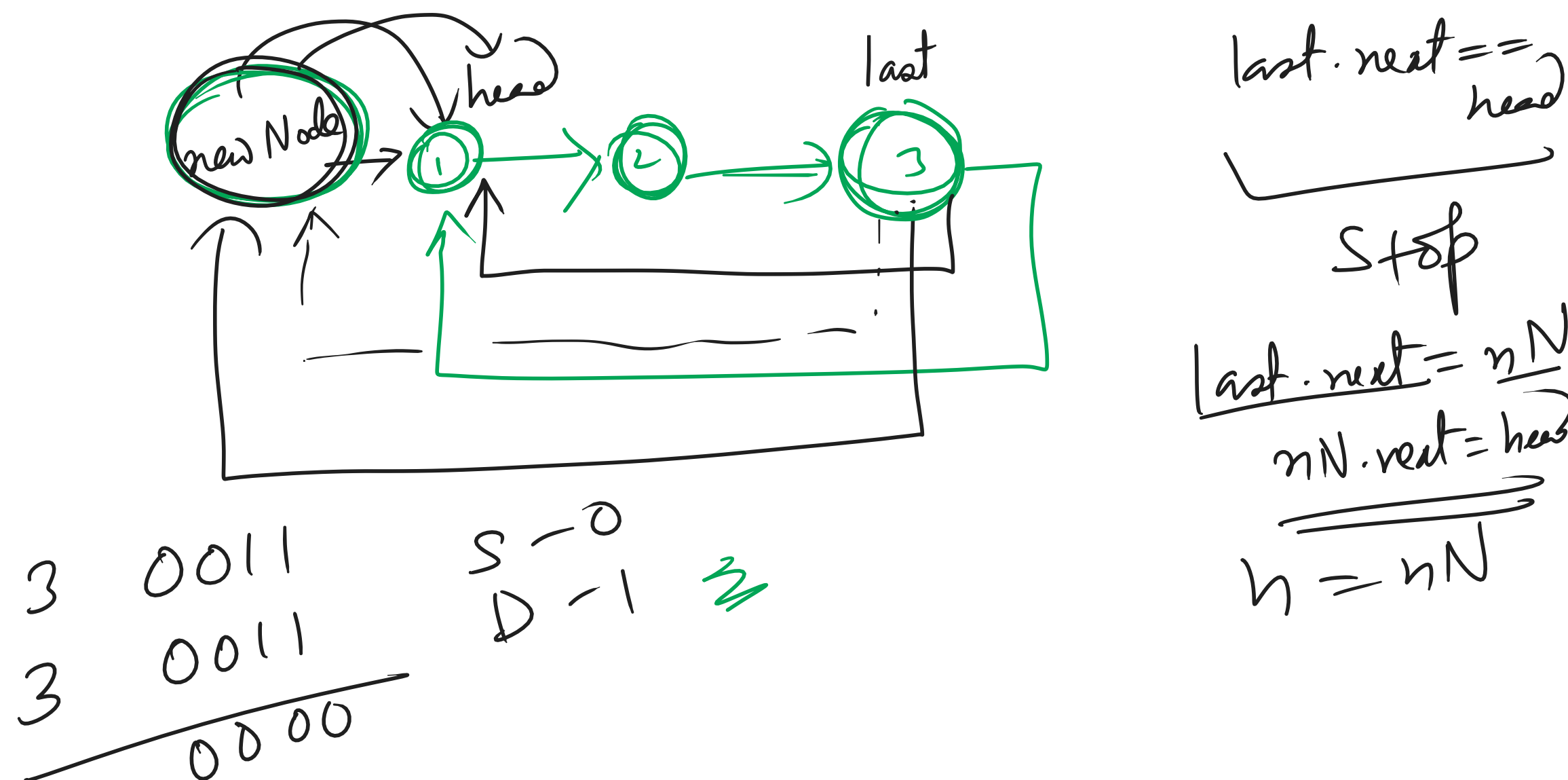
① → need

x

$h = n - 1$

$h = n$

D | P



Bitwise Not operator $\therefore \rightarrow$

$5 \rightarrow 0101$
 $\sim 5 \rightarrow 1010$
 8 2

$= (10)$

PV $\boxed{-6} = \underline{\underline{10}}$

0	1
1	0

T	F
F	T

X

$$\text{abs}(-6) = 6 \rightarrow \begin{array}{ccc|c} 0 & 1 & 0 & 1 \\ 1 & 0 & 0 & 1 \\ 0 & 0 & 0 & 1 \end{array} \text{ (TV)}$$

MCQ: ~5

~n = [-n-1]

~5 = -5-1 = -6

~(-100) = -(-100)-1 = 99

2's com

1010

TV

10

(8) (3) (5) (9) (16) [Power of 2]
 ✓ X X X ✓
 2³ X X X 2⁴
 8 → 1000
 7 → 0111
 16 → 10000
 15 → 01111
 16 & 15 = 00000
 if $(n \& (n-1) == 0)$ {
 return true;
 } else { false;
 }

Lec 10 → 191 → Hamming Weight Count = 0
 ++ 1
 ++ 2
 ++ 3
 (No of set Bit) HW ++ 3
Bitwise
 11 → 1011 → 2
 n & 1 == 1
 0001
 0001
 0001
 while (n > 0) & 1011 *
 001
 10
 01
 00
 1 →
 1
 1
 0 → stop

- * Which is the parent class of all classes in Java? → `java.lang.Object`
- * Which is the parent class of all Errors

Exceptions in Java?

Throwable → Object

↑

Error Exceptions

* Why are strings immutable in Java?

We cannot modify the original string. We can just create a copy.

To modify → mutable strings

String Builder
String Buffer

biofeedback con

berzorging. Het is een