

Linked list manipulations

The first 20 exercises on this page are quite short. They will help you master basic linked list operations. The last 2 programming assignments are more challenging. They will help you become comfortable designing and implementing robust algorithms to manipulate linked lists.

Use this declaration of the Node class:

```
final class Node
{
    char info;
    Node next;
    public Node(char letter, Node node)
    {
        info = letter;
        next = node;
    }
}
```

Construct

- 1. Assignment
- 2. Node instantiation
- 3. Assignment
- 4. If statement
- 5. While loop

Examples

```
n1 = n4.next; n1.next = null;
n3.next.next = new Node('B',null);
n1.info = n4.next.info; n1.next.info = 'C';
if (n1==null) {...} else {...}
while ( (n1!=null) && (n1.info=='A') ) {...}
```

Short exercises

For each exercise:

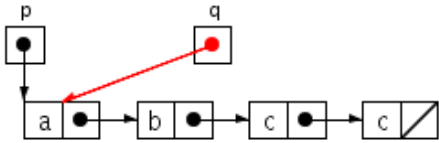
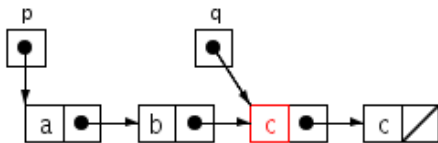

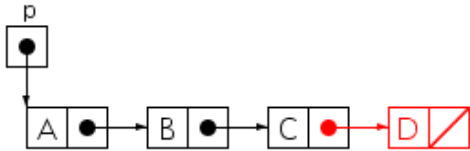
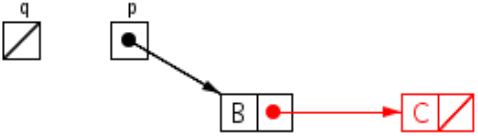
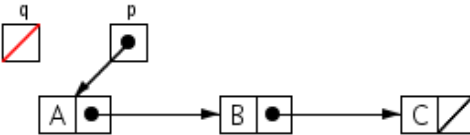
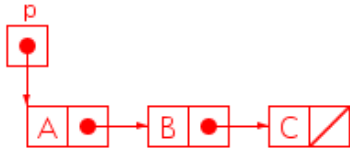
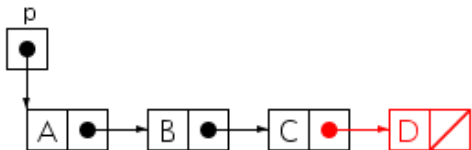
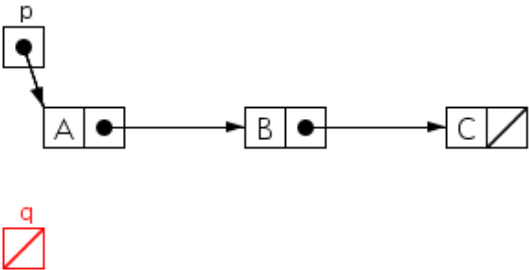
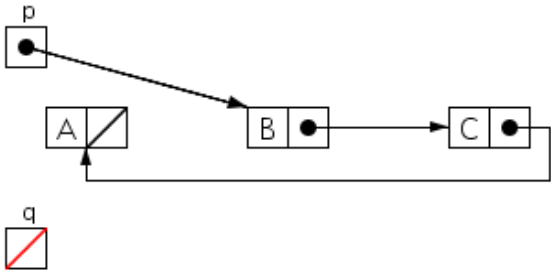
- Write the Java statements that will produce the "initial setup"
- Write the Java statements that will transform the initial setup into the "final configuration."

Use the [Java Visualizer](#) to execute your solution and visualize the data structures.

	Initial Setup	Exercise	Final Configuration
1		Use a single assignment statement to make the variable p refer to the Node with info '2'	
2		Redo exercise 1 but, this time, your assignment statement <i>must</i> refer to both	

		variables p and q.	
3		Use a single assignment statement to make the variable q refer to the Node with info '1'.	
4		Use a single assignment statement to make the variable r refer to the Node with info '2'.	
5		Use a single assignment statement to set the info of the Node referred to by p equal to the info of the Node referred to by r (you must access this info through r; do not refer to the character '3' directly).	
6		Redo exercise 5 by referring only to variable p (not to variable r). Again, you may <i>not</i> refer to the character '3' directly.	
7		Write a single assignment statement to transform the linked list headed by p into a <i>circular</i> linked list. Your assignment statement <i>must</i> refer	

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8		to both variables p and r.
	Redo exercise 7 but, this time, your assignment statement <i>must</i> refer to both variables p and q.	
9		Redo exercise 7 but, this time, your assignment statement <i>must</i> refer <i>only</i> to variable p.
10		Write a single assignment statement to remove the Node with info 'B' from the linked list headed by p. Your assignment statement <i>must</i> refer to both variables p and q.
11		Write a single assignment statement to remove the Node with info 'B' from the linked list headed by p.
12		Write a while loop to make q refer successively to each Node in the linked list headed by p. q must end up referring to

		the last Node in the list.	
13		Write a while loop to make q refer successively to each Node in the linked list headed by p until q refers to the first Node with info (lowercase) 'c'.	
14		Use four assignment statements, each referring to variable p, to create a linked list headed by p and containing 4 Nodes with info 'A', 'B', 'C', and 'D', in this order.	
15		Create a new Node with info 'A' and insert it at the beginning of the list headed by p.	
16		Create a new Node with info 'D' and insert it at the end of the list headed by p.	
17		Remove the Node at the beginning of the list headed by p and insert it at the end of the same list. Your program <i>must</i> refer	

		to both variables p and q.	
18		Redo exercise 17 but, this time, your program must <i>only</i> refer to variable p.	
19		Merge the two lists headed by p and q into a single list headed by p in which the Nodes are sorted in alphabetical order.	
20		Using only the three existing variables p, q, and r, reverse the order of the Nodes in the list headed by p.	

Programming exercises

- [Remove all A's](#)
- Optional: [Remove all consecutive duplicate elements](#)

For instructor: Demo progression: 15, 1, 2, 5, 7, 11, 16, 14, 17, 12, Build alphabet. [Solutions](#)