



IT SKILLS (Domain Camp) WORKSHEET – 4

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Branch: CSE Section/Group: DWWC-43

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Q1) ADD TWO NUMBERS https://leetcode.com/problems/add-two-numbers/description/

```
class Solution { public ListNode
addTwoNumbers(ListNode 11, ListNode 12)
        {ListNode
                          111=11;
        ListNode 112=12;
      ListNode dummy=new ListNode(0);
    ListNode d=new ListNode();
    d=dummy;
    int carry=0; while(ll1!=null
    || 112!=null)
        int x = (111 != null) ? 111.val : 0;
        int y = (112 != null) ? 112.val : 0;
        int sum = carry + x + y;
        d.next=new ListNode(sum%10);
        carry=sum/10;
        if(ll1 != null)
            ll1=ll1.next;
         if(112 != null)
        112=112.next;
        d=d.next;
```

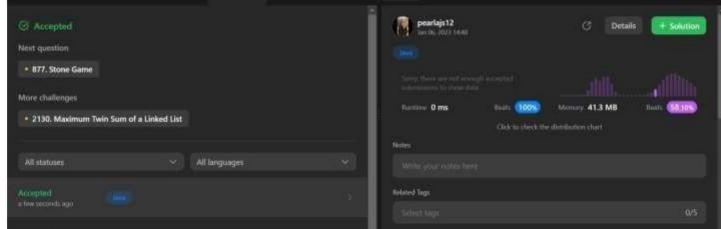
```
if (carry > 0) {
    d.next = new
ListNode(carry); } return
dummy.next;
}
```



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```
O2)
class Solution
 ListNode getMid(ListNode head) { ListNode
               slow = head, fast = head;
               while (fast != null) {
                      slow = slow.next;
                      fast = fast.next == null ? null : fast.next.next;
               } return
               slow;
        }
       ListNode reverse(ListNode head) {
               ListNode prev = null, curr = head, next = head.next;
               while (curr != null) { curr.next = prev; prev = curr;
               curr = next; if (next != null) next = next.next;
               } return
               prev;
        }
       boolean isPalindrome(ListNode head)
               {if (head == null) return false;
               ListNode mid = getMid(head);
               if (mid != null) // this is to handle when there is only 1
                      element mid = reverse(mid);
               ListNode pointer_1 = head, pointer_2 = mid;
               while (pointer_1 != null && pointer_2 != null)
               { if (pointer_1.val != pointer_2.val) return false;
                      pointer 1 = pointer 1.next;
                       pointer_2 = pointer_2.next;
               }
               return true;
       }
```





} Q3) TEMPLE LAND Ans) #include

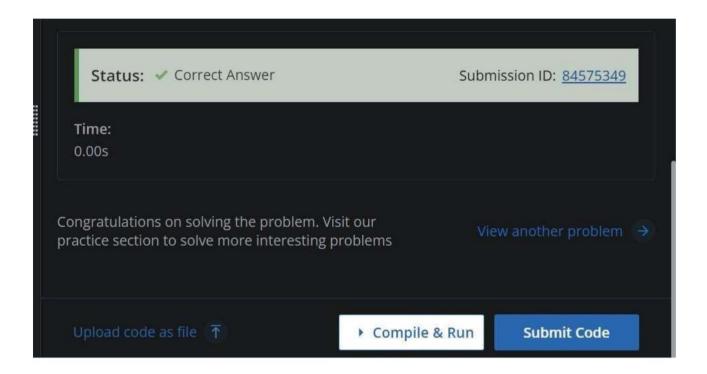
dits/stdc++.h> using namespace std; int main() { // ASHISH RANA int t; cin>>t; while(t--){ cin>>n; n; vector<int>a(n); for(auto &i:a)cin>>i; if(n&1){ bool flag=1; for(int $i=0; i<=n/2; i++) \{if(i+$ 1!=a[i])flag=0;} for(int $i=n/2+1; i< n; i++) \{if(ni!=$ a[i]) flag=0; } cout<<(flag?"yes":"no")<<'\n'; } else $cout << "no \n";$ } return 0;



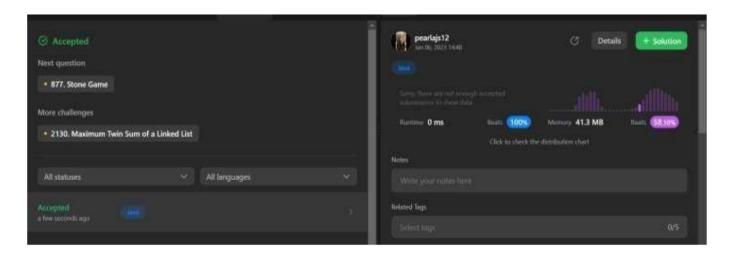
}







Q4) MIDDLE OF LINKED LIST









Q5) https://leetcode.com/problems/sort-list/

```
class
        Solution
                          public
                                    ListNode
    sortList(ListNode head) { if (head ==
    null || head.next == null) return head;
        ListNode mid = getMid(head);
        ListNode left = sortList(head);
        ListNode right = sortList(mid);
        return merge(left, right);
    ListNode merge(ListNode list1, ListNode list2)
      {if (list1 == null) { return
            list2;
        } if (list2 ==
        null)
            {return list1;
        ListNode head1=list1:
        ListNode head2=list2;
        ListNode dummy;
        ListNode head3;
        //choosing the head which is smaller :)
            if(head1.val<head2.val)</pre>
                head3=dummy=new ListNode(head1.val);
                head1=head1.next;
            } else{ head3=dummy=new
            ListNode(head2.val); head2=head2.next;
        while (head1 != null && head2 != null) { if
        (head1.val < head2.val) { head3.next = new</pre>
        ListNode(head1.val); head1 = head1.next;
            } else {
               head3.next = new ListNode(head2.val);
                head2 = head2.next;
```





SORT LIST



head3=head3.next;



```
while(head1!=null)
           head3.next=new ListNode(head1.val);
           head1=head1.next;
          head3=head3.next;
   while(head2!=null)
   { head3.next=new ListNode(head2.val);
        head2=head2.next;
       head3=head3.next;
   return dummy;
ListNode getMid(ListNode head) {ListNode midPrev = null;
   while (head != null && head.next != null) { midPrev
   = (midPrev == null) ? head : midPrev.next; head =
   head.next.next;
   ListNode mid = midPrev.next;
   midPrev.next = null; return
   mid;
```







