```
148. Sort List
We will do merge sort for this question. TC is O(nlogn), SC is O(1)
var sortList = function(head) {
  if (!head || !head.next) {
     return head;
  }
  let fast = head.next, slow = head;
  while (fast && fast.next) {
     fast = fast.next.next;
     slow = slow.next;
  const second = slow.next;
  slow.next = null;
  let I = sortList(head);
  let r = sortList(second);
  return merge(l, r)
};
const merge = (I, r) \Rightarrow \{
  if (!| || !r) {
     return I || r;
  }
  if (l.val > r.val) {
     [I, r] = [r, I];
  let head = I, prev = I;
  I = I.next;
  while (I && r) {
     if (l.val < r.val) {
        prev.next = I;
        I = I.next;
     } else {
        prev.next = r;
        r = r.next;
     prev = prev.next
  }
  prev.next = I || r;
  return head;
}
```

```
23. Merge k Sorted Lists
We will use heapq to solve this question. TC is O(nlogn), SC is O(n)
from heapq import *
class Solution:
  def mergeKLists(self, lists: List[ListNode]) -> ListNode:
     dummy = ListNode(0)
     dummy mem = dummy
     heap = []
     for idx, node in enumerate(lists):
       if node:
          heappush(heap, [node.val, idx])
     while heap:
       val, idx = heappop(heap)
       dummy.next = lists[idx]
       dummy = dummy.next
       if lists[idx].next:
          lists[idx] = lists[idx].next
          heappush(heap, [lists[idx].val, idx])
     return dummy mem.next
21. Merge Two Sorted Lists
Very straightforward to merge two sorted list. TC is O(n), SC is O(1)
var mergeTwoLists = function(I1, I2) {
  let dummy = new ListNode(0)
  const dummy mem = dummy;
  while (I1 && I2) {
     if (I1.val < I2.val) {
       dummy.next = I1;
       I1 = I1.next;
    } else {
       dummy.next = 12;
       12 = 12.next;
    }
     dummy = dummy.next;
  }
  dummy.next = |1| |2;
  return dummy mem.next;
};
```

147. Insertion Sort List

```
We will insert our node one by one from beginning to end.
TC is O(n^2), SC is O(1)
class Solution:
  def insertionSortList(self, head: ListNode) -> ListNode:
     helper = ListNode(0)
     pre = helper
     cur = head
     next = None
     while cur:
       next = cur.next
       while pre.next and cur.val > pre.next.val:
          pre = pre.next
       cur.next = pre.next
       pre.next = cur
       pre = helper
       cur = next
     return helper.next
707. Design Linked List
We will use a linked list with a length to solve this
question. TC is O(n), SC is O(n)
class Node:
  def __init__(self, val):
     self.val = val
     self.next = None
```

```
class MyLinkedList:
```

```
def init (self):
     Initialize your data structure here.
     self.head = Node(0)
     self.length = 0
  def get(self, index: int) -> int:
     Get the value of the index-th node in the linked list. If
the index is invalid, return -1.
     *****
     if index >= self.length:
        return -1
     node = self.head.next
     while index > 0:
        node = node.next
        index -= 1
     return node.val
  def addAtHead(self, val: int) -> None:
     *****
```

Add a node of value val before the first element of the linked list. After the insertion, the new node will be the first node of the linked list.

next = self.head.next self.head.next = Node(val) self.head.next.next = next self.length += 1

.....

```
def addAtTail(self, val: int) -> None:
```

Append a node of value val to the last element of the linked list.

node = self.head
while node.next:
 node = node.next
node.next = Node(val)
self.length += 1

```
def addAtIndex(self, index: int, val: int) -> None:
```

Add a node of value val before the index-th node in the linked list. If index equals to the length of linked list, the node will be appended to the end of linked list. If index is greater than the length, the node will not be inserted.

```
if index > self.length:
       return
     node = self.head
     while index > 0:
       node = node.next
       index -= 1
     next = node.next
     node.next = Node(val)
     node.next.next = next
     self.length += 1
  def deleteAtIndex(self, index: int) -> None:
     Delete the index-th node in the linked list, if the index
is valid.
     if index >= self.length:
       return
     node = self.head
     while index > 0:
       node = node.next
       index -= 1
     node.next = node.next.next
```

self.length -= 1