

# Linked List

COLLEGE  
WALLAH

# Recap

OOPS → User defined data type

```
public static class Node{  
    int data;  
    double percent;  
    String name;  
}
```

COLLEGE  
WALLAH

# Arrays → ArrayList

## Limitations

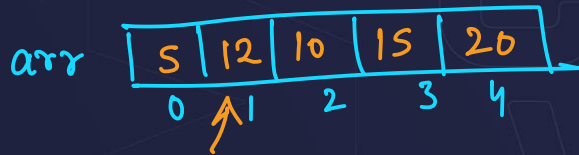
1) Fixed Size → ArrayList

2) Continuous Memory

get →  $O(1)$

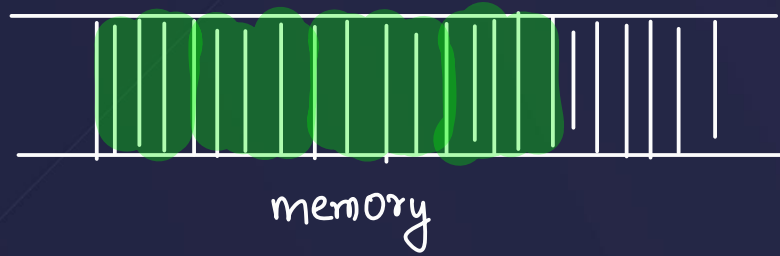
→ for ex → 100, arr[57]

3) Insert in between  $O(n)$



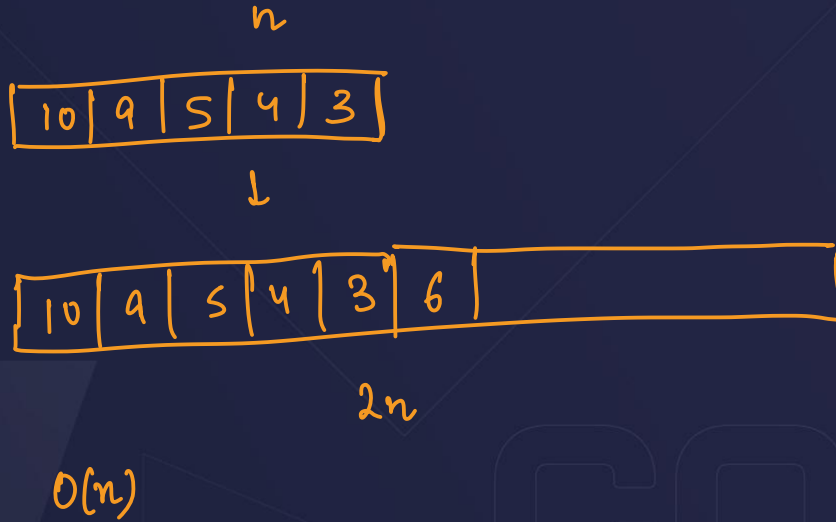
int → 4 bytes → 32 bits

```
int[] arr = new int[4];
```



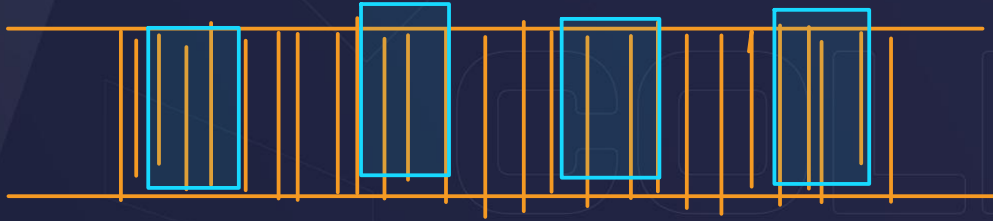
# Arrays

## Limitations



# Arrays

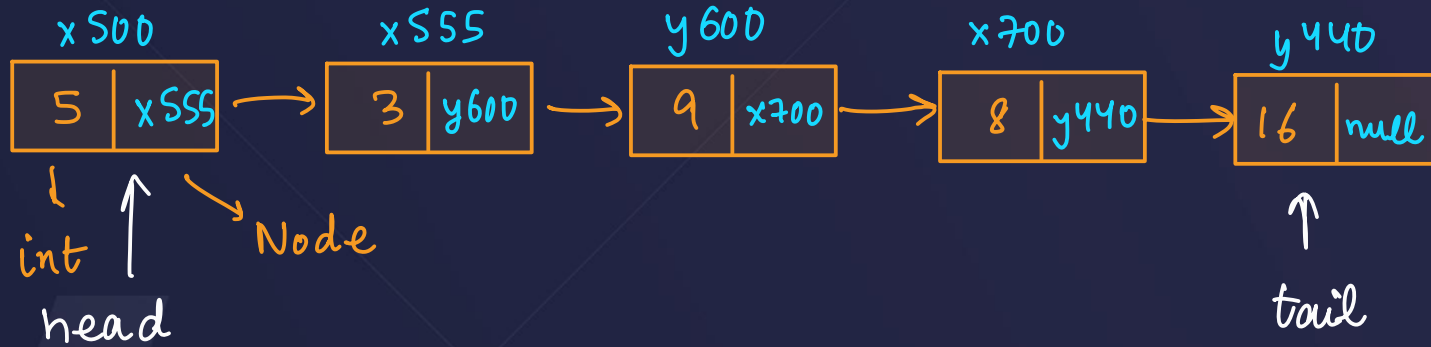
## Need for a new linear data structure



# Introduction to Linked List

Node

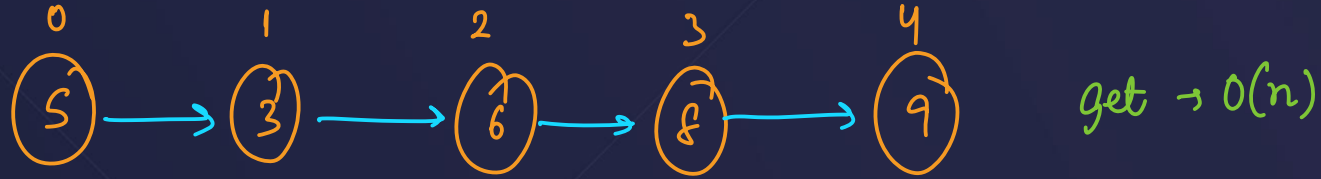
5, 3, 9, 8, 16



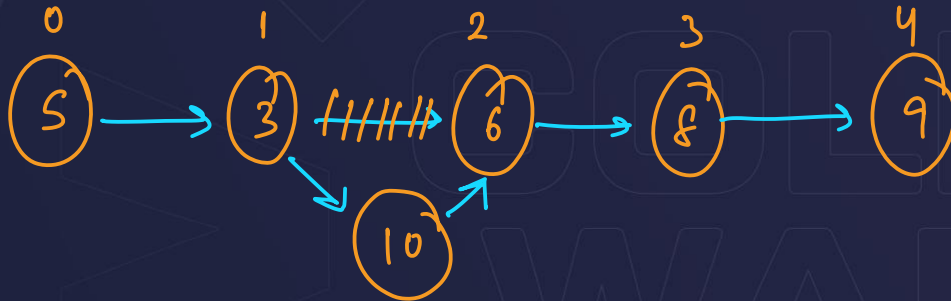
COLLEGE  
WALLAH

# Introduction to Linked List

Does linked list overcomes the limitations of arrays?



Insertion  $\rightarrow$  2<sup>nd</sup> index  $\rightarrow$  10



# List Node

```
public static class Node {  
    int data;  
    Node next;  
    Node(int data){  
        | this.data = data;  
    }  
}
```

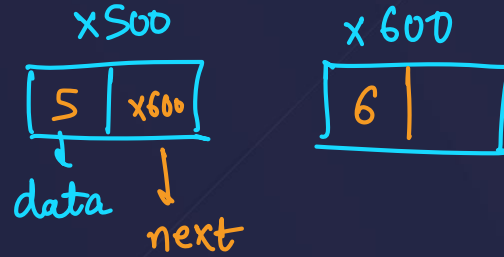
3

COLLEGE  
WALLAH



# Types of Linked List

1) Singly Linked List



2) Doubly Linked list



3) Circular Linked List

# Singly linked list

COLLEGE  
WALLAH

# Implementation of a singly linked list

```
Node a = new Node(5);
```

```
Node b = new Node(3);
```

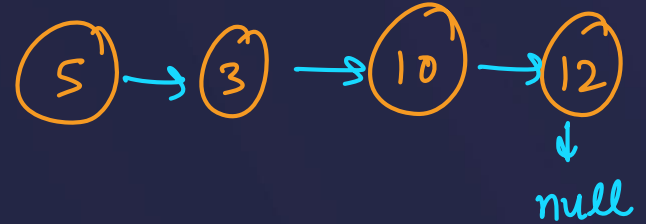
```
Node c = new Node(10);
```

```
Node d = new Node(12);
```

```
a.next = b;
```

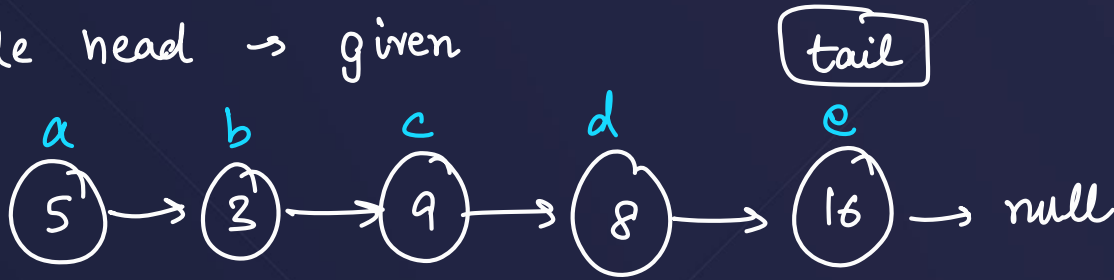
```
b.next = c;
```

```
c.next = d;
```



# Displaying a Linked List

Node head  $\rightarrow$  given



```

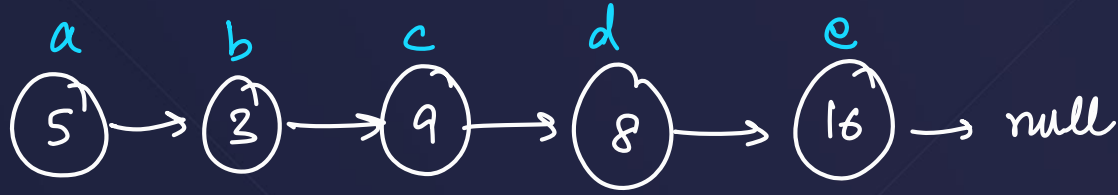
Node temp = a;
for(int i=1;i<=5;i++){
    System.out.print(temp.data+" ");
    temp = temp.next;
}
    
```

$\uparrow$   
temp

Output

5 3 9 8 16

# Displaying a Linked List



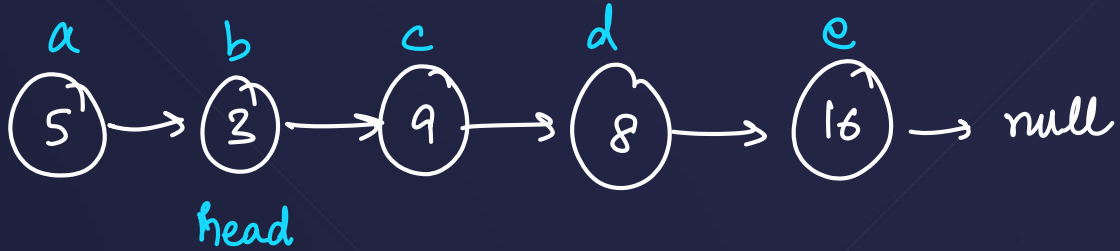
```

while (a != null) {
    |   cout << a->data << " ";
    |   a = a->next;
3
  
```

Output

5 3 9 8 16

# Displaying a Linked List

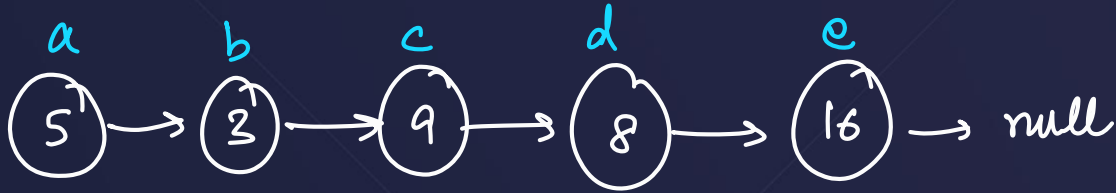


```

public static void display(Node head){
    while(head!=null){
        System.out.print(head.data+" ");
        head = head.next;
    }
}
    
```

# Displaying a Linked List

Can we do it recursively?

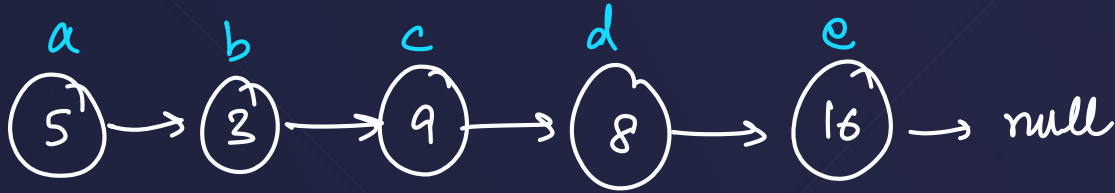


```

void displayr (Node head) {
    if (head == null) return;
    cout << head.data << " ";
    displayr (head.next);
}
  
```

# Displaying a Linked List

Can we do it recursively?



`displayr(a);`

```

public static void displayr(Node head){
    if(head==null) return;
    System.out.print(head.data+" ");
    displayr(head.next);
}
  
```

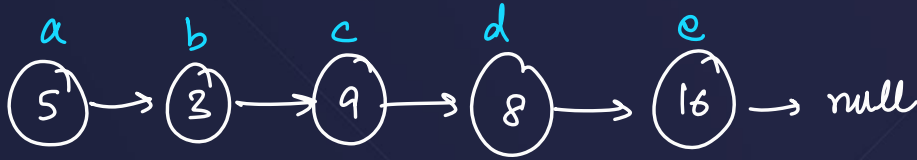
Output

5 3 9 8 16



# Displaying a Linked List (Reverse)

Can we do it recursively?



`displayreverse(a);`

```

public static void displayreverse(Node head){
    if(head==null) return;
    displayreverse(head.next);
    System.out.print(head.data+" ");
}
  
```

Output  
16 8 9 2 5

# What will this function do?

```
void func(Node head) {
    if(head == null) return;
    func(head.next);
    System.out.print(head.val + " ");
}
```

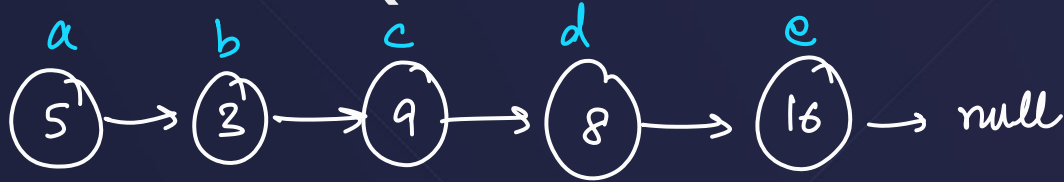
*data*

```
public static void displayr(Node head){
    if(head==null) return;
    System.out.print(head.data+" ");
    displayr(head.next);
}
```

- (a) Print all the elements of the linked list.
- (b) Print all the elements except last one.
- (c) Print alternate nodes of linked list
- ✓ (d) Print all the nodes in reverse order

# Length method

Implement a method to find out the length of a Linked List (Iterative and Recursive)



```
int len = length(Node a);
```

```
p s int length(Node a){
```

```
    int count = 0;
```

```
    while (a != null){
```

```
        | count ++;
```

```
        | a = a.next;
```

```
    } return count;
```

COLLEGE  
WALLAH

**Length method** → if only head is given →  $O(n)$   
 →  $O(1)$  if ll class is there

Implement a method to find out the length of a Linked List (Iterative and Recursive)



count = 0 1 2 3 4 5

5

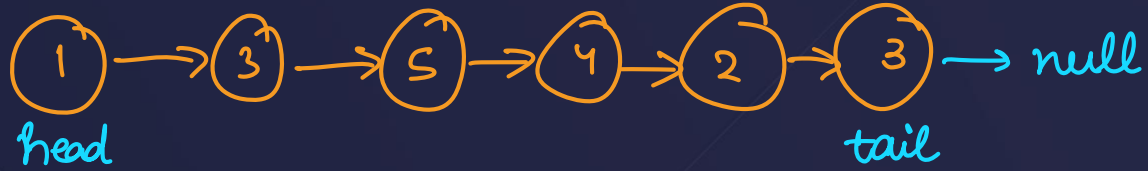
Output

```

public static int length(Node head){
    int count = 0;
    while(head!=null){
        count++;
        head = head.next;
    }
    return count;
}
  
```

\*

# Implementation of a singly linked list



ll . insert At End (7) ;



# Implementation of a singly linked list

```
ll.insertAtEnd(1);
```

```
Node temp = new Node(1);
```



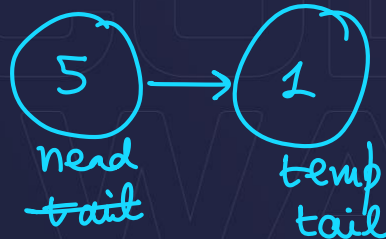
For Empty list

```
1) if (head == null)
```

```
    head = temp;
```

```
    tail = temp;
```

For Non-Empty



# InsertAtEnd method

$O(1) \rightarrow$  if tail is given

$O(n) \rightarrow$  if head is given

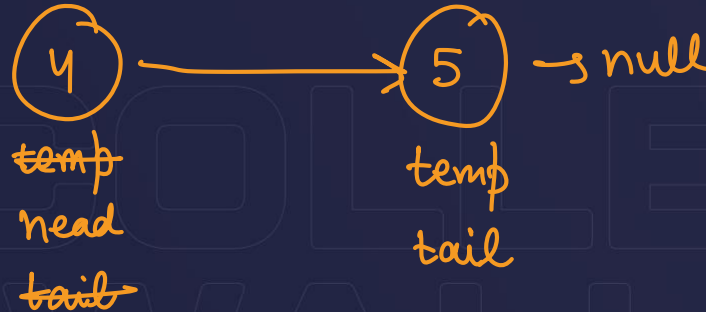
Implement a method to insert a node at the end of a linked list.

```
void insertAtEnd(int val){
    Node temp = new Node(val);
    if(head==null){
        head = temp;
    }
    else{
        tail.next = temp;
    }
    tail = temp;
}
```

~~null~~  
~~head~~  
~~tail~~

ll.insertAtEnd(4);

ll.insertAtEnd(5);



# Display in ll class



```

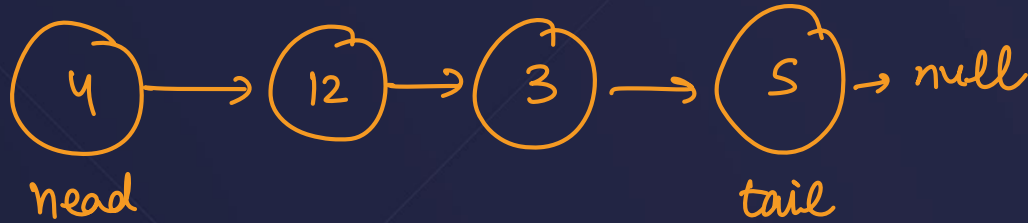
void display(){
    Node temp = head;
    while(temp!=null){
        System.out.print(temp.data+" ");
        temp = temp.next;
    }
}

```



# InsertAtBeginning method

Implement a method to insert a node at the start of a linked list.



ll. insertAtHead(5);

# InsertAtBeginning method $O(1)$

Implement a method to insert a node at the start of a linked list.

Empty List :

$head = null$

$ll.insertAtHead(3);$



temp

~~head~~

tail



~~head~~

tail

Non Empty List

$ll.insertAtHead(3);$

$temp.next = head$

$head = temp;$



temp

head



~~head~~

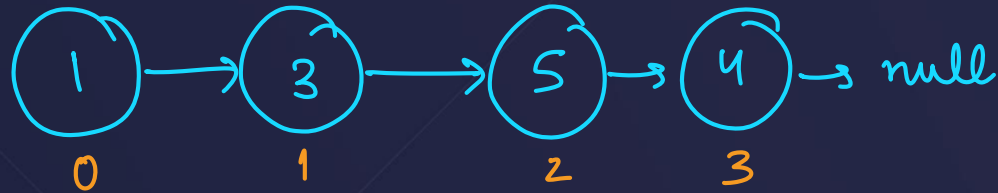


tail

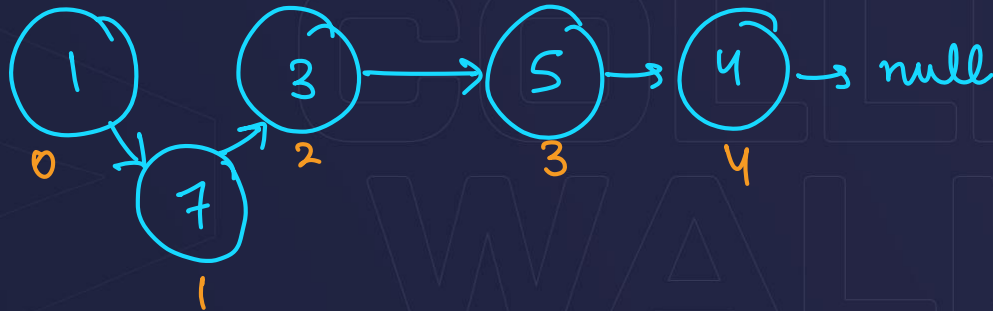
$\rightarrow null$

# Insert method

Implement a method to insert a node at any given index.



Ex. insert At (1, 7);

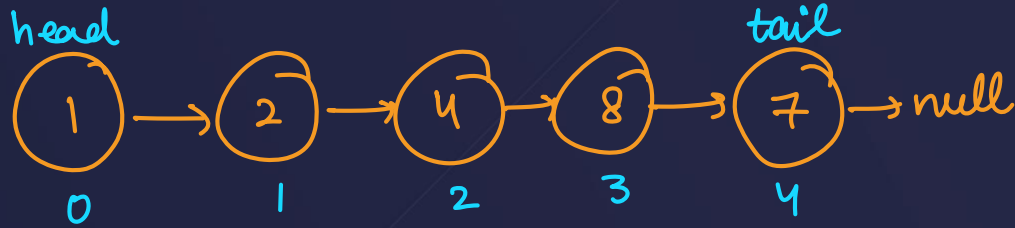


# Insert method

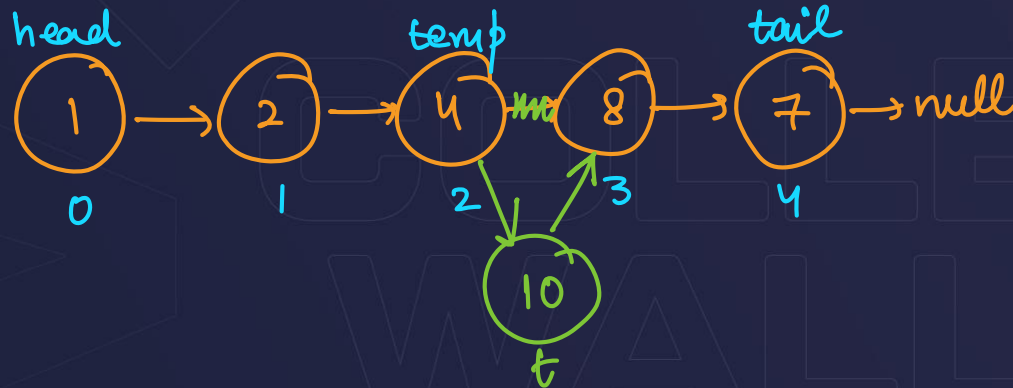
T.C.  $\rightarrow O(n)$

S.C.  $\rightarrow O(1)$

Implement a method to insert a node at any given index.



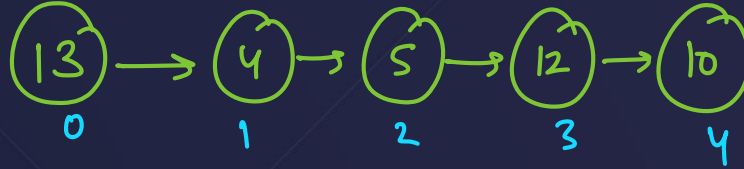
ll.insertAt(3,10);



# Insert method

Implement a method to insert a node at any given index.

Case :  $idx == 0$

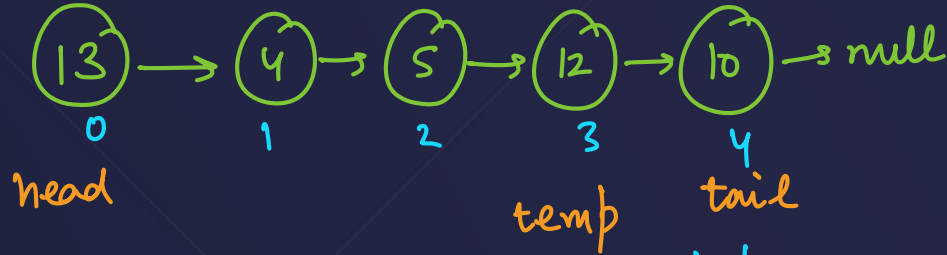


`insertAtHead();`

COLLEGE  
WALLAH

# getElement method $\rightarrow O(n)$

Implement a method to return the element at any given index of the linked list.



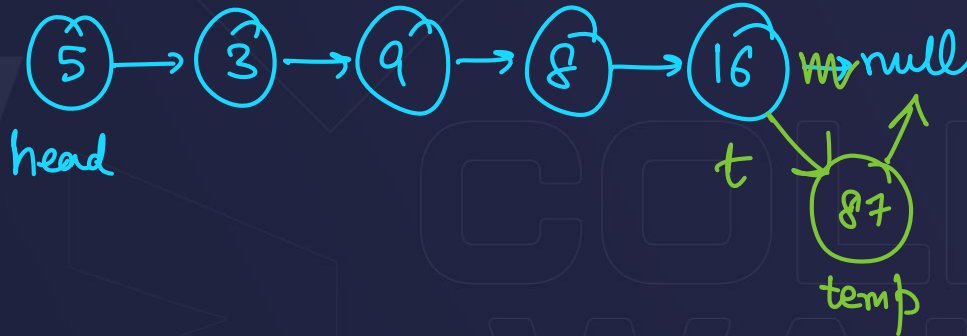
int a = getAt(3),

# Evident limitations of Linked List

```
insert At End (Node head, int val ) {
```

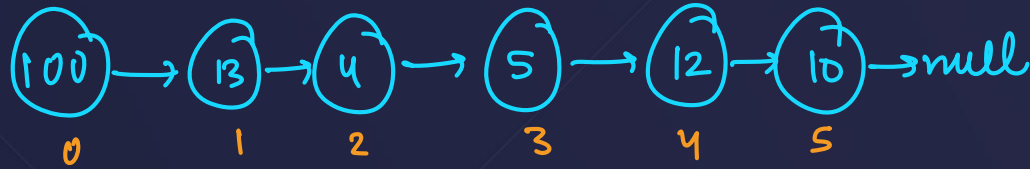
```
    insert At End (a, 87);
```

```
}
```



# deleteAtIndex method

Implement a function to delete a node at a given index



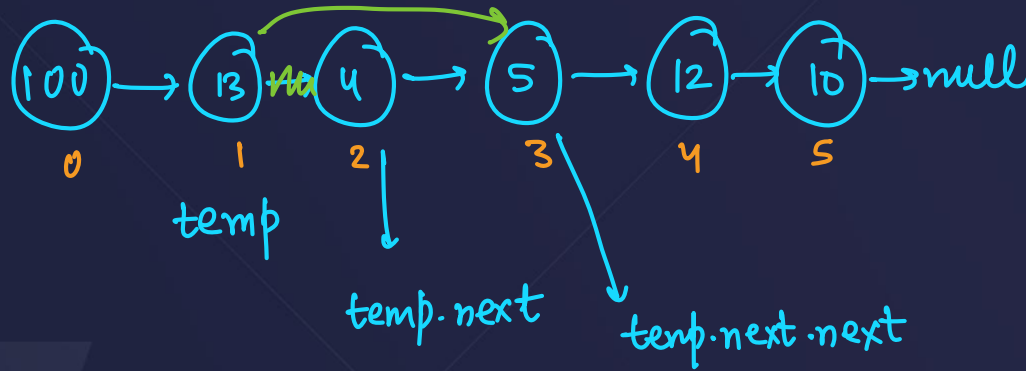
ll.deleteAt(2);





# deleteAtIndex method

Implement a function to delete a node at a given index

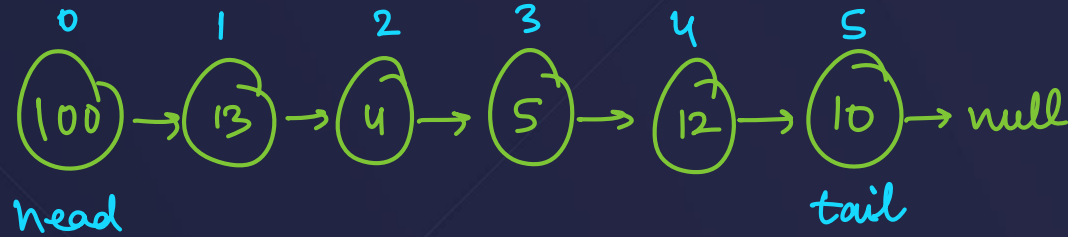


`ll.deleteAt(2);`

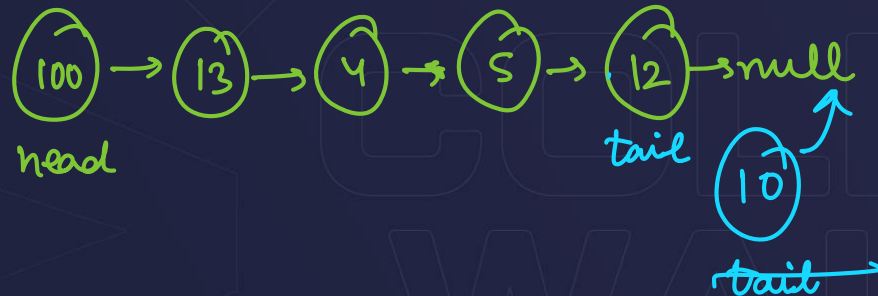
`temp.next = temp.next.next;`

# deleteAtIndex method

Implement a function to delete a node at a given index



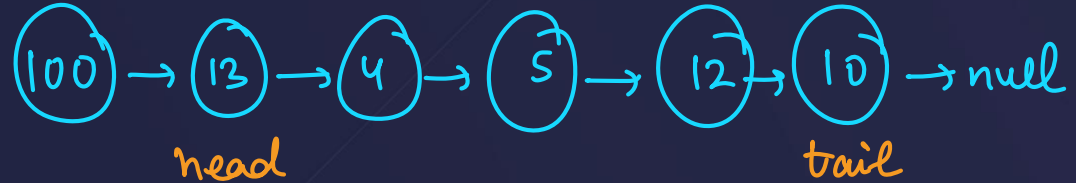
`ll.deleteAt(5);`



# deleteAtIndex method $O(n)$

Implement a function to delete a node at a given index

if (idx == 0)



ll.deleteAt(0);

if (idx == 0)

head = head.next;