

CODEPATH*ORG

Welcome to class!



 **Turn on your camera** 


**Rename yourself to include your pod #
at the beginning of your Zoom name -
ie 6 - *Emily Garvey (she/her)***

How are you feeling today? Emojis in chat!



Community Agreements |

 We will be here and be present 

 Actively build community & create an inclusive space 

 We will be curious and have a learning mindset 

 Ask for help when you need it 

 We will all have our cameras on 

Agenda

Check In	5 mins
Linked Lists	15 mins
Problem Walkthrough	20 mins
Breakout Sessions	60 mins
Q&A and Wrap Up	20 mins

Goals

- ❑ We'll be covering Linked Lists today!
- ❑ In our breakout sessions, we will work with our mentors to solve problems using UMPIRE
- ❑ We will meet back as a group to wrap up



Survey Feedback | What we heard



Time | [3:00 mn]



Glows

"Meeting podmates"

"UMPIRE"

"Learning about career center"



Grows

"Not enough practice with UMPIRE"

"Post slides before class"

"Too much administrative info"

Linked Lists | 15 mins

Activity | Check for Understanding



Time | [1:00 mn]



What is the **time complexity** to count the number of elements in the linked list?

- a) $O(1)$
- b) $O(n)$
- c) $O(\log n)$
- d) None of the above

Activity | Check for Understanding



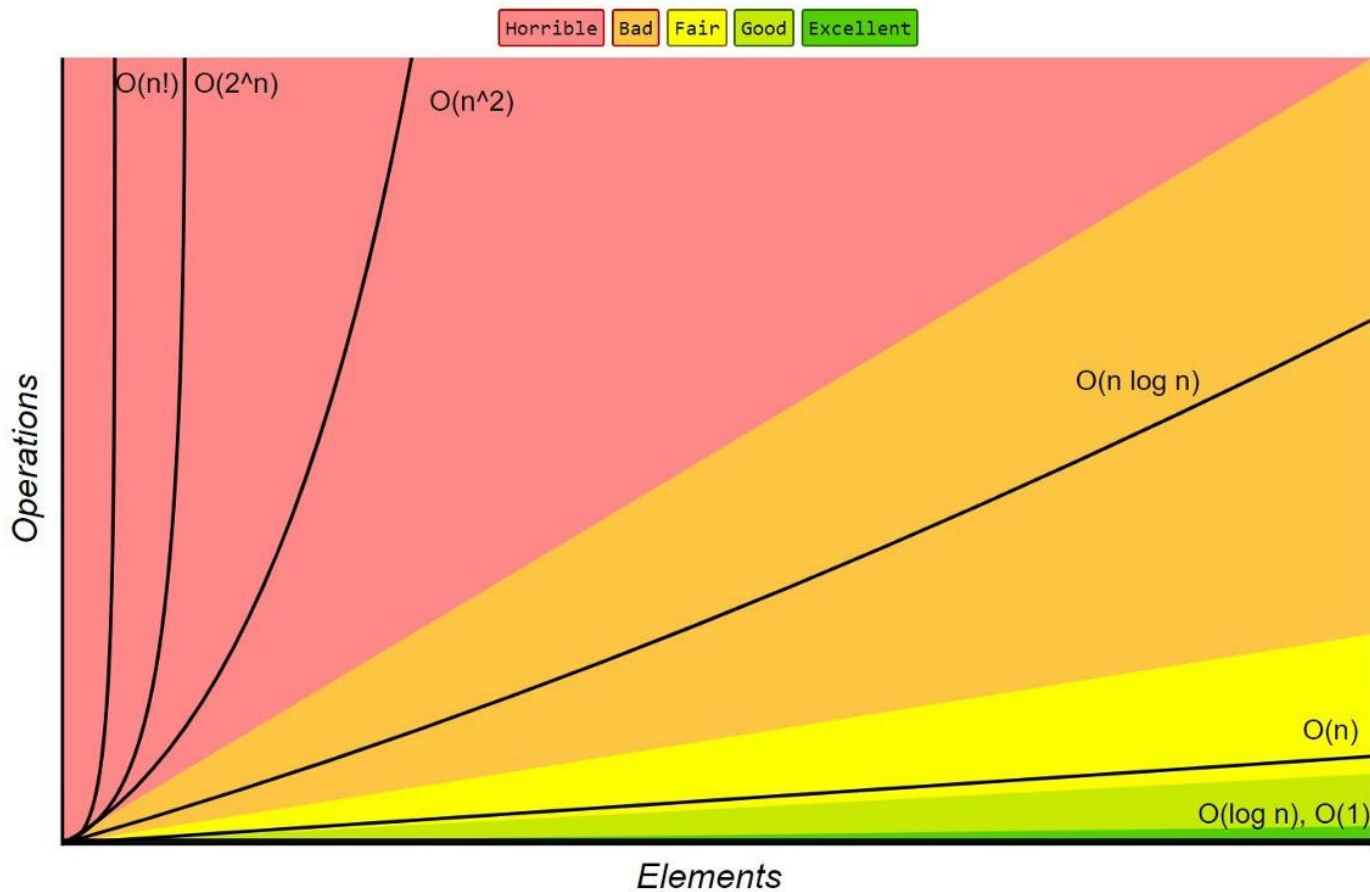
Time | [1:00 mn]



Answer: B

To count the number of elements, you have to traverse through the entire list, hence complexity is linear, or $O(n)$

Big-O Complexity Chart



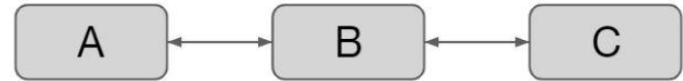
Linked Lists

- Comprised of nodes that store an arbitrary value (usually a string or a number)
- Different types of linked lists
 - Singly-linked list: each node only has a next pointer
 - Doubly-linked list: each node has a next and previous pointer

Singly-linked List



Doubly-linked List



Linked Lists Class

- You only need a value in order to initialize a node
 - next
 - prev (if doubly linked list)

```
public class LinkedListNode {  
    Object value;  
    LinkedList next;  
  
    public LinkedListNode(Object value) {  
        this.next = null;  
        this.value = value;  
    }  
}
```

```
class LinkedListNode:  
    def __init__(self, value=0, next=None):  
        self.value = value  
        self.next = next
```

Creating Linked Lists (python)

- Initialize each node and assign the next pointers properly

```
1 class LinkedListNode:
2     def __init__(self, value):
3         self.next = None
4         self.value = value
5
6 a = LinkedListNode('a')
7 b = LinkedListNode('b')
8 c = LinkedListNode('c')
9 a.next = b
10 b.next = c
```



Creating Linked Lists (Java)

- Initialize each node and assign the next pointers properly

```
public static ExampleList () {  
    ListNode a = ListNode('a');  
    ListNode b = ListNode('b');  
    ListNode c = ListNode('c');  
  
    a.next = b;  
    b.next = c;  
}
```



Activity | Check for Understanding



Time | [1:00 mn]



What would be the asymptotic time complexity to add a node at the end of singly linked list, if the pointer is initially pointing to the head of the list?

- a. $O(1)$
- b. $O(n)$
- c. $O(n^2)$
- d. $O(1)$

Activity | Check for Understanding



Time | [1:00 mn]



b) $O(n)$

Time complexity of append is $O(n)$ where n is the number of nodes in the linked list. Since there is a loop from head to end, the function does $O(n)$ work.

The **Match** Step Of UMPIRE: Linked Lists

- All problems deal with pointer-manipulation and traversing the list
- Most problems require you to use $O(1)$ space
- Common patterns in solving these problems:
 - Dummy head
 - Two pointer
 - multi-pass

Singly-linked List

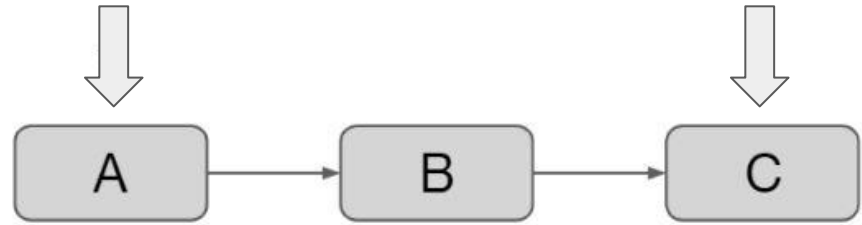


Doubly-linked List



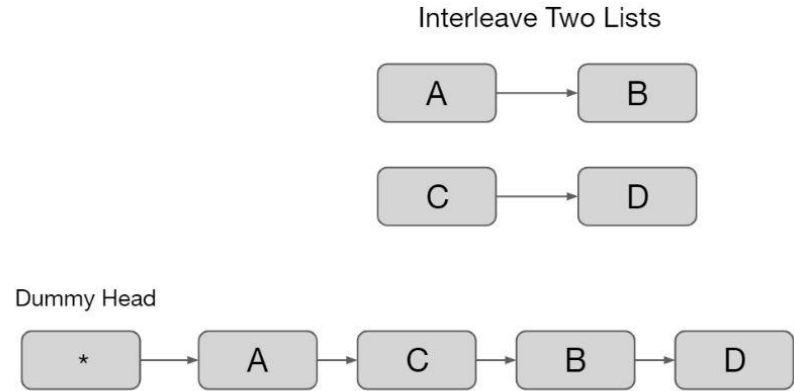
Match: Two Pointer

- Use two/multiple pointers to manipulate references to nodes (eg. reversing a linked list)
- Also used to get/infer certain information about list (eg. detect cycle, get N nodes apart)



Match: Dummy Head

- Create a dummy head node and construct a list using its next pointer
- Return `dummyHead.next` to return the newly constructed list
- Very useful when you need to manipulate pointers and create a list with the same nodes but different ordering



Other Match options

- Multi-pass
 - If you can guarantee constant amount of passes or if you need to know the length of the list
- LL Reverse
 - Adding two lists together
 - LL palindrome

Activity | Check for Understanding



Time | [1:00 mn]



```
637 def print_list_data(head):  
638     if head is None:  
639         return  
640  
641     print_list_data(head.next)  
642     print("{0}".format(head.value))
```

Post on the chat: In detail, what does the function do?

Activity | Check for Understanding



Time | [1:00 mn]



print_list_data is iterating through the linked list recursively and thus printing all the values in the linked list backwards. Why backwards?



UMPIRE Review & | 20 mins Problem Walkthrough

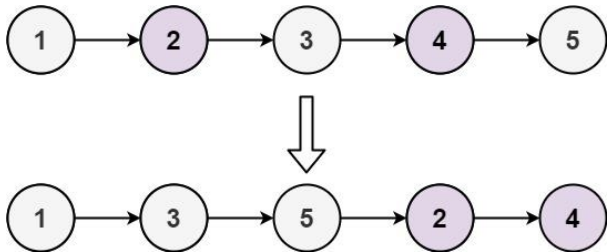
Odd Even Linked List

Given the `head` of a singly linked list, group all the nodes with odd indices together followed by the nodes with even indices, and return *the reordered list*.

The first node is considered odd, and the second node is even, and so on.

Note that the relative order inside both the even and odd groups should remain as it was in the input.

You must solve the problem in $O(1)$ extra space complexity and $O(n)$ time complexity.



Input: `head = [1,2,3,4,5]`

Output: `[1,3,5,2,4]`

U-nderstand

- How do we control what is our current node in the odd list and even list?
- Could the input node be null?
- Is the list guaranteed to have an even or odd length?



M-atc

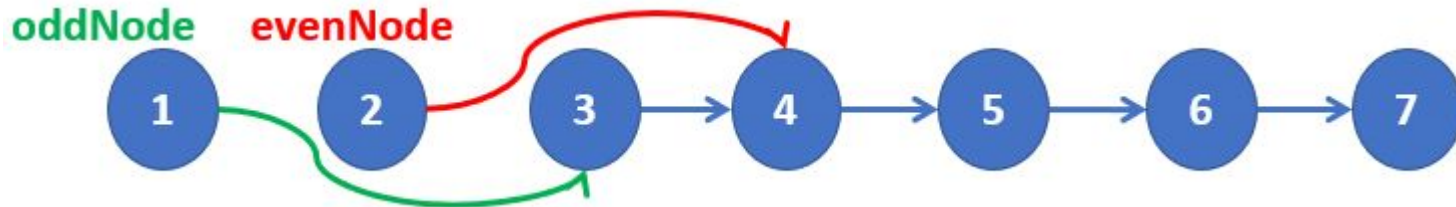
- Can we solve this problem using...
 - Multiple passes over the linked list
 - Dummy Head
 - Two Pointers

P-lan

Let **oddNode** point to the node after the current next node.

Let **evenNode** point to the node after the current next node.

After assigning the nodes to the “correct” next node, we will let them move forward and continue the process until one of them touches null. (i.e., their next node points to null)



I-mplement (python)

```
616 def odd_even_list (head: LinkedListNode):
617
618     if head is None or head.next is None:
619         return head
620
621     even_head = head.next
622     even_node = even_head
623     odd_node = head
624
625     while odd_node.next is not None and \
626         even_node.next is not None:
627
628         odd_node.next = odd_node.next.next
629         odd_node = odd_node.next
630         even_node.next = even_node.next.next
631         even_node = even_node.next
632
633     odd_node.next = even_head
634     return head
```

Implement (Java)

```
3 public ListNode oddEvenList(ListNode head) {  
4     if(head==null || head.next==null)  
5         return head;  
6     ListNode evenHead = head.next;  
7     ListNode evenNode = evenHead;  
8     ListNode oddNode = head;  
9     while(oddNode.next!=null && evenNode.next!=null)  
10    {  
11        oddNode.next = oddNode.next.next;  
12        oddNode = oddNode.next;  
13        evenNode.next = evenNode.next.next;  
14        evenNode = evenNode.next;  
15    }  
16    oddNode.next = evenHead;  
17    return head;  
18 }  
19
```

R-eview

- Trace through your code with an input to check for the expected output
- Catch possible edge cases and off-by-one errors

E-evaluate

- Time Complexity: $O(n)$
where n is the number of nodes

- Space Complexity: $O(1)$

We used an odd list and even list at the same time. We used two variables *odd_node* and *even_node* to control what is our current node in the odd list and even list.



Breakout Sessions | 60 mins

Activity | Breakout Groups



60 MINS

Directions

1. **Introduce yourself!** Answer one of the icebreaker questions
 - a. Are you a morning or evening person?
 - b. What is a guilty pleasure of yours?
2. Work together through the UMPIRE steps of **Problem 1** in the Course Portal under Week 1, Session 2

Reminders

Don't forget to turn on your cameras!

Breakout Problem Review | 15 mins

The top-left and top-right corners of the slide feature decorative geometric patterns. These patterns consist of overlapping triangles and lines in shades of green, teal, and grey, creating a modern, abstract look.

Wrap Up | 5 mins

Activity | Exit Ticket



3 MINS

Answer the 3 multiple choice in the Zoom Poll.



Exit tickets are a great way for us to check your understanding of the topics we discussed in class and identify for you what you should review after class.

Topics: Linked lists

*Answers and explanations are available on the slides in the **Appendix** section

Exit Ticket: Question #1

Topic: Linked Lists

Question:

Which of the following operations is performed more efficiently by doubly linked list than by singly linked list?

- a) Deleting a node whose location is given
- b) Searching of an unsorted list for a given item
- c) Finding an element given its index in the list
- d) Traversing a list to process each node

Exit Ticket: Question #2

Topic: Linked Lists

Question:

What is the advantage of using linked list over an array?

- a) Faster access to data
- b) Not of a fixed size
- c) Easier to use
- d) Smaller Size

Exit Ticket: Question #3

Topic: Linked Lists

Question:

In doubly linked lists, traversal can be performed?

- a) Only in forward direction
- b) Only in reverse direction
- c) In both directions
- d) None of the above

Shout Outs!



Take a moment to shoutout someone today who helped you out.

Alternatively, drop in the chat something new that you were excited to learn about today!

HackerRank Reminders

- ❑ You must use the **same** email you provided CodePath during application for your submission to be tracked
- ❑ HRs are due the day before Session #1 of the following week
 - ❑ Tues/Thurs class: Mondays at 11:59pm PDT
 - ❑ Wed/Sat class: Tuesdays at 11:59pm PDT
- ❑ You are allowed 2 missing/submitted late HRs, no questions asked

At CodePath we collect your scores as a way to track your progress and provide you feedback throughout the program. You are not graded in this course, these assignments are made solely for practice only.

All information is on the **assignment tab** on the course portal.

Before you Leave |



- ❑ Complete the [Session Survey](#) [5 min]
- ❑ Next session is 06/07/22 5pm pst
- ❑ Complete your HackerRank assessment by **1 day before the next session** at 11:59pm PDT
- ❑ Explore the Week 1 Resources tab on the Course Portal
- ❑ Check out the Week 1 Career tab on: **Software Engineering Skills**

Appendix

Exit Ticket: Question #1

Topic: Linked Lists

Question:

Which of the following operations is performed more efficiently by doubly linked list than by singly linked list?

- a) Deleting a node whose location in given
- b) Searching of an unsorted list for a given item
- c) Finding an element given its index in the list
- d) Traversing a list to process each node

Answer:

- a) Deleting a node whose location in given**

Explanation:

In order to delete a node and connect the previous and the next node together, you need to know their pointers. In a doubly-linked list, both pointers are available in the node that is to be deleted. The time complexity is constant in this case, i.e., $O(1)$. Whereas in a singly-linked list, the pointer to the previous node is unknown and can be found only by traversing the list from head until it reaches the node that has a next node pointer to the node that is to be deleted. The time complexity in this case is $O(n)$.

Exit Ticket: Question #2

Topic: Linked Lists

Question:

What is the advantage of using linked list over an array?

- a) Faster access to data
- b) Not of a fixed size
- c) Easier to use
- d) Smaller Size

Answer: B

Explanation:

B) Linked lists are not of a fixed size. The memory to store nodes are allocated dynamically. Arrays are fixed in size and hold contiguous memory.

Exit Ticket: Question #3

Topic: Linked Lists

Question:

In doubly linked lists, traversal can be performed?

- a) Only in forward direction
- b) Only in reverse direction
- c) In both directions
- d) None of the above

Answer: c

Explanation:

As the doubly linked list contains two pointers i.e. previous and next, we can traverse it into the directions forward and backward.