

Week 8 LIVE (\*)

# LinkedList Problems And Doubts Session

# In This Lecture



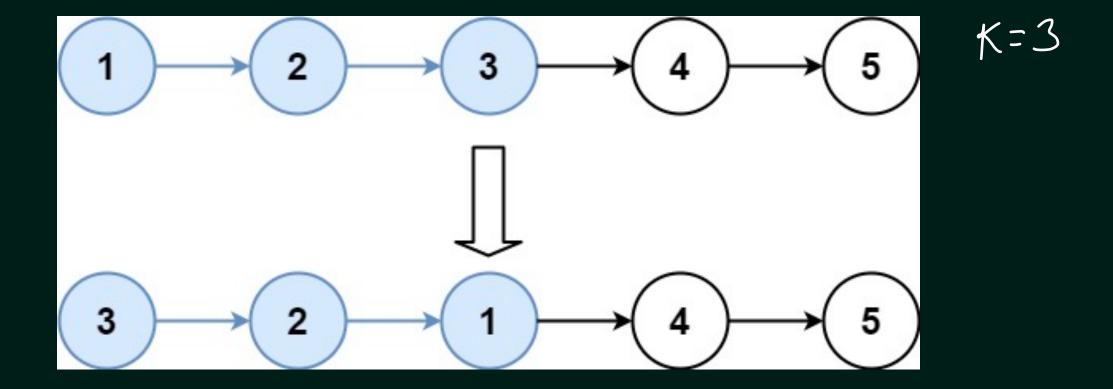
- 1. Reverse K Lists
- 2. Circular Linked List

#### CODING

#### Reverse K Linked List

Given the head of a linked list, reverse the nodes of the list k at a time, and return the modified list.

k is a positive integer and is less than or equal to the length of the linked list. If the number of nodes is not a multiple of k then left-out nodes, in the end, should remain as it is.



## Reverse K Linked List



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

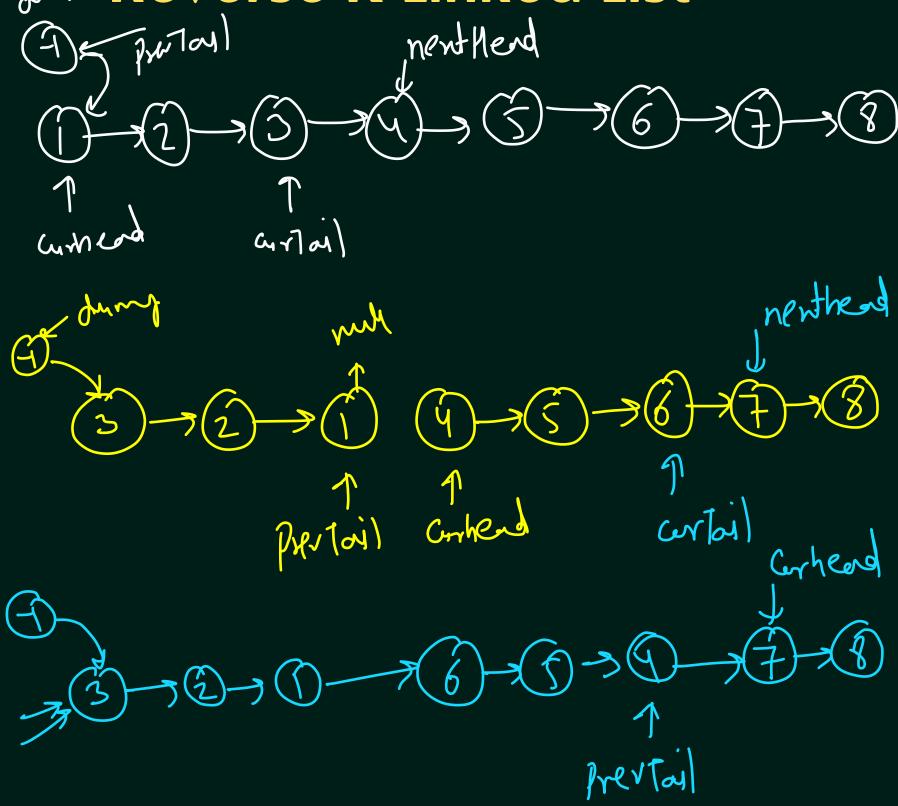
Output: [2,1,4,3,5]

$$\frac{1}{p_{KV}}\frac{2}{\sqrt{3}}\frac{3}{\sqrt{3}}\frac{3}{\sqrt{3}}$$

$$\frac{1}{\sqrt{3}}\frac{2}{\sqrt{3}}\frac{3}\sqrt{3}\frac{3}{\sqrt{3}}\frac{3}{\sqrt{3}}\frac{3}{\sqrt{3}}\frac{3}{\sqrt{3}}\frac{3}{\sqrt{3}}\frac{3}{\sqrt{3}}\frac{3}{\sqrt{3}}\frac{3}{\sqrt{3}}\frac{3}{\sqrt{3}}\frac{3}{\sqrt{3}}\frac{3}{\sqrt{3}}\frac{3}{\sqrt{3}}\frac{3}\sqrt{3}\frac{3}{\sqrt{3}}\frac{3}{\sqrt{3}}\frac{3}{\sqrt{3}}\frac{3}\sqrt{3}\frac{3}{\sqrt{3}}\frac{3}\sqrt{3}\frac{3}\sqrt{3}\frac{3}{\sqrt{3}}\frac{3}\sqrt{3}\frac{3}\sqrt{3}\frac{3}\sqrt{3}\frac{3}\sqrt{3}\frac{3}\sqrt{3}\frac{3}\sqrt{3}\frac$$



# Reverse K Linked List

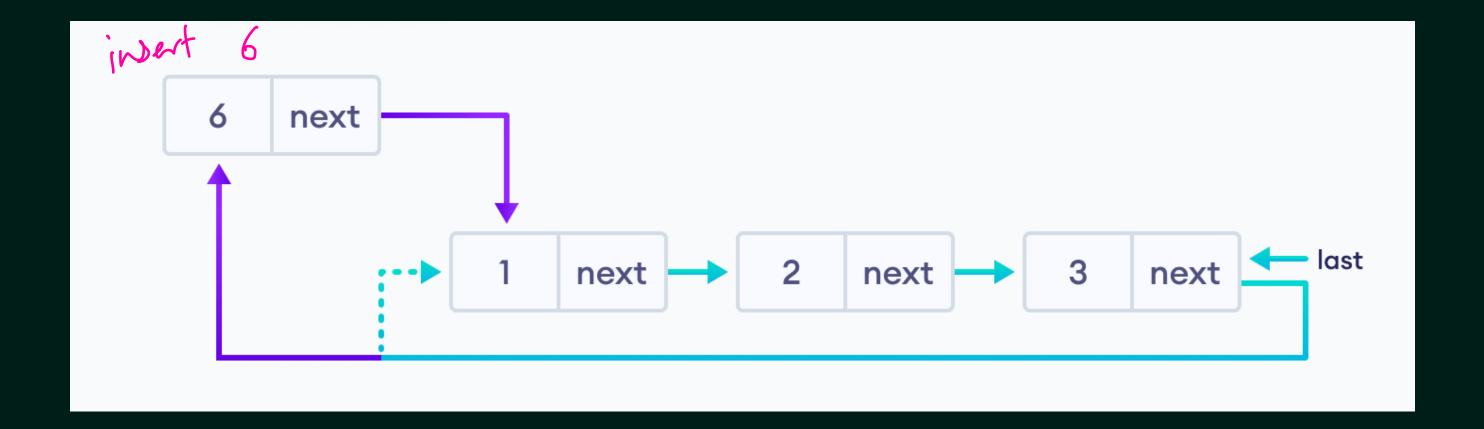


```
static Node reverseKGroups(Node head, int k) {
    Node dummy = new Node( data: -1);
    dummy.next = head;
    Node prevTail = dummy;
    Node <u>curHead</u> = head;
    while (curHead != null) {
        Node curTail = findTailAfterK(curHead, k);
        if(curTail == null) break;
        Node nextHead = curTail.next;
        reverseKTimes(curHead, k);
        prevTail.next = curTail;
        prevTail = curHead;
        curHead = nextHead;
    prevTail.next = curHead;
    return dummy.next;
```



### Circular Linked List

A circular linked list is a type of linked list in which the first and the last nodes are also connected to each other to form a circle.



#### SHUTTLE

# Why Circular Linked List?

- 1. The NULL assignment is not required because a node always points to another node.
- 2. The starting point can be set to any node.
- 3. Traversal from the first node to the last node is quick.

