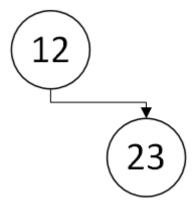
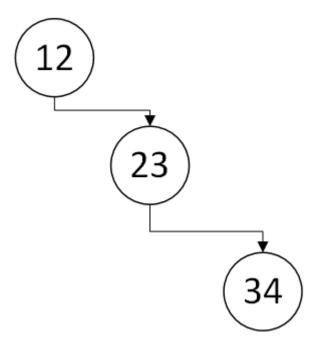
• insert 12



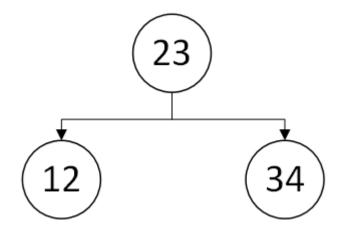
• insert 23



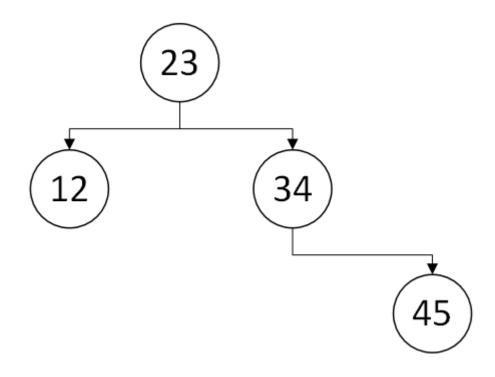
• insert 34



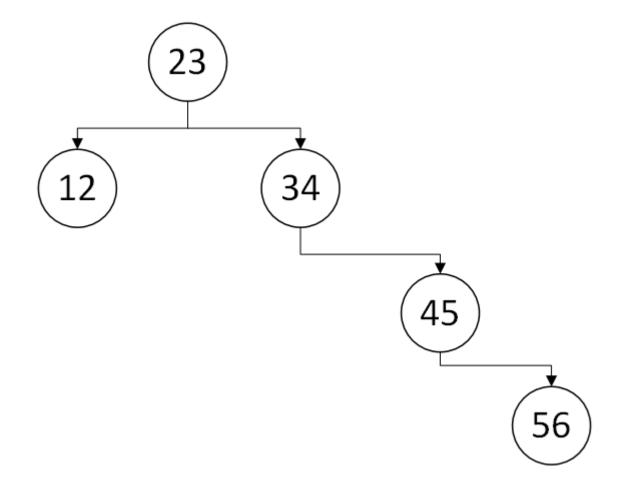
rotation



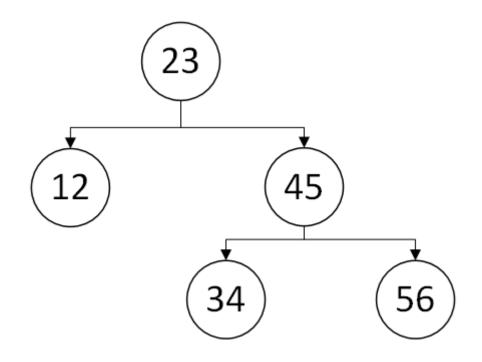
• insert 45



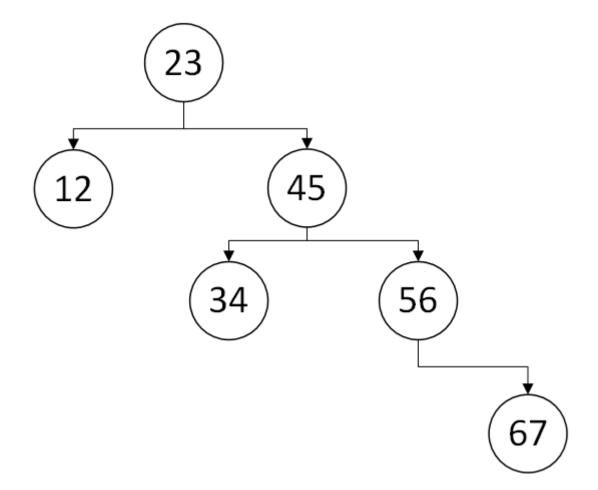
• insert 56



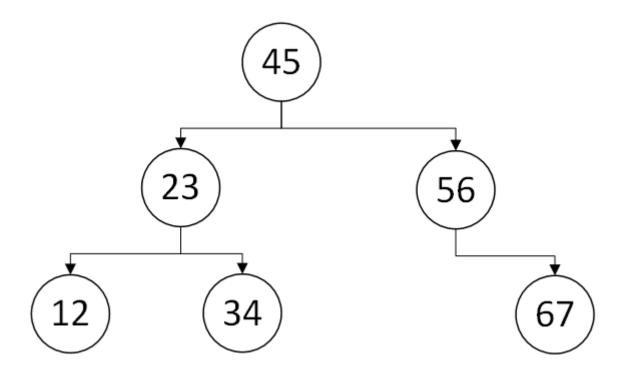
rotation



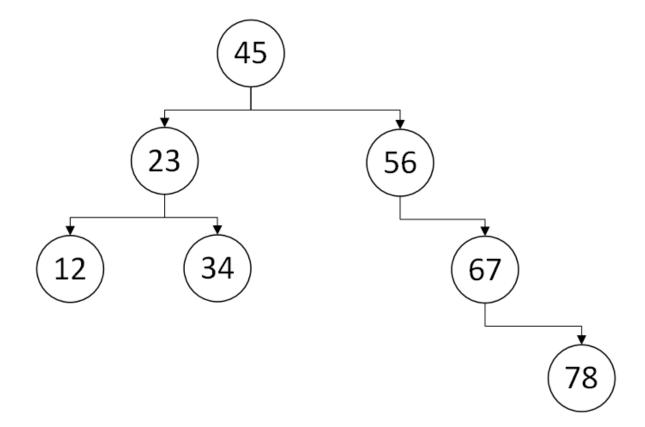
• insert 67



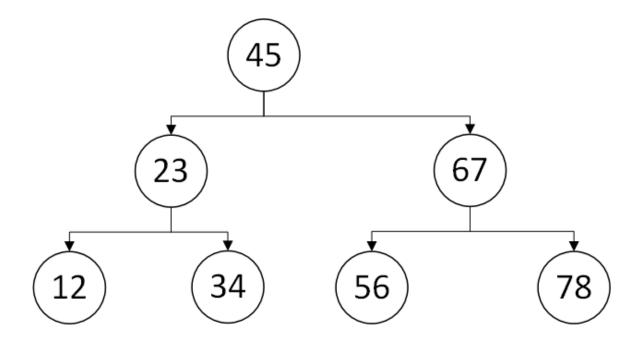
rotation



• insert 78

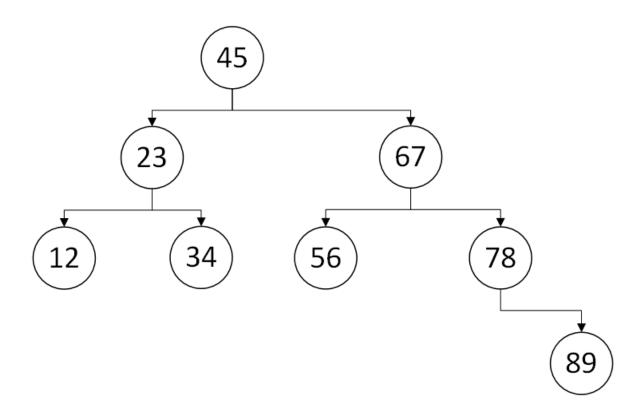


rotation



• insert 89

finally



Algorithm 1 Merge Nodes

```
Require: node_{pre}, node_{suf}
insert node_{pre} before node_{suf}
```

Algorithm 2 Merge Linked List

```
Require: L, R
  node1 \leftarrow L
  node2 \leftarrow R
  head \leftarrow L (initialize)
  if (L == null) and (R == null) then \triangleright check if the list is empty
     raise error
  else if (L == null) then
     return R
  else if (R == null) then
     return L
  end if
  while (node2! = null) and (node1! = null) do
      if node1.val \le node2.val then
         MergeNodes(node1, node2)
         node1 \leftarrow node1.next
      else
         node2 \leftarrow node2.next
      end if
  end while
  MergeNodes(node2, node1)
                                                        ▷ merge the rest of list 1
  while head.pre! = null do
                                                                ▷ find head node
      head \leftarrow head.pre
  end while
       return head
```

```
class Node:
 1
 2
        def __init__(self, val=None, pre=None, nex=None):
            self.val = val
 3
 4
            self.pre = pre
 5
            self.nex = nex
 6
 7
   def merge_nodes(node_pre: Node, node_suf: Node):
        if not node_pre and not node_suf:
8
9
            return
        if not node_pre:
10
            node_suf.pre = None
11
        elif not node_suf:
12
13
            node_pre.nex = None
```

```
elif not node_suf.pre:
14
            node_pre.nex, node_suf.pre = node_suf, node_pre
15
16
        else:
17
            node_suf.pre.nex = node_pre
            node_pre.pre = node_suf.pre
18
            node_suf.pre = node_pre
19
20
            node_pre.nex = node_suf
21
22
   def merge_linked_list(head1: Node, head2: Node) ->
   Node:
        head = head1
23
        if not head1 and not head2:
24
            return None
25
26
        if not head1:
27
            return head2
        if not head2:
28
29
            return head1
        node1, node2 = head1, head2
30
        while node1 and node2:
31
32
            if node1.val < node2.val:</pre>
33
                tmp = node1.nex
                merge_nodes(node1, node2)
34
                node1 = tmp
35
            else:
36
                if not node2.nex:
37
38
                    break
                node2 = node2.nex
39
40
41
        merge_nodes(node2, node1)
42
        while head.pre:
            head = head.pre
43
44
        return head
45
   def print_linked_list(head: Node):
46
        while head:
47
            print(head.val, end=' ')
48
            head = head.nex
49
50
   def array_to_linked_list(arr: list[int]) -> Node:
51
        head = Node()
52
```

```
node = head
53
        for val in arr:
54
55
            new_node = Node(val)
            node.nex, new_node.pre = new_node, node
56
            node = new_node
57
        ret, head.nex.pre = head.nex, None
58
        return ret
59
60
   def main():
61
        L = array\_to\_linked\_list([1, 3, 5, 7, 9, 11])
62
        R = array\_to\_linked\_list([2, 4, 6, 8, 10])
63
        head = merge_linked_list(L, R)
64
        print_linked_list(head)
65
66
67 main()
```

Q3

since

$$\lim_{n \to \infty} \frac{3n^3 + 20n^2 + 5}{n^3} = 3$$

we have $\forall \epsilon > 0, \ \exists n_0 > 0, \ s. \ t. \ \forall n > n_0,$

$$|rac{3n^3 + 20n^2 + 5}{n^3} - 3| < \epsilon$$

we can find a specific coefficients satisfying formula above,

if
$$\epsilon=1$$
 , $\,n_0=100$, then $c=4$.

```
import matplotlib.pyplot as plt
import numpy as np

x = np.arange(0, 200, 1)

y1 = np.power(x, 3)*3 + 20*np.power(x, 2) + 5*x

y2 = np.power(x, 3)*4

y3 = np.power(x, 3)*2

plt.figure(figsize=(10, 6))

plt.plot(x, y1, label='y')
```

```
plt.plot(x, y2, label='upper bound')
plt.plot(x, y3, label='lower bound')
plt.xlabel('n')
plt.legend()
plt.show()
```

