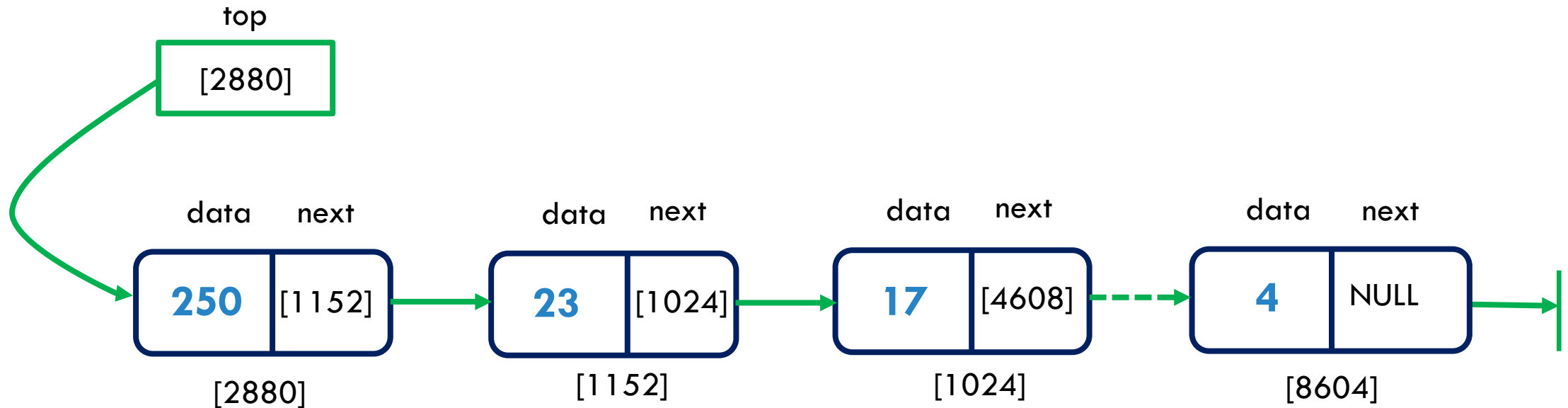




# COMP 2611, Data Structures

## LECTURE 3: ALGORITHM ANALYSIS & RECURSION WITH LINKED LISTS

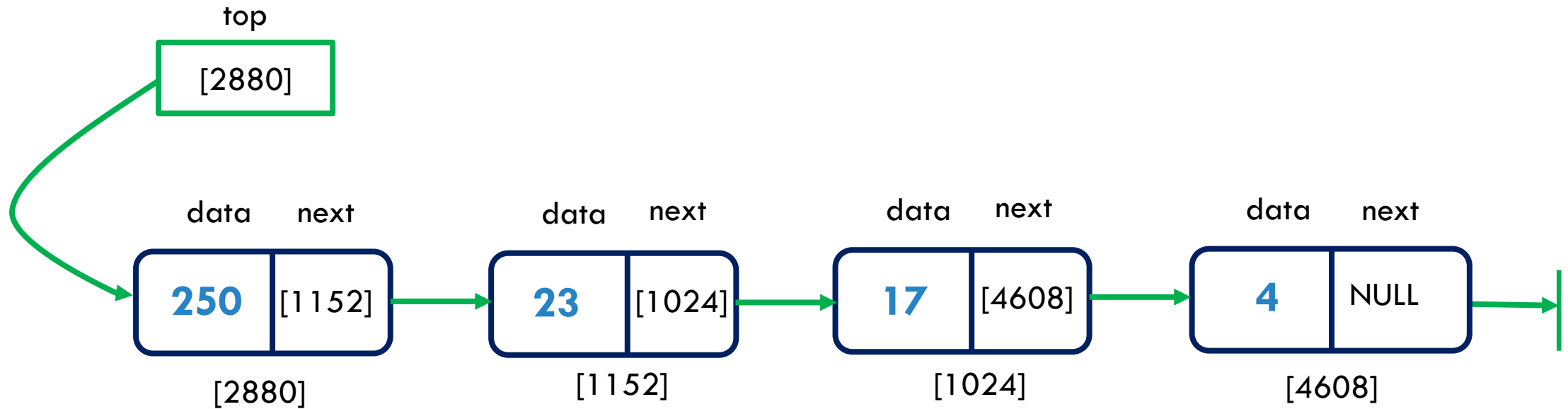
# ANALYSIS OF LINKED LIST ALGORITHMS



Suppose that the linked list has  $n$  nodes:

- How long does it take to search for an element?
- How long does it take to insert an element at the head?
- How long does it take to insert an element at the end?
- How long does it take to delete an element?

# RECURSION WITH LINKED LISTS



There are typically two cases:

The list is empty.



What to do?

The list has at least one element.



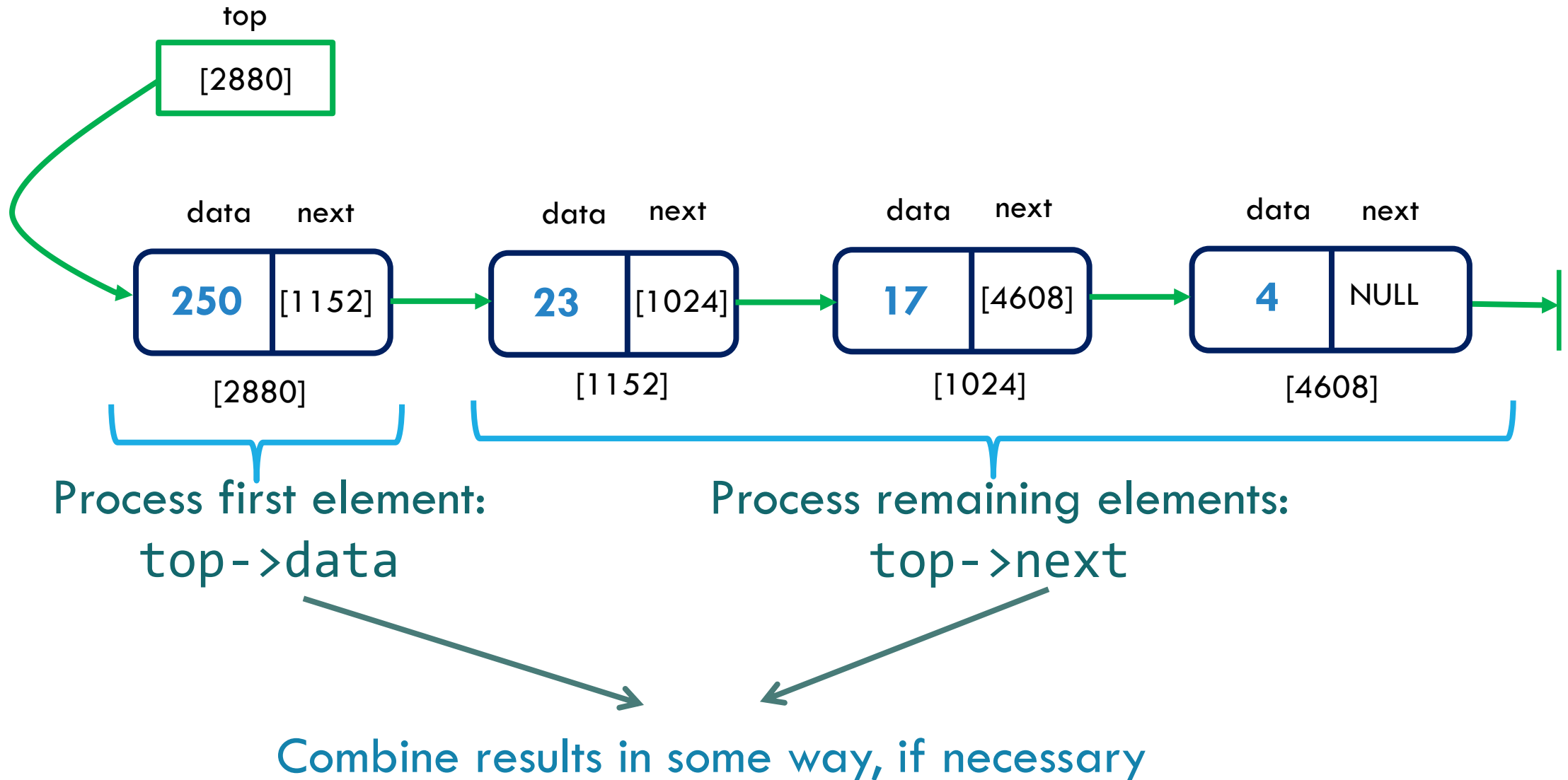
What to do?

# AN EMPTY LIST: WHAT TO DO?

It depends on the problem:

- ❑ If you are printing the elements of a list:  
Do nothing and return.
- ❑ If you are calculating the sum of the elements in the list:  
Do nothing and return 0.
- ❑ If you are counting the number of elements in the list:  
Do nothing and return 0.
- ❑ If you are deleting elements from a list:  
Do nothing and return.

# LIST HAS $\geq 1$ ELEMENT: WHAT TO DO?



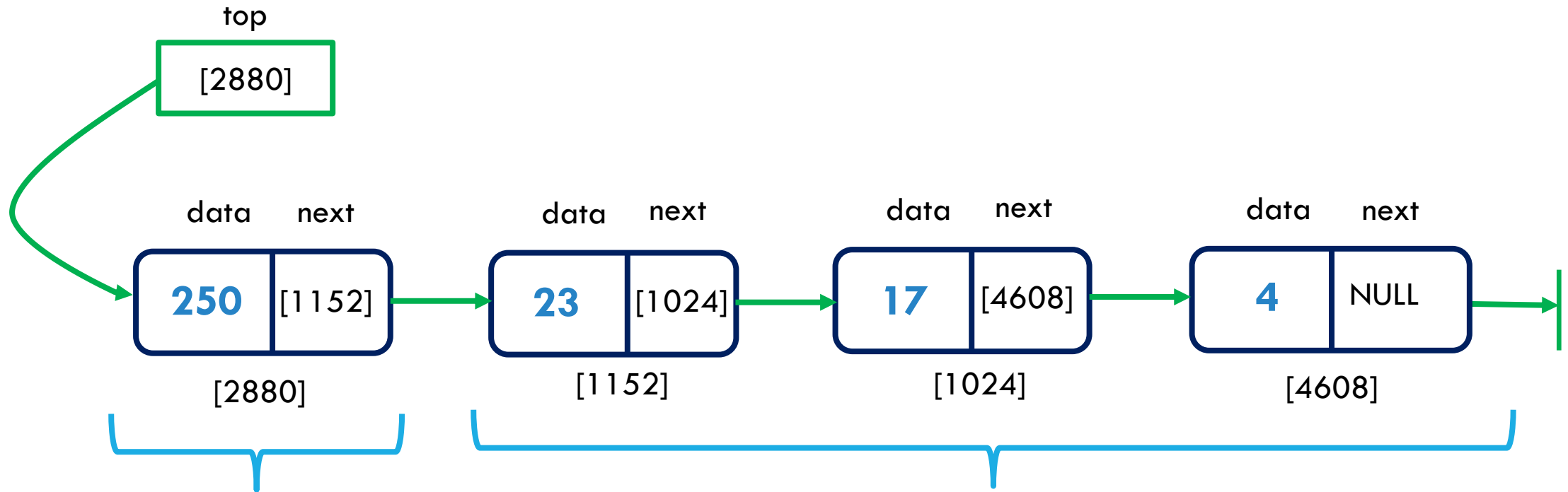
## HOW TO PROCESS REMAINING ELEMENTS?

Call the function recursively with the shorter list (`top->next`).  
So, if we are printing the values in a list using the function *printListRec*, call *printListRec* with the shorter list:

```
printListRec (top->next);
```

```
void printListRec (Node * top);  
    // prints the elements of a linked list
```

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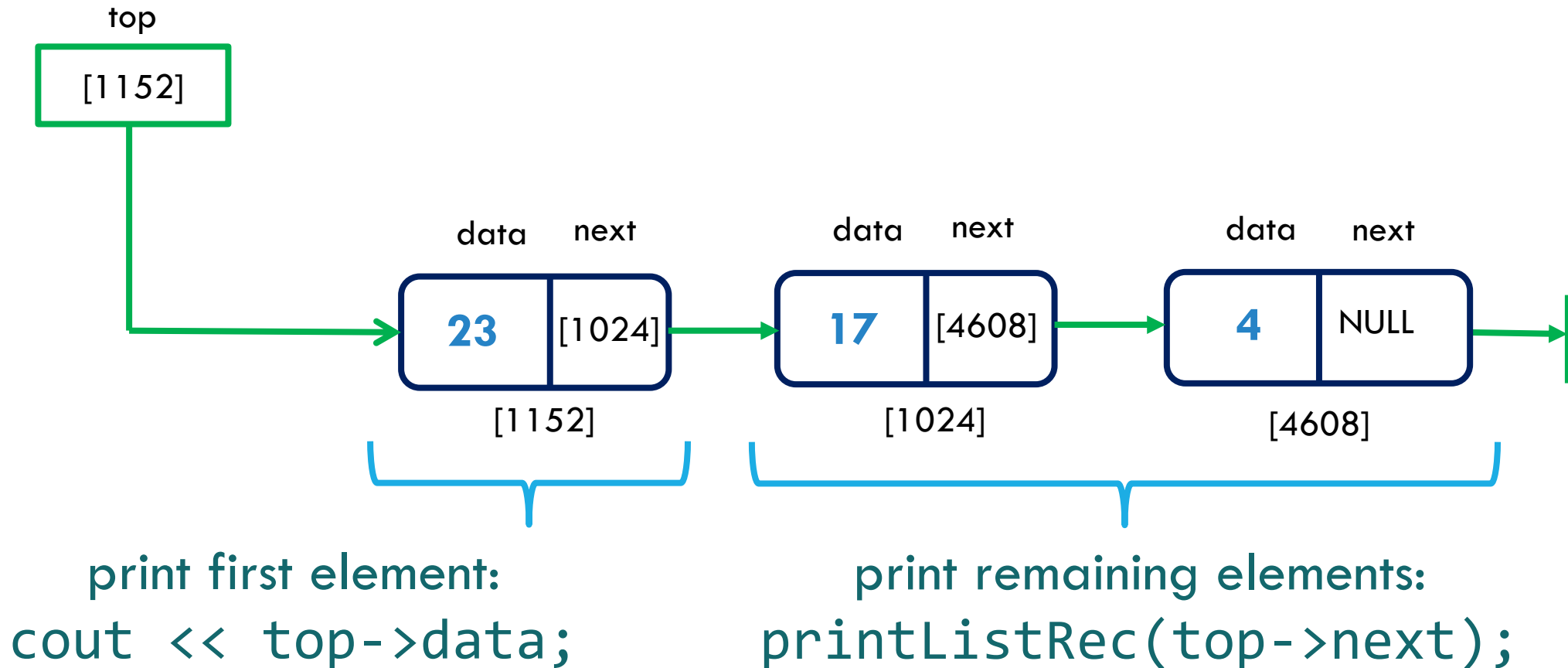


print first element:  
`cout << top->data;`

print remaining elements:  
`printListRec(top->next);`

250 23

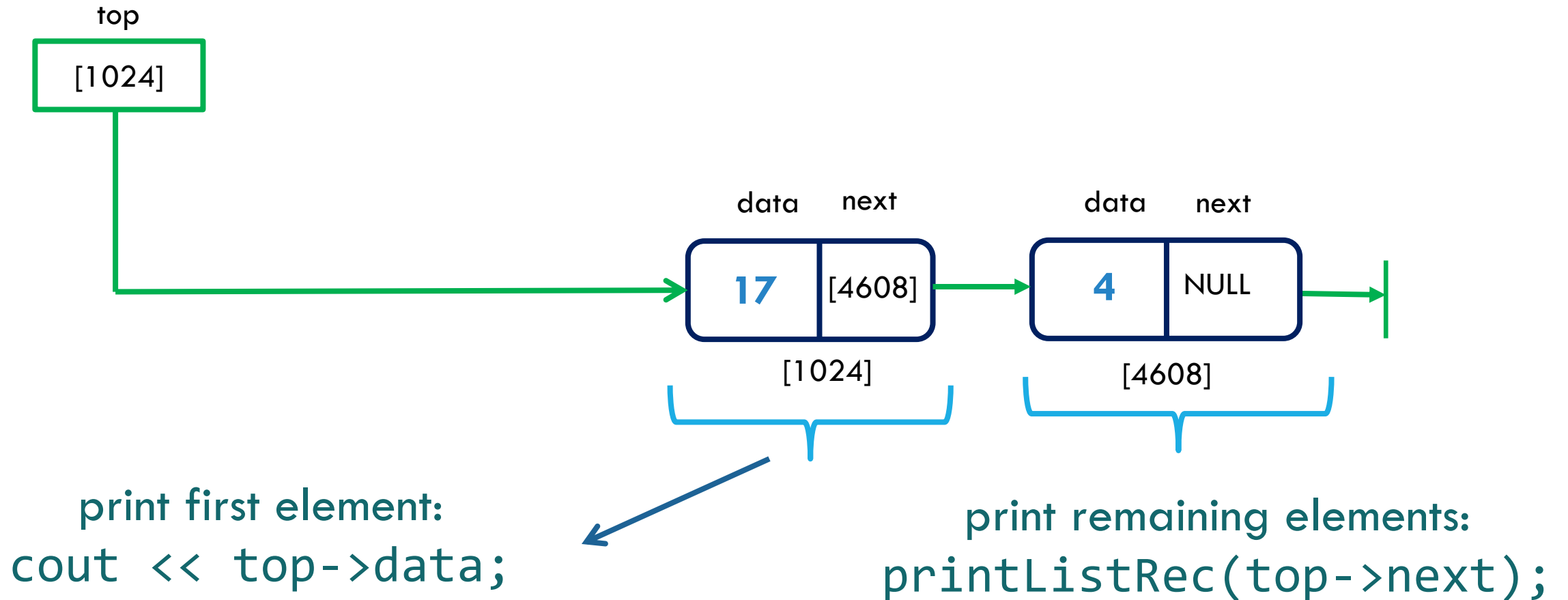
# RECURSIVE CALL (#1)





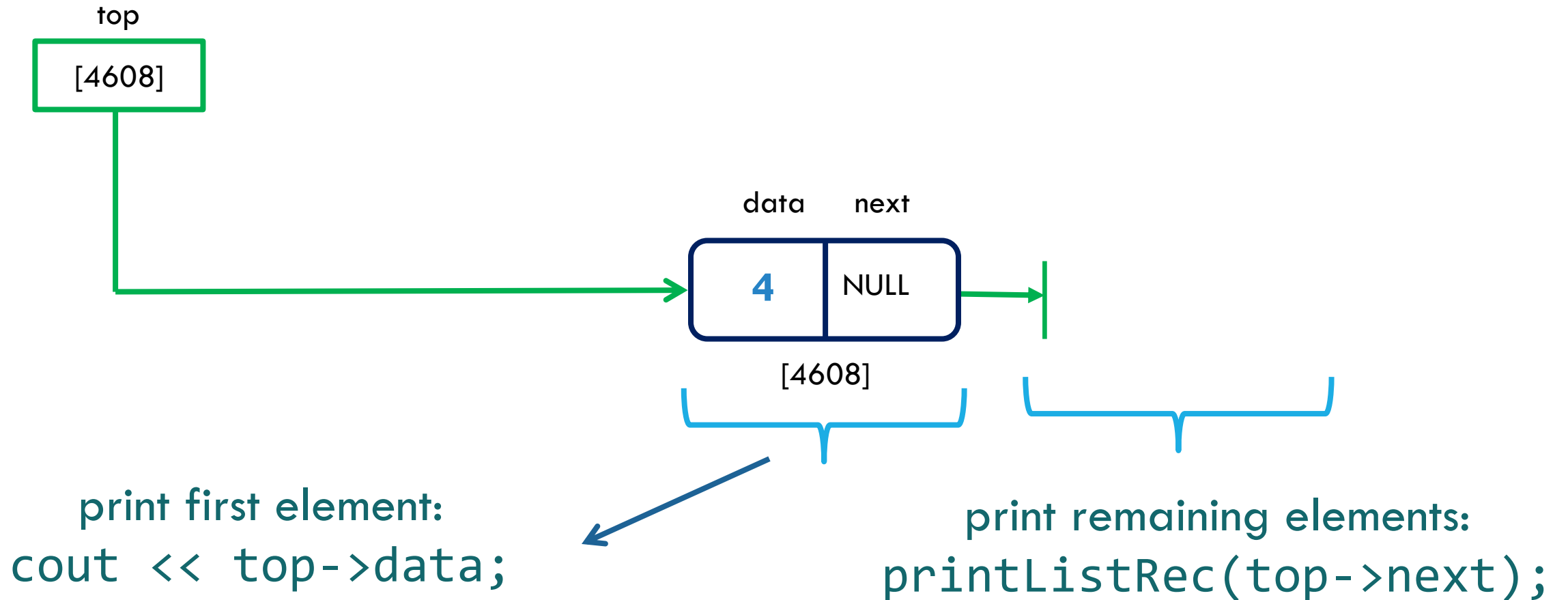
250 23 17

## RECURSIVE CALL (#2)



250 23 17 4

## RECURSIVE CALL (#3)



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## RECURSIVE CALL (#4)



Since the list is empty,  
do nothing and return.

```
void printListRec (Node * top) {  
  
    if (top == NULL)  
        return;  
  
    cout << top->data << "\t";  
  
    printListRec (top->next);  
  
}
```