

## Rotate LL :-

[10 | 20 | 30 | 40 | 50]

[30 | 40 | 50 | 10 | 20]

$k = 3$

✓ rotate.

head



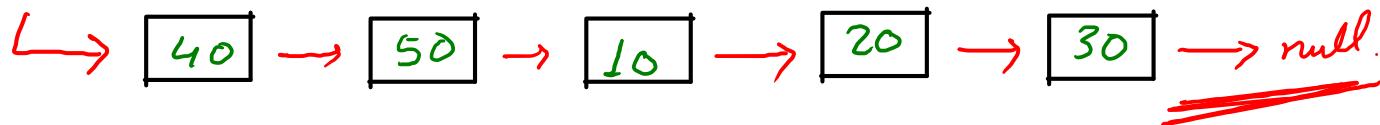
$\downarrow$  1 rotat<sup>n</sup>.

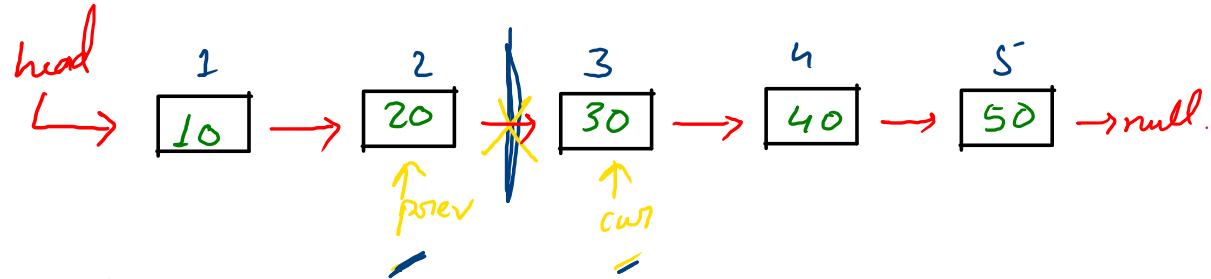
head



$\downarrow$  2 rot<sup>n</sup>.

head

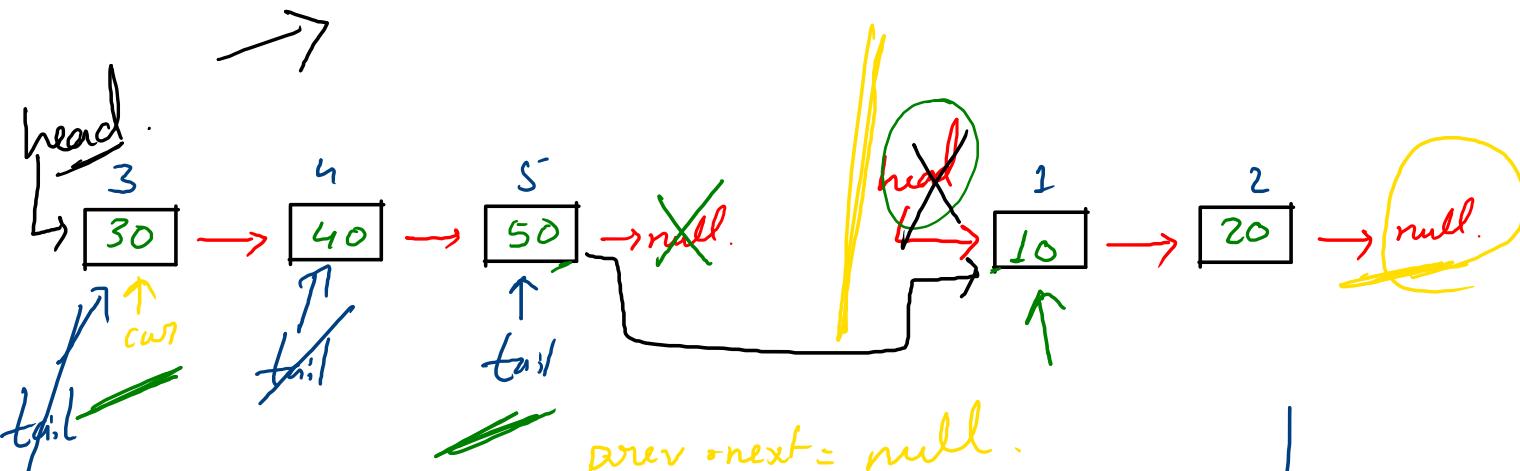
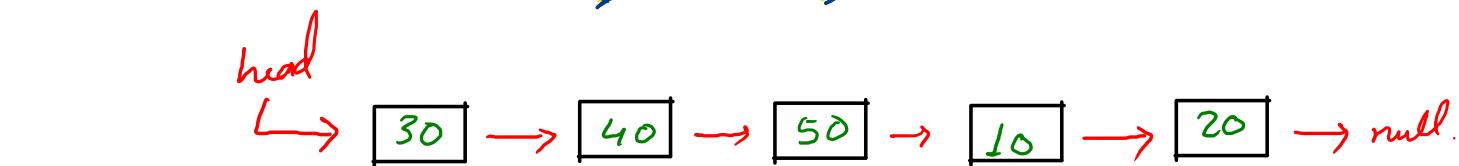




$k = 3$

$$n = \underline{5}$$

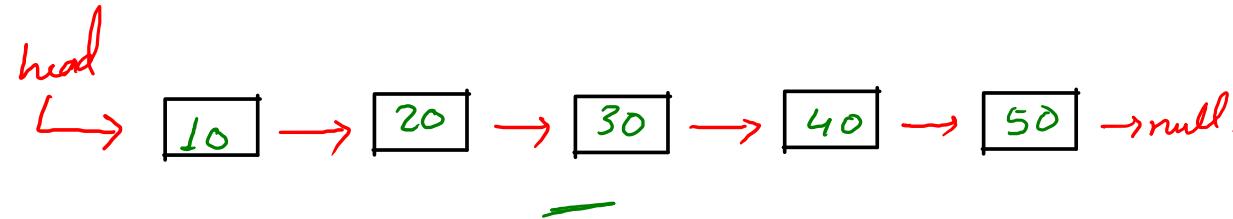
$$\text{position} = 5 - 3 = 2$$



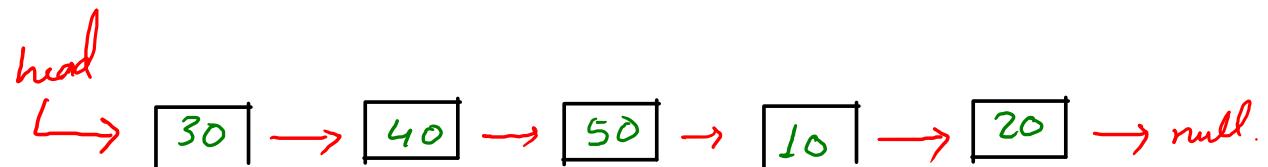
tail.next = head  
 $\underline{\text{head}} = \underline{\text{cur}}$ .

Pseudo code:-

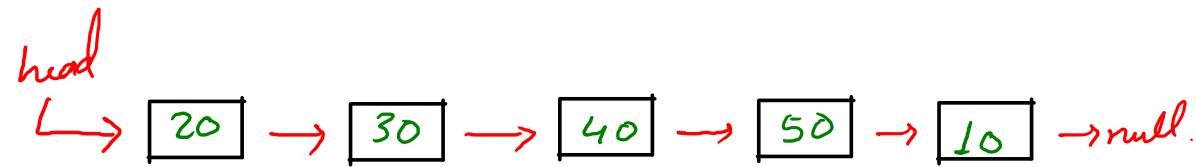
① find the length of LL  
as n.



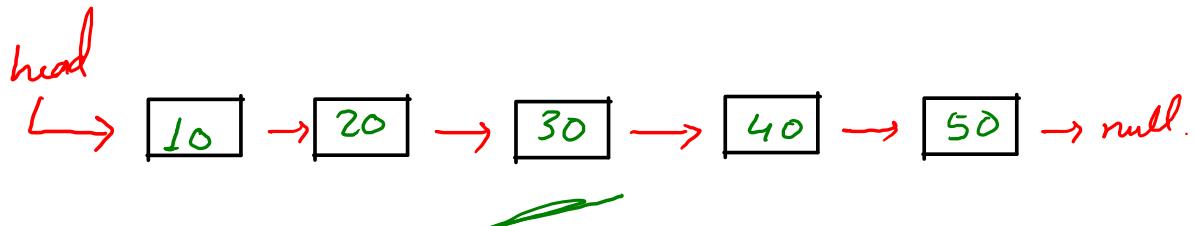
② if  $k=n$ , How many rotations?



4 rot's



5 times  
rot's



## Pseudo code:-

① find the length of LL as n.

② if  $k = n$ , How many rotations

$$\text{rot}^n = k \% n$$

③ position =  $n - \text{rot}^n$

$$\text{position} = 5 - 3 = 2$$

④ cur = head

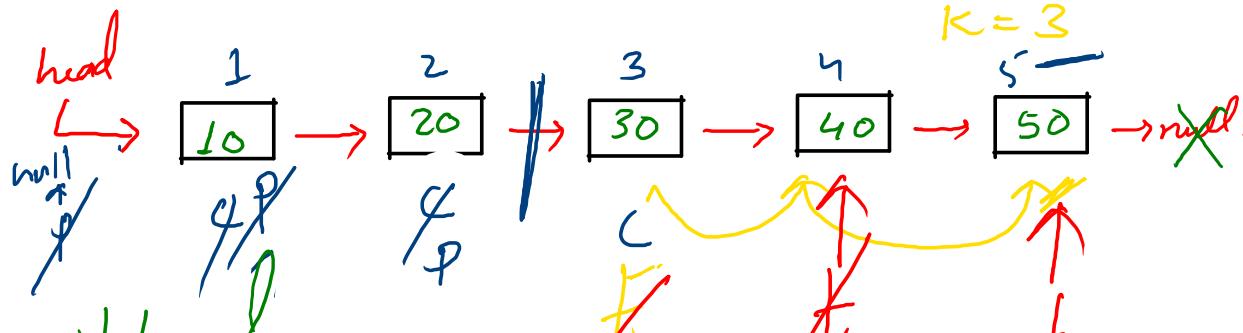
prev = null

$i = 0$   
while( $i < \text{position}$ )

{ prev = cur }

cur = cur.next,  $i++$

}



O(n)

⑤ prev.next = null

tail = cur

while(tail.next != null)

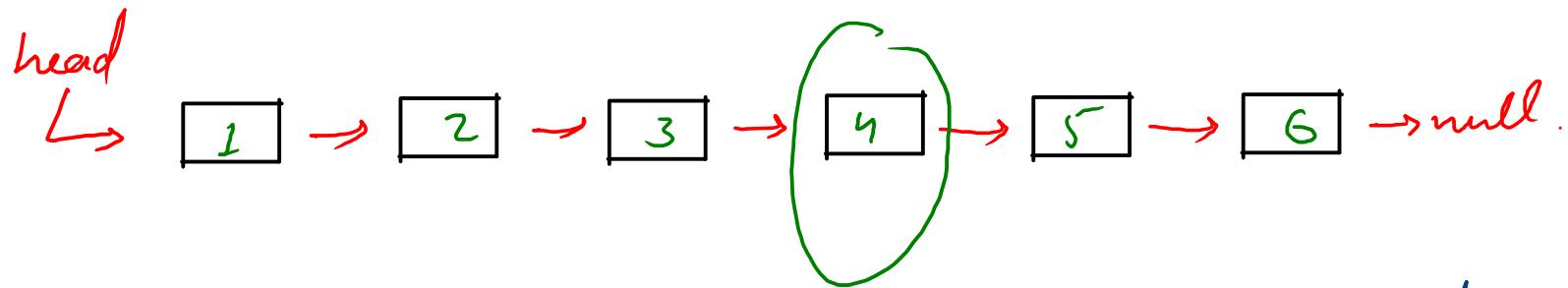
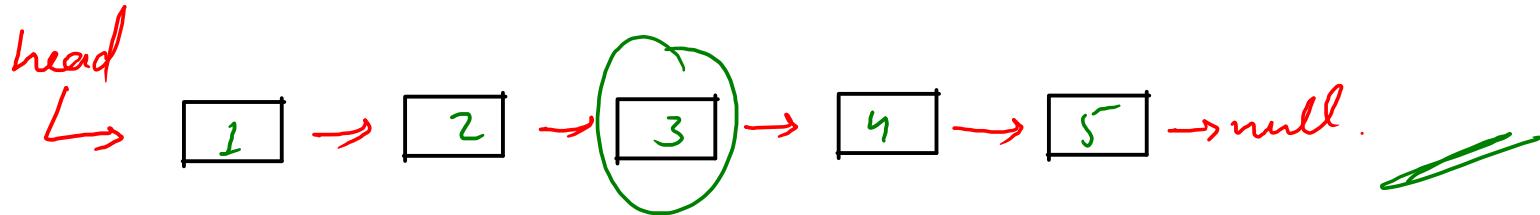
{ tail = tail.next

}

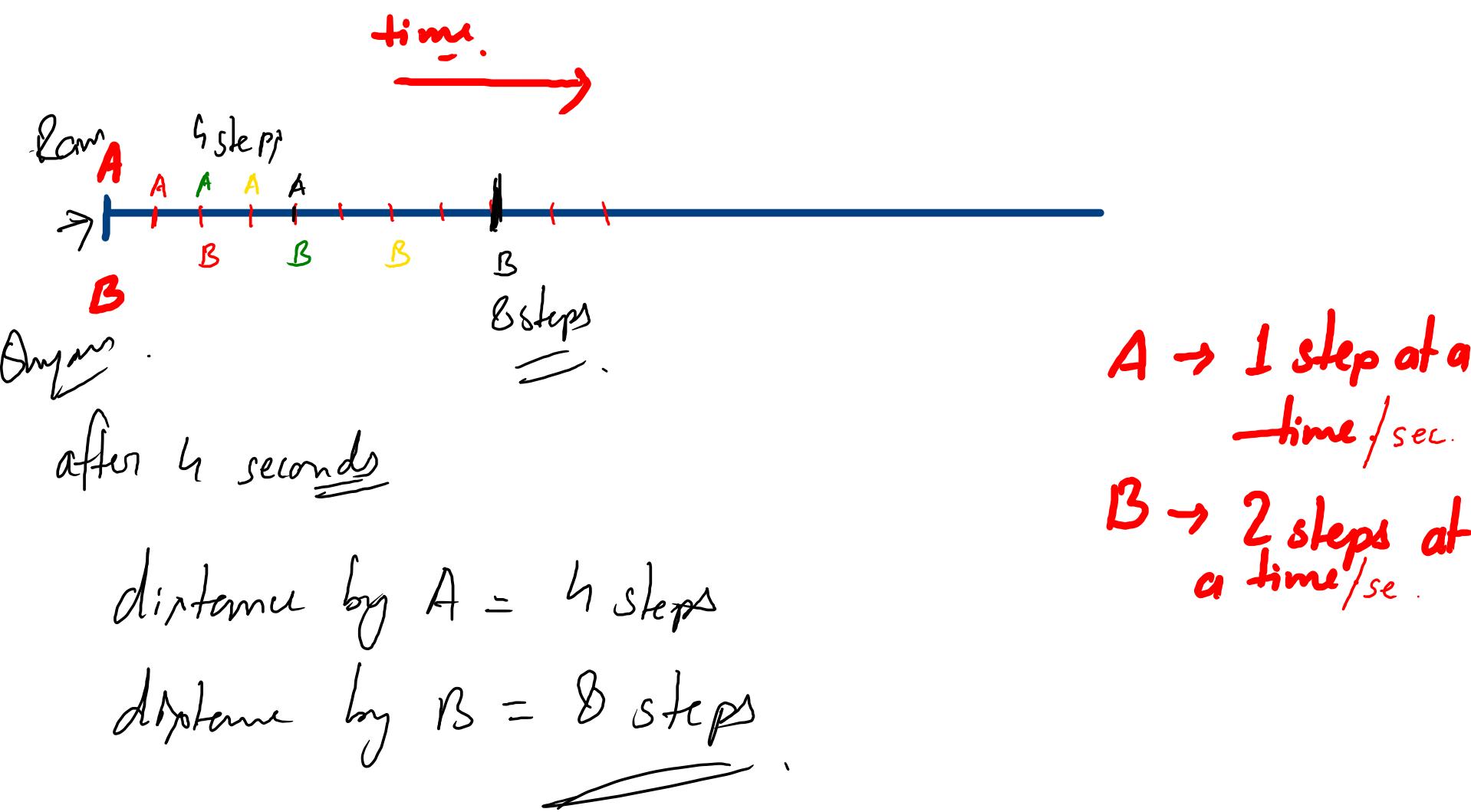
tail.next = head  
head = cur

return head.

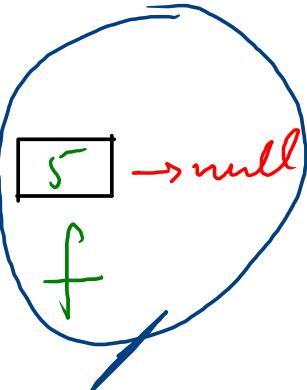
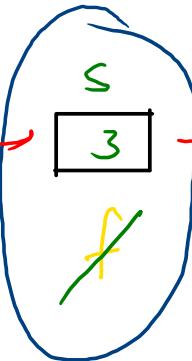
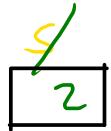
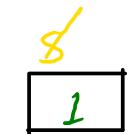
Find Mid of LL:-



→ if there are two mid's return the 2<sup>nd</sup> one.



head  
↳



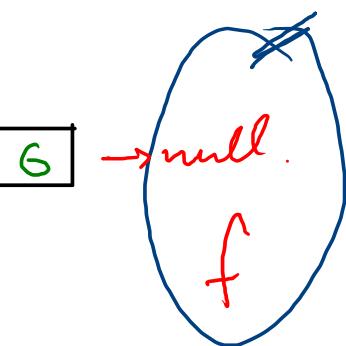
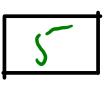
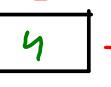
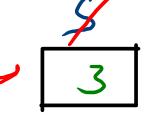
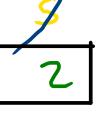
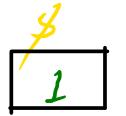
move simultaneously

while (fast != null & fast.next != null)  
{  
    s = s.next  
    f = f.next.next  
}

return s



head  
↳



Hare & Turtle approach.



## Pseudo code:-

slow = head

fast = head

while (fast != null &&  
      fast.next != null)

{

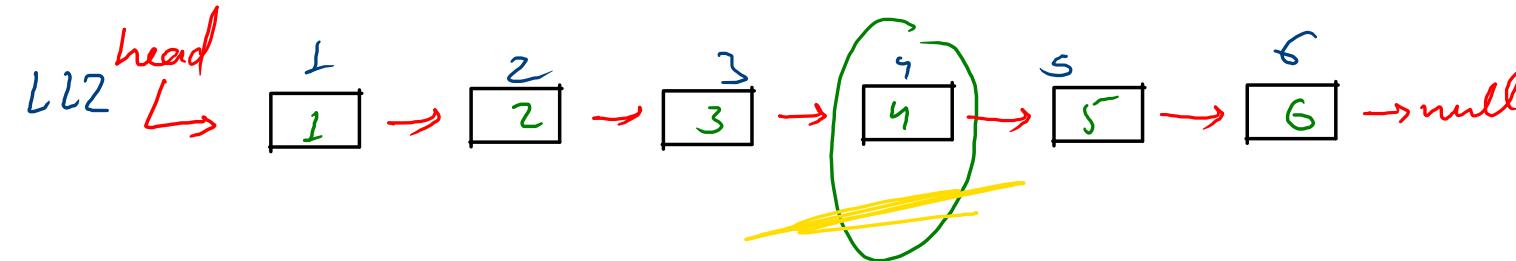
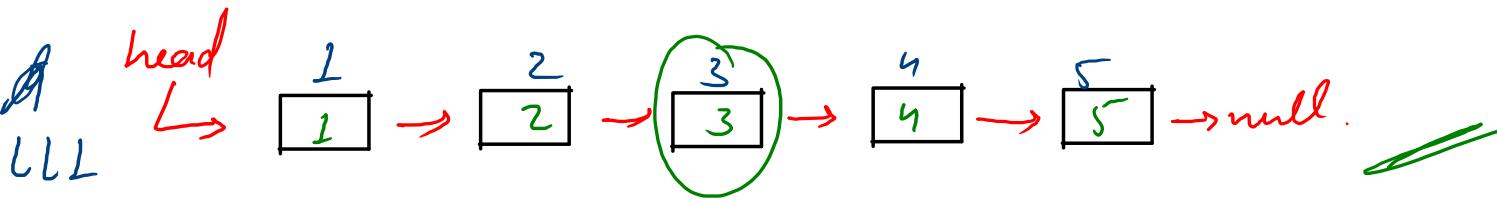
    slow = slow.next

    fast = fast.next.next

}

return slow

      .



$$\text{for } LL1 \rightarrow n = 5 \rightarrow \text{mid} = \lceil \frac{n}{2} \rceil + 1 \\ = \lceil \frac{5}{2} \rceil + 1 = 2 + 1 = 3$$

$$\text{for } LL2 \rightarrow n = 6 \rightarrow \text{mid} = \lceil \frac{n}{2} \rceil + 1 \\ = \lceil \frac{6}{2} \rceil + 1 = 3 + 1 = 4$$

$$\text{mid} = \lceil \frac{n}{2} \rceil = \lceil \frac{6}{2} \rceil = 3 \quad \lceil \frac{6}{2} \rceil = 3$$

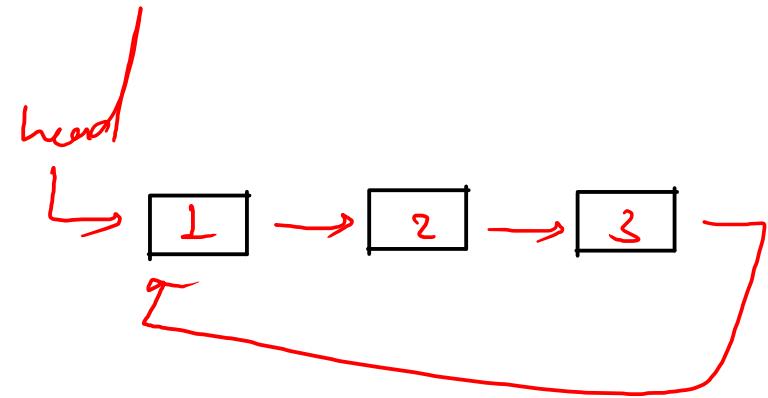
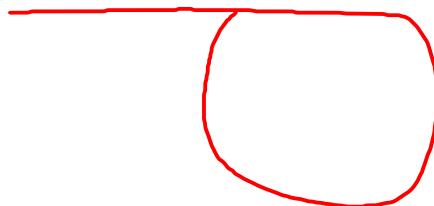
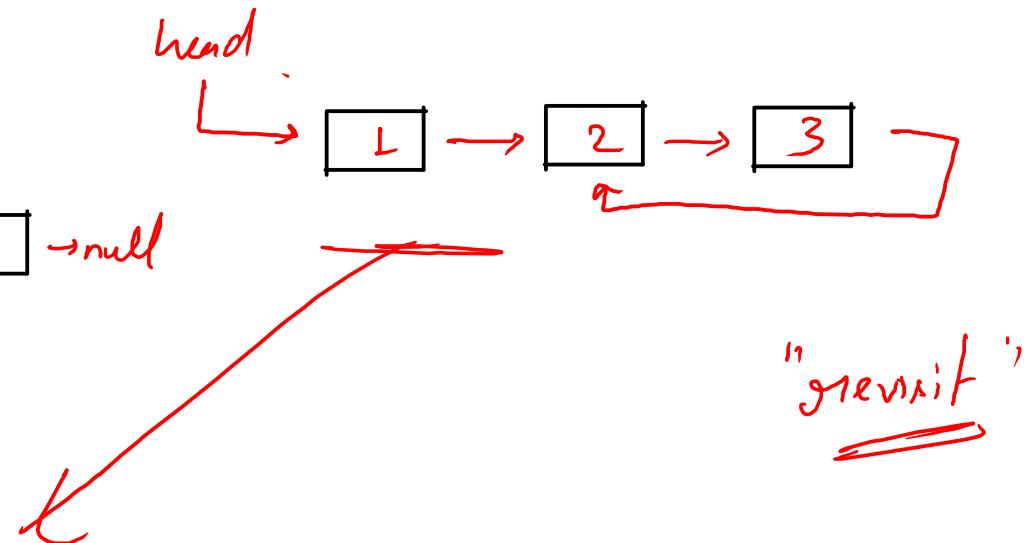
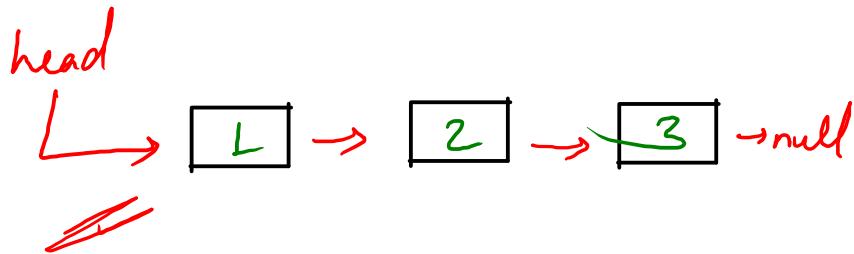
Steps

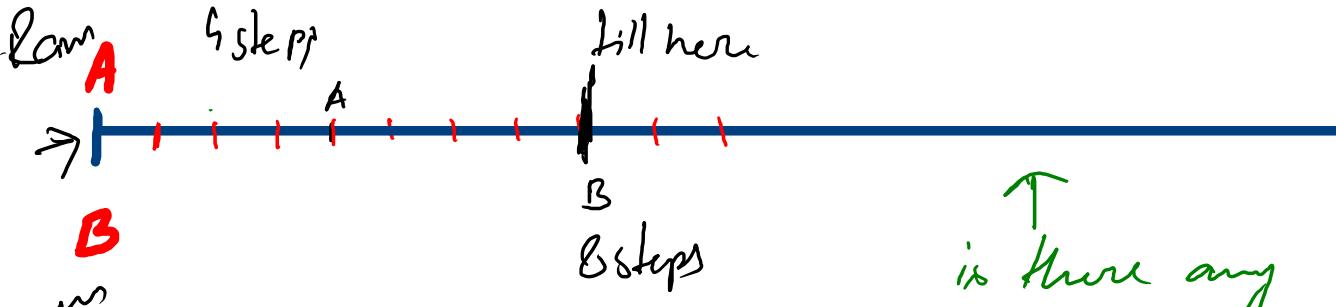
- 1 find the length as  $n$

- 2  $\text{mid} = \lceil \frac{n}{2} \rceil + 1$

- 3 traverse till  $\text{mid}$  & return  $\text{mid}$

Detect Cycle in LL :-





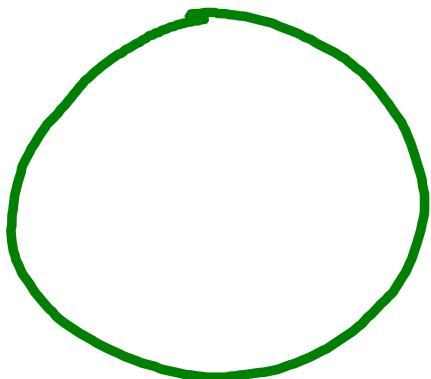
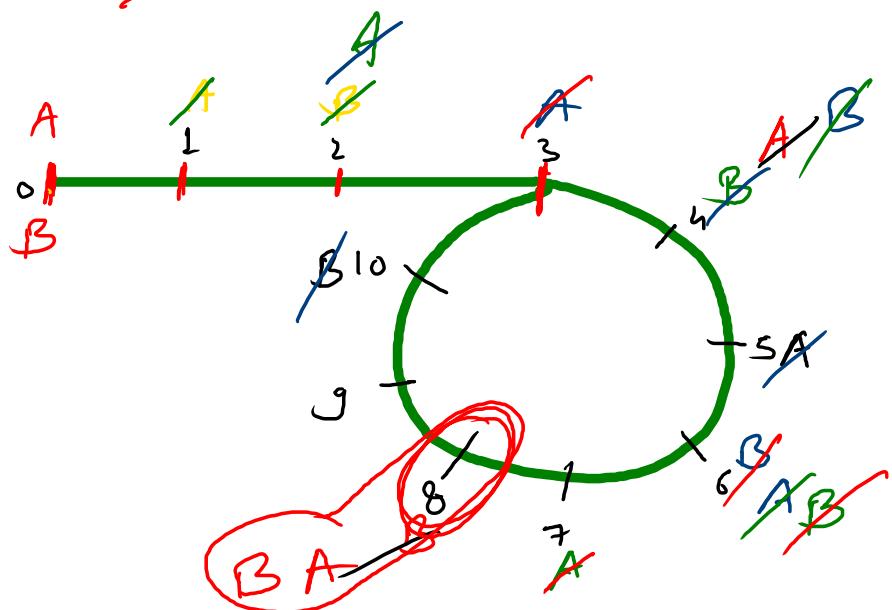
~~O(n^2)~~

is there any chance B meets A?  
never!

A → 1 step at a time/sec.

B → 2 steps at a time/sec.

They both move simultaneously



Floyd's  
Cycle  
Det.  
Algo

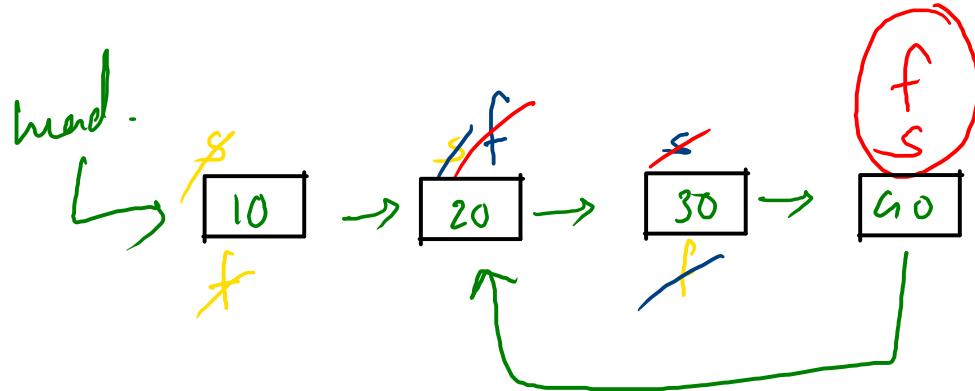
## Pseudo Code :-

slow = head ]  
fast = head ]

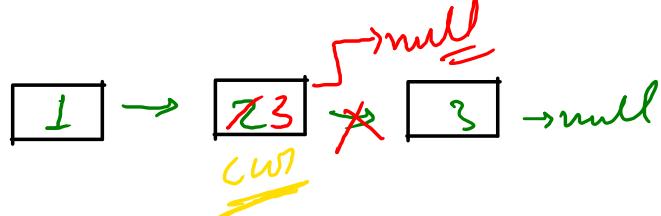
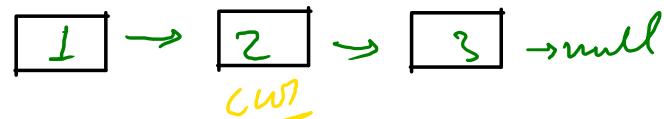
while (fast != null &  
      fast.next != null)

{ slow = slow.next  
    fast = fast.next.next  
    if (fast == slow)  
    { return true.  
    }

return false.



## Delete node without head

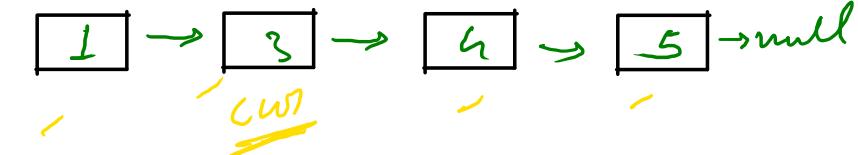


①  $\text{curr}.\text{data} = \text{curr}.\text{next}.\text{data}$   
 $\text{curr}.\text{next} = \text{null}$

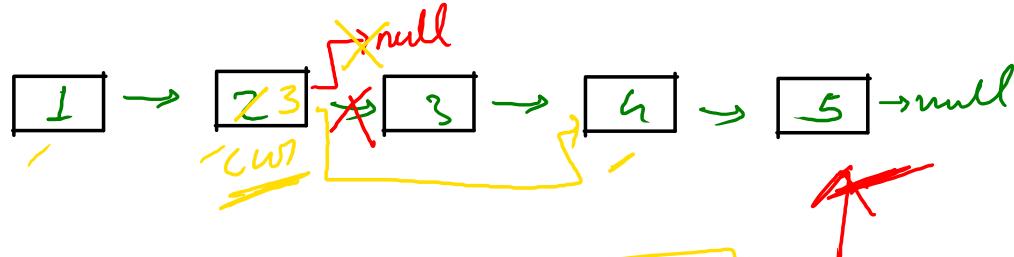


$\xrightarrow{\text{curr}}$

O/P →



given → pointer curr to node '2'  
 Some need to delete it



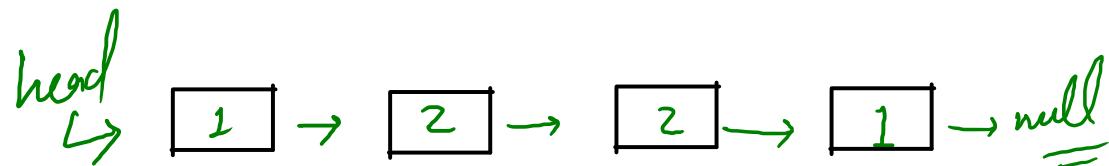
$\text{curr}.\text{data} = \text{curr}.\text{next}.\text{data}$   
 $\text{curr}.\text{next} = \text{null}$



~~$\text{curr}.\text{next} = \text{curr}.\text{next}.\text{next}$~~

~~$\text{curr}.\text{next} = \text{null}$~~

## Palindrome List :-



### Approach 1

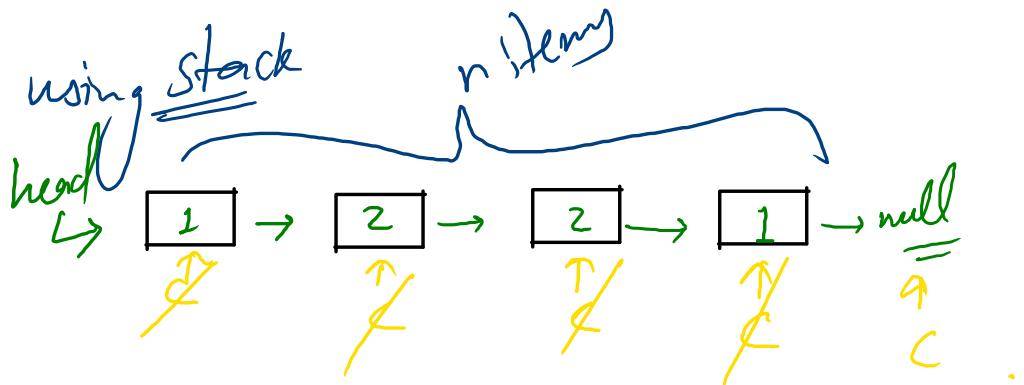
- make new LL (same)
- & reverse it
- compare the original & reversed one by one.

### Approach 2

using stack

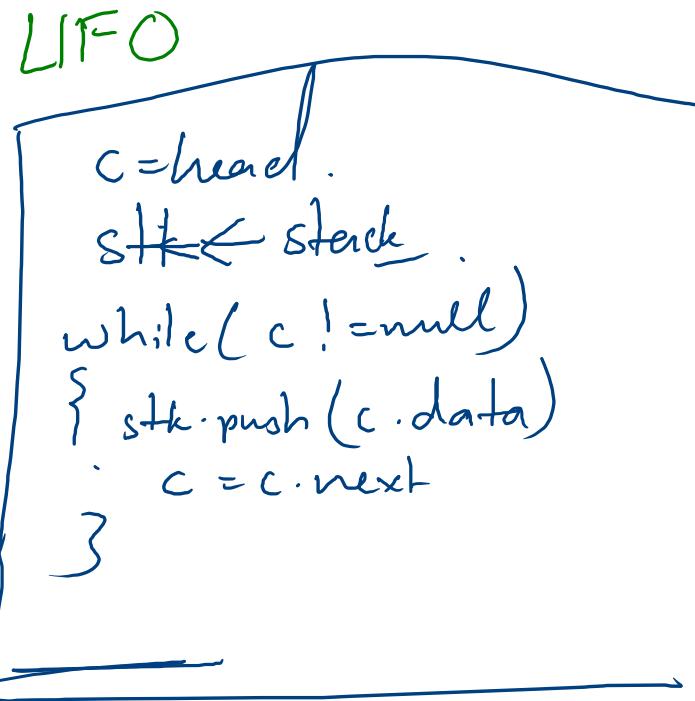
### Approach 3

Two pointers  
approach



stk.pop()  
stk.pop()

c = head  
 $\{$  while( $c \neq \text{null}$ )  
 $\quad \{$  if( $c.\text{data} \neq \text{stk}.\text{peakl}$ )  
 $\quad \quad \quad \text{return false.}$   
 $\quad \quad \quad \{$  stk.pop()  
 $\quad \quad \quad c = c.\text{next}$   
 $\quad \}$   
 $\}$  return true.

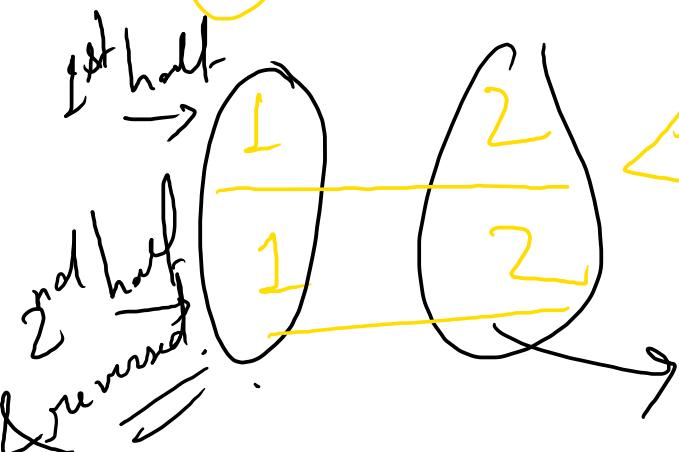
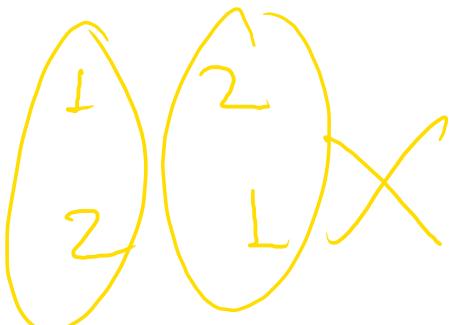
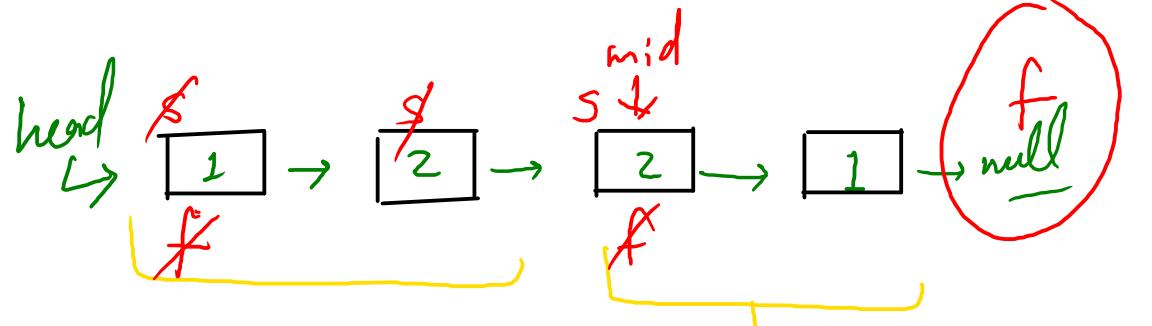


T.C. =  $O(n)$   
~~SC.~~ =  $O(n)$

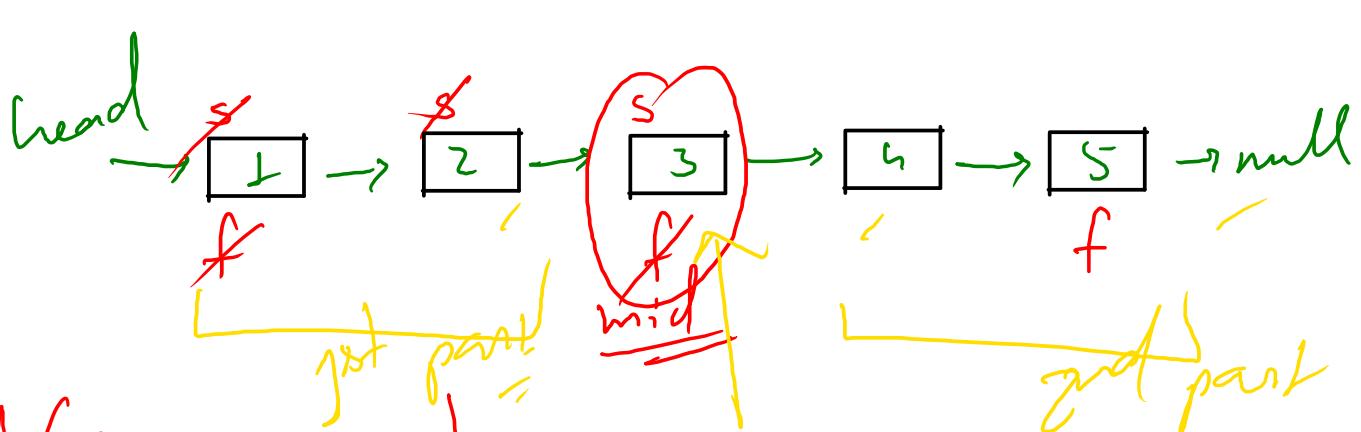
### 3<sup>rd</sup> Approach.

T.C.  $\rightarrow O(n)$ , S.C.  $\rightarrow O(1)$

#### Steps

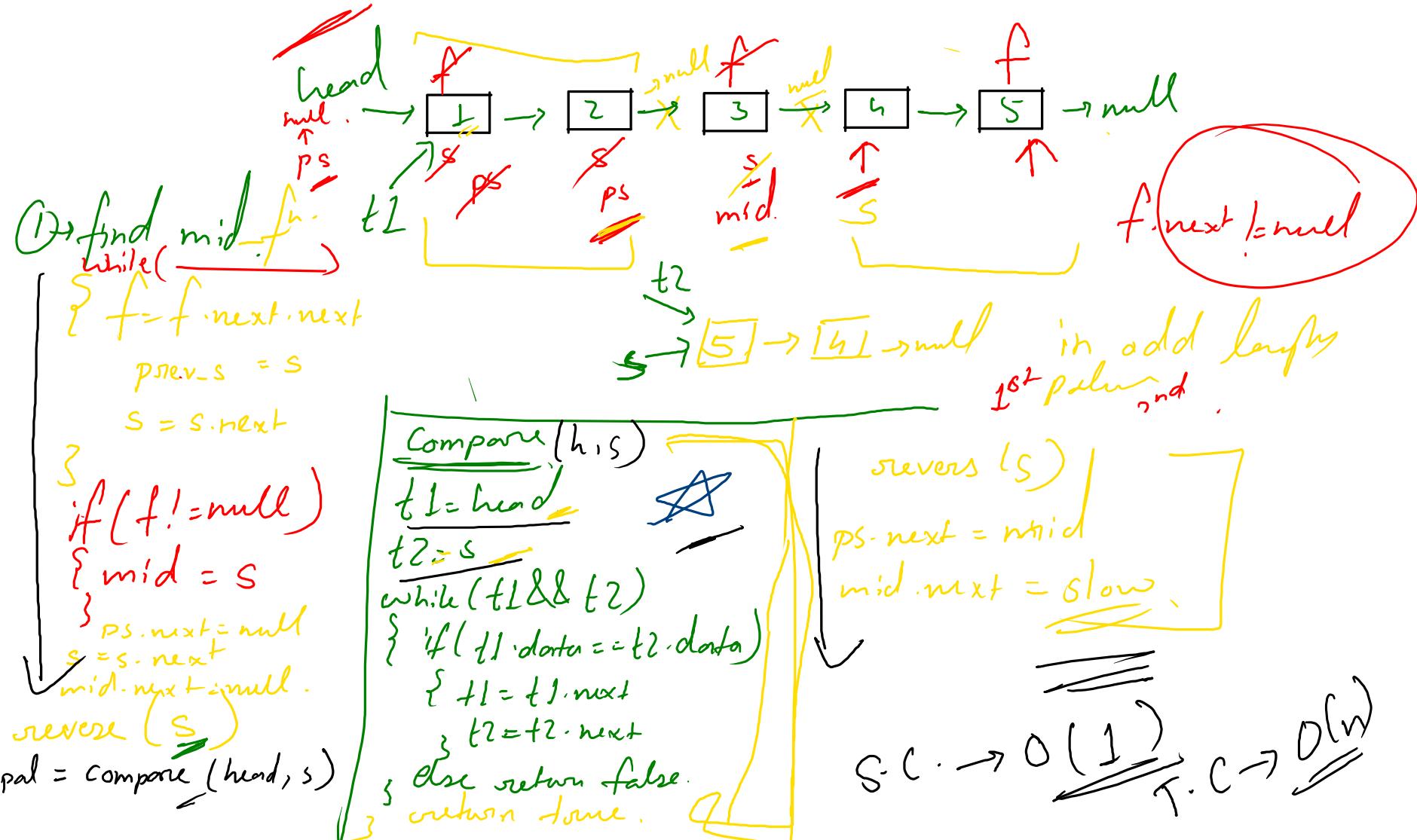


on comparison  
decide if Palindrome or not

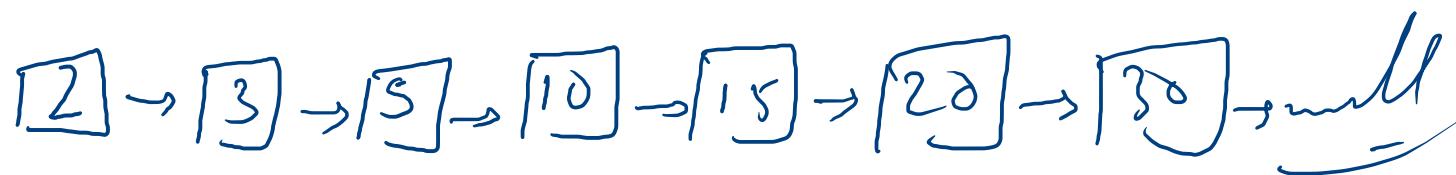
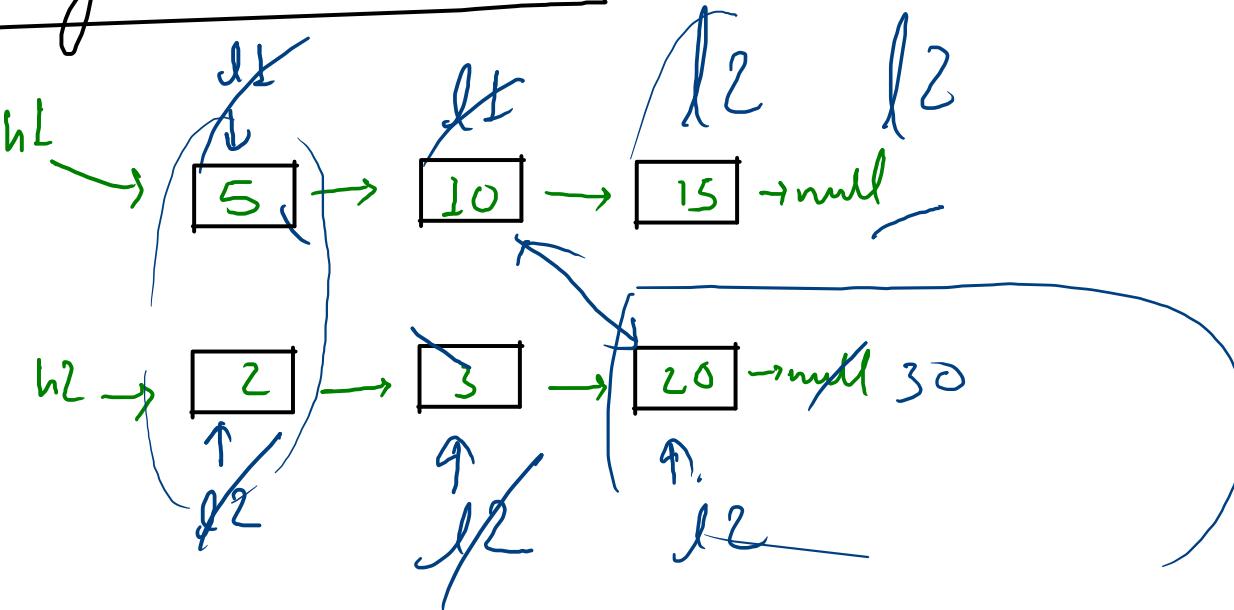


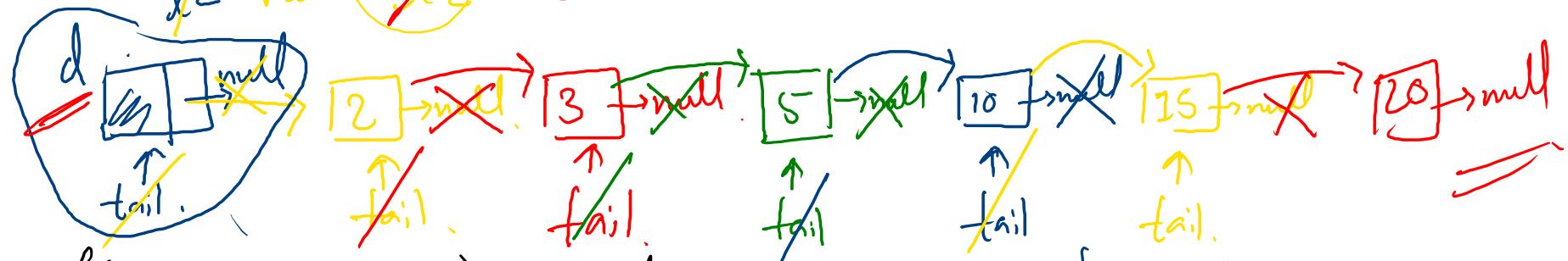
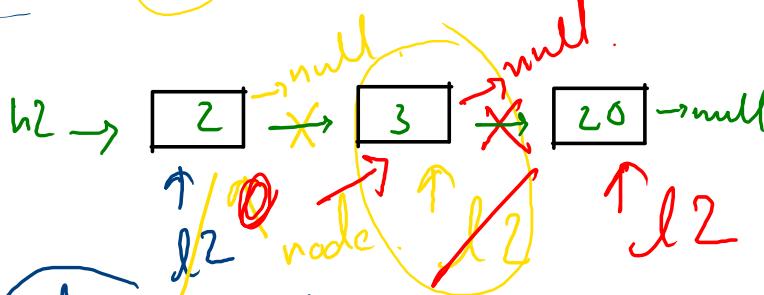
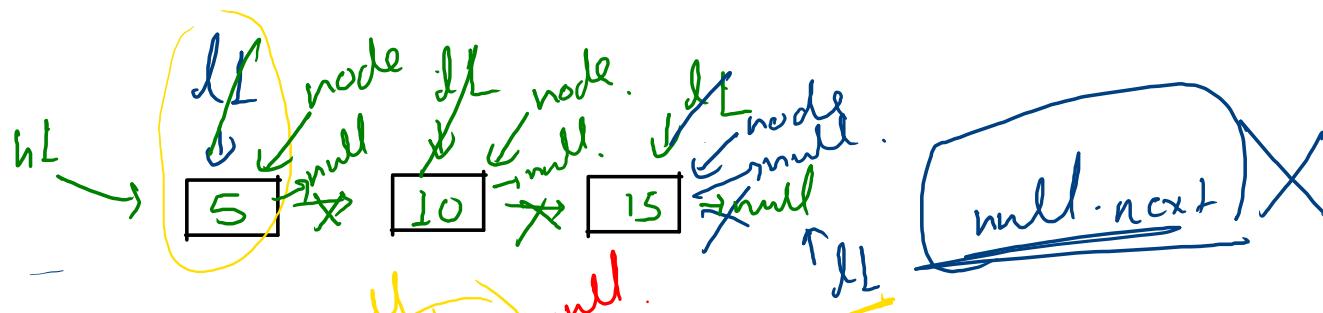
oddly

if (fast != null)  
    new odd lang.



Merge Two LL :-





**Step 1:**

```

if( $l2$ .data <  $l1$ .data)
    node =  $l2$ 
     $l2 = l2.next$ 
    node.next = tail.next
    tail.next = node
    tail = tail.next

```

**else:**

```

node =  $l1$ 
 $l1 = l1.next$ 
node.next = tail.next
tail.next = node
tail = tail.next

```

$tail.next = l2$

at last

return dummy.next

```

merge(l1, l2)
dummy = new Node()
tail = dummy.
while(l1 || l2)
if (l1 == null)
{ tail.next = l2
break.
}
if (l2 == null)
{ tail.next = l1
break.
}
if (l2.data < l1.data)
{
node = l2
l2 = l2.next
node.next = tail.next
tail.next = node
}

```

```

else
{
node = l1
l1 = l1.next
node.next = tail.next
tail.next = node.
}

```

~~tail = tail.next~~

~~if~~

~~return dummy.next~~

~~if~~

D → D → D →

l2=null.

~~T.C~~

~~l1 → n~~

~~l2 → m~~

$\hookrightarrow T.C \rightarrow O(m+n)$

$\hookrightarrow SC \rightarrow O(1)$

