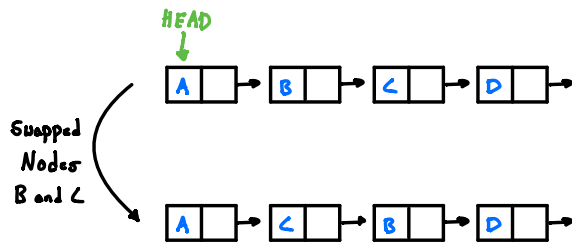


Singly Linked Lists- Node Swap

Node Swap. Two Cases: (Assume data entries are unique)

1. Node 1 and Node 2 are not head Nodes
2. Either Node 1 or Node 2 are head Nodes



Swap Nodes Function

```
def swap_nodes(self, key_1, key_2):
```

```
    if key_1 == key_2: ← if Given same node to swap, return
```

```
        previous_1 = None
        current_1 = self.head
```

```
        while current_1 and current_1.data != key_1:
            previous_1 = current_1
            current_1 = current_1.next
```

Search for Node 1

loop through linked list while
keeping track of the current
node and previous node.

```
        previous_2 = None
        current_2 = self.head
```

```
        while current_2 and current_2.data != key_2:
            previous_2 = current_2
            current_2 = current_2.next
```

For both nodes we like to
swap

Search for Node 2

```
    if not current_1 or not current_2: ← node doesn't exist
```

```
        if previous_1:
            previous_1.next = current_2
        else:
            self.head = current_2
```

```
        if previous_2:
            previous_2.next = current_1
        else:
            self.head = current_1
```

```
        current_1.next, current_2.next = current_2.next, current_1.next
```

On next Page

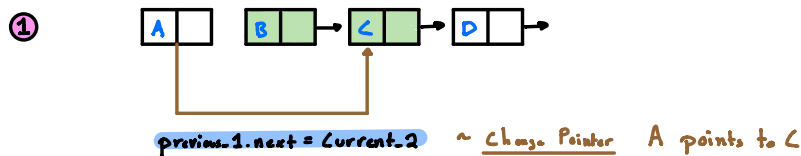
Case 1: Node 1 and Node 2 are not head Nodes

① `if previous_1:` ← We check if the previous node has a node. If True
`previous_1.next = current_2`
`else:`
`self.head = current_2`

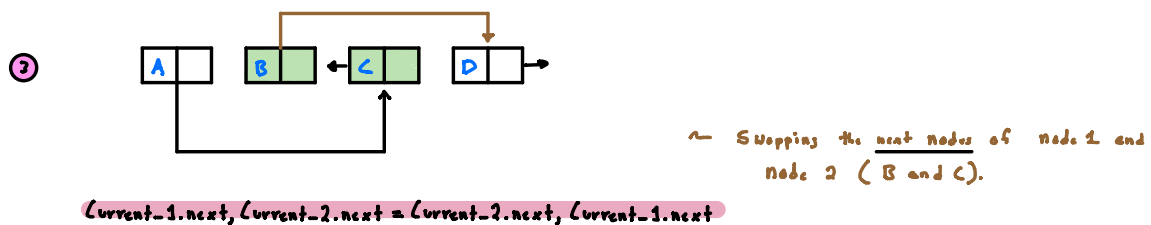
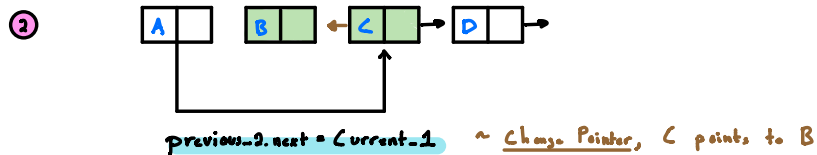
② `if previous_2:`
`previous_2.next = current_1`
`else:`
`self.head = current_1`

If it has a node it essentially telling us it's not a head node.

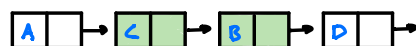
③ `current_1.next, current_2.next = current_2.next, current_1.next`



✗
`.next : Other node`
`is pointing to`



Can also be coded like this:



```

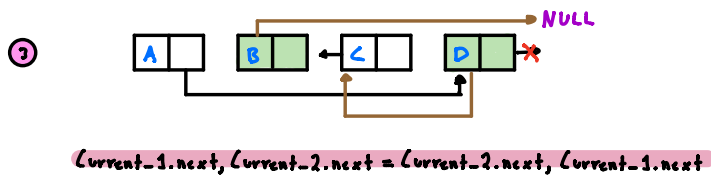
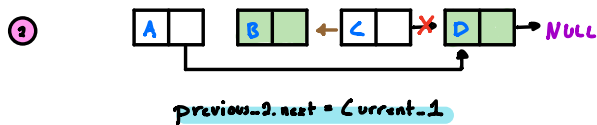
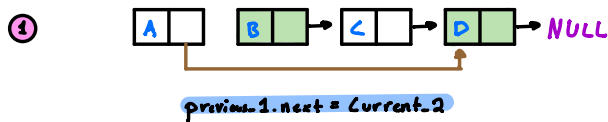
temp = current_1.next
current_1.next = current_2.next
current_2.next = temp
  
```

point to D

Swap Nodes B and D (another case 1 example)

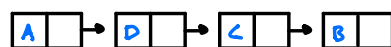
- 1 `if previous_1:`
`previous_1.next = current_2`
`else:`
`self.head = current_2`
- 2 `if previous_2:`
`previous_2.next = current_1`
`else:`
`self.head = current_1`
- 3 `current_1.next, current_2.next = current_2.next, current_1.next`

While loop kept track of our previous and current node



$B \rightarrow \text{NULL}$

$D \rightarrow C$



- Swapped

Case 2: Either Node 1 or Node 2 are head Nodes

```

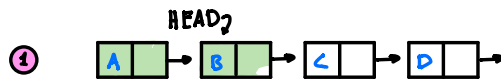
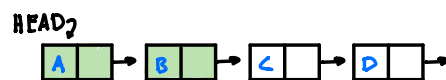
1 if previous_1:
    previous_1.next = current_2
else:
    self.head = current_2

if previous_2:
    previous_2.next = current_1
else:
    self.head = current_1

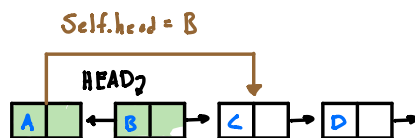
current_1.next, current_2.next = current_2.next, current_1.next

```

Variable Explorer: `prev-1.data = None`, `curr-1.data = A`, `prev-2.data = A`, `curr-2.data = B`



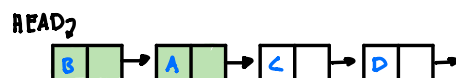
`Self.head = current-2`



`prev-2.next = curr-1`

`prev-2.next = A`

`curr-1.next, curr-2.next = curr-2.next, curr-1.next`



Swapped ↗

