

# Linked List Recursion Practices

## Warm-up: Measuring the length of a linked list

Given a linked list, return the length of the linked list.

```
int ll_len(Node* head);
```

## Remove Neighboring Duplicate Elements

Given a linked list, remove elements that appear immediately after an element equal to it.

```
void ll_unique(Node* head);
```

Example: 1 -> 2 -> 3 becomes 1 -> 2 -> 3; 1 -> 1 -> 2 -> 4 -> 4 -> 4 -> 5 -> 4 becomes 1 -> 2 -> 4 -> 5 -> 4

## Partial Sum

Given a linked list, change its elements so that each element becomes the sum of itself and all elements that come before it in the original list.

```
void ll_partial_sum(Node* head);
```

Example: 1 -> 2 -> 3 becomes 1 -> 3 -> 6 ( $1 = 1$ ,  $3 = 1 + 2$ ,  $6 = 1 + 2 + 3$ )

## Rotate

Given a linked list and an index  $n$  such that the first  $n$  are swapped to the end of the linked list. Return the new head.

```
Node* ll_rotate(Node* head, int n);
```

Example:

- `ll_rotate([1, 2, 3, 4, 5], 2)` gives `[3, 4, 5, 1, 2]`
- `ll_rotate([1, 2, 3, 4, 5], 3)` gives `[4, 5, 1, 2, 3]`
- `ll_rotate([1, 2, 3, 4, 5], 0)` gives `[1, 2, 3, 4, 5]`
- `ll_rotate([1, 2, 3, 4, 5], 5)` gives `[1, 2, 3, 4, 5]`

## Lexicographical Compare

Given two linked lists, compare them lexicographically. This is similar to how you compare two strings (and the order they would appear in a dictionary), for example: “apple < application”, because “e < i”, the first letter by which they differ; “com < command” because they share the first 3 letters but “com” is shorter.

**int\* ll\_compare(Node\* lhs, Node\* rhs);**

- You should return -1 if lhs is less than rhs
- You should return 1 if rhs is less than lhs
- You should return 0 if lhs and rhs are the same

Examples:

- ll\_compare( [1, 2, 3, 4], [1, 2, 3, 4] ) returns 0
- ll\_compare( [1, 2, 3, 4], [ ] ) returns 1.
- ll\_compare( [1, 2, 3, 4], [ 0, 1, 2, 3, 4 ] ) returns 1. (Because 0 < 1)
- ll\_compare( [1, 2, 3, 4], [ 1, 2, 3, 5 ] ) returns -1.

**And good luck on the midterm exam :)**