AlgoExpert Quad Layout Go 12px Sublime Monok

Prompt Scratchpad Our Solution(s) Video Explanation Run Code

```
Solution 1
```

```
1
     // Copyright © 2020 AlgoExpert, LLC. All rights reserved.
 2
 3
     package main
 4
 5
   ▼ type LinkedList struct {
       Value int
 6
       Next *LinkedList
 7
 8
 9
     // O(n) time | O(1) space - where n is the number of nodes in the Linked List
10
    ▼ func RearrangeLinkedList(head *LinkedList, k int) *LinkedList {
       var smallerListHead, smallerListTail *LinkedList
12
13
       var equalListHead, equalListTail *LinkedList
       var greaterListHead, greaterListTail *LinkedList
14
15
16
       node := head
       for node != nil {
17 ▼
18
         if node.Value < k {</pre>
           smallerListHead, smallerListTail = growLinkedList(smallerListHead, smallerListTail, node)
19
20
         } else if node.Value > k {
           greaterListHead, greaterListTail = growLinkedList(greaterListHead, greaterListTail, node)
21
22
         } else {
           equalListHead, equalListTail = growLinkedList(equalListHead, equalListTail, node)
23
24
         }
25
26
         prevNode := node
27
         node = node.Next
28
         prevNode.Next = nil
29
30
       firstHead, firstTail := connectLinkedLists(smallerListHead, smallerListTail, equalListHead, equalListTail)
31
       finalHead, _ := connectLinkedLists(firstHead, firstTail, greaterListHead, greaterListTail)
32
       return finalHead
33
34
35
36
   ▼ func growLinkedList(head, tail, node *LinkedList) (*LinkedList, *LinkedList) {
37
       newHead, newTail := head, node
   ▼ if newHead == nil {
38
         newHead = node
39
40
41
   ▼ if tail != nil {
42
         tail.Next = node
43
44
       return newHead, newTail
45
     }
46
   ▼ func connectLinkedLists(headOne, tailOne, headTwo, tailTwo *LinkedList) (*LinkedList, *LinkedList) {
47
48
       newHead, newTail := headOne, tailTwo
49
       if newHead == nil {
         newHead = headTwo
50
51
      if newTail == nil {
52
         newTail = tailOne
53
54
       }
55
     if tailOne != nil {
57
         tailOne.Next = headTwo
58
59
       return newHead, newTail
61
    }
62
```