AlgoExpert Quad Layout C++ 12px Sublime Monok

Prompt Scratchpad Our Solution(s) Video Explanation Run Code

```
Solution 1
```

```
1
     // Copyright © 2020 AlgoExpert, LLC. All rights reserved.
 2
 3
     using namespace std;
 4
 5

▼ class LinkedList {
     public:
 6
 7
       int value;
       LinkedList *next;
 8
 9
10 ▼ LinkedList(int value) {
11
         this->value = value;
         next = NULL;
12
13
14
     };
15
16
   ▼ struct LinkedListPair {
       LinkedList *head;
17
       LinkedList *tail;
18
19
     };
20
21
     LinkedListPair growLinkedList(LinkedList *head, LinkedList *tail,
                                    LinkedList *node);
22
23
     LinkedListPair connectLinkedLists(LinkedList *headOne, LinkedList *tailOne,
24
                                        LinkedList *headTwo, LinkedList *tailTwo);
25
     // O(n) time | O(1) space - where n is the number of nodes in the Linked List
27
    ▼ LinkedList *rearrangeLinkedList(LinkedList *head, int k) {
       LinkedList *smallerListHead = NULL;
28
29
       LinkedList *smallerListTail = NULL;
30
       LinkedList *equalListHead = NULL;
31
       LinkedList *equalListTail = NULL;
       LinkedList *greaterListHead = NULL;
32
33
       LinkedList *greaterListTail = NULL;
34
35
        LinkedList *node = head;
36
       while (node != NULL) {
37
         if (node->value < k) {</pre>
           LinkedListPair smallerList =
38
39
               growLinkedList(smallerListHead, smallerListTail, node);
40
            smallerListHead = smallerList.head;
41
            smallerListTail = smallerList.tail;
          } else if (node->value > k) {
42
43
            LinkedListPair greaterList =
               growLinkedList(greaterListHead, greaterListTail, node);
44
45
            greaterListHead = greaterList.head;
46
            greaterListTail = greaterList.tail;
47
         } else {
48
            LinkedListPair equalList =
49
               growLinkedList(equalListHead, equalListTail, node);
50
            equalListHead = equalList.head;
51
            equalListTail = equalList.tail;
52
53
         LinkedList *prevNode = node;
54
         node = node->next;
55
56
         prevNode->next = NULL;
57
58
        LinkedListPair first = connectLinkedLists(smallerListHead, smallerListTail,
59
                                                  equalListHead, equalListTail);
       LinkedListPair final = connectLinkedLists(first.head, first.tail,
61
62
                                                  greaterListHead, greaterListTail);
63
       return final.head;
64
65
     LinkedListPair growLinkedList(LinkedList *head, LinkedList *tail,
66
                                   LinkedList *node) {
67
68
       LinkedList *newHead = head;
69
       LinkedList *newTail = node;
70
71
       if (newHead == NULL)
72
         newHead = node;
       if (tail != NULL)
73
74
         tail->next = node;
75
       return LinkedListPair{newHead, newTail};
76
77
78
     LinkedListPair connectLinkedLists(LinkedList *headOne, LinkedList *tailOne,
79
80
                                        LinkedList *headTwo, LinkedList *tailTwo) {
81
       LinkedList *newHead = headOne == NULL ? headTwo : headOne;
       LinkedList *newTail = tailTwo == NULL ? tailOne : tailTwo;
82
83
```

```
if (tailOne != NULL)
tailOne->next = headTwo;

return LinkedListPair{newHead, newTail};
}
```