

Linked List 1: Introduction

⇒ Issue with Array



int → 4 Bytes
↓
array → 5
↓
20 bytes

* Array can't be created over if 20 bytes of Free space is there because space is Discontinuous.

Here, Linked List (L) is better as it can be created at Discontinuous space.

* L → DS

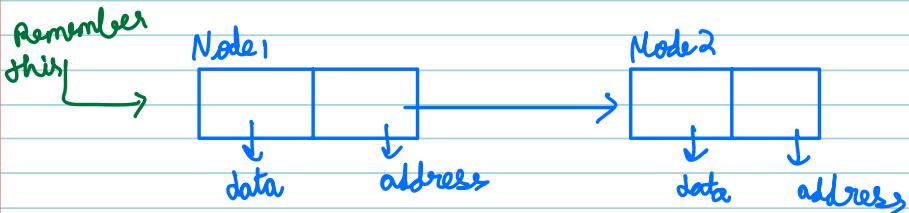
LINKED LIST

- A Linear data structure that can utilize all the free memory.
- We need not have continuous space to store nodes of a Linked List.

Real Life :- outing for movie where Continuous seats are not there.

↳ Need to remember the sitting position of right person to remain in touch.

Q :- How will you store data in LL?



Q :- Is there any class which can store data & address of Next Node together?

↳ No, So we need to Create it.

⇒ Structure of Linked List

class Node {

int data;

3

Node

$n = \text{new Node}();$

Node

$\text{temp} = n;$

10K



class Node {

int data;

Node next;

Node (x) {

$\text{data} = x;$

$\text{next} = \text{null};$

3

3

$\Rightarrow \text{Node } t = \text{new Node}(100);$

10K

data = 100
next = null

20K

$\Rightarrow \underline{t.\text{next}} = \text{new Node}(200);$

20K

20K

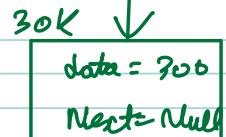
20K

data = 200
next = null

30K

$\Rightarrow t.\text{next}.\text{next} = \text{new Node}(300);$

30



Q If we need to pass LL, then how will you pass?

↳ Will pass head of LL



address of first Node.

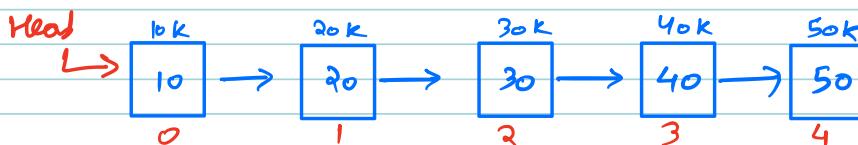
quiz 1 :- Where will the "next" pointer of the last node point to?

↳ NULL

quiz 2 :- From which node can we travel the entire linked list?

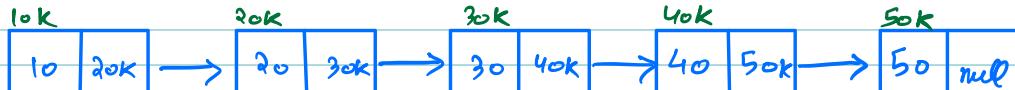
↳ First

⇒ Operation on Linked List



↑
temp

Right Visualization



Question :- Access k^{th} index :-

int k^{th} index C Node head , int k)³
 $\uparrow 10K$

Node temp = head

for (i= 0; i < 3; i++) {

temp = temp.next;

}

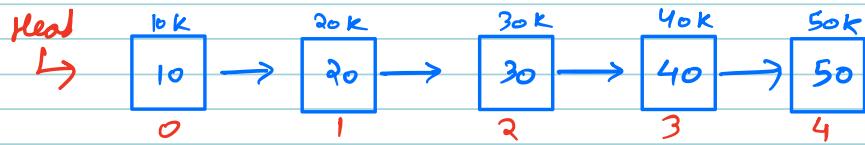
return temp.data ;

TC $\rightarrow O(N)$

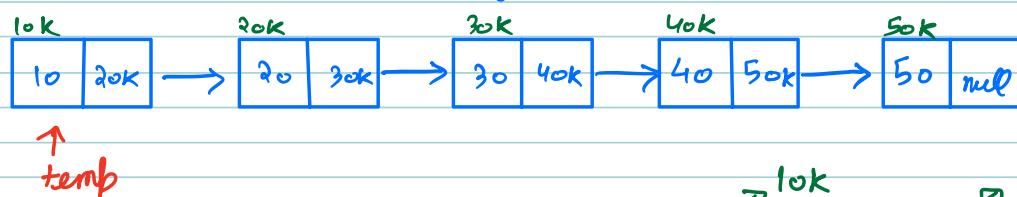
Q \rightarrow why LL is asked?

It has lot of edge cases.

Question :- check for value x ?



right visualization



bool check (Node head , int x) {

 Node temp = head;

 while (temp != null) &

 if (temp. data == x) &

 return true;

 temp = temp. next;

 return False;

temp. next != null

→

3

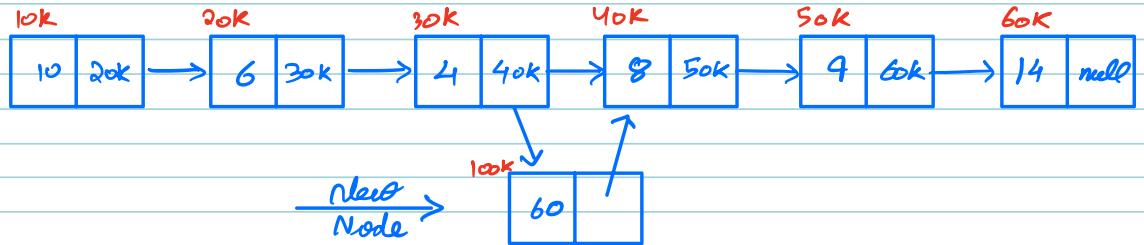
Ques 3 :- what is the time complexity to search any node in the Linked List ?

→ O(N)

Ques 4 :- what is the time complexity to access the k^{th} element of the Linked List ? [index k is valid]

→ O(K)

Question :- Insert a new node with Data.



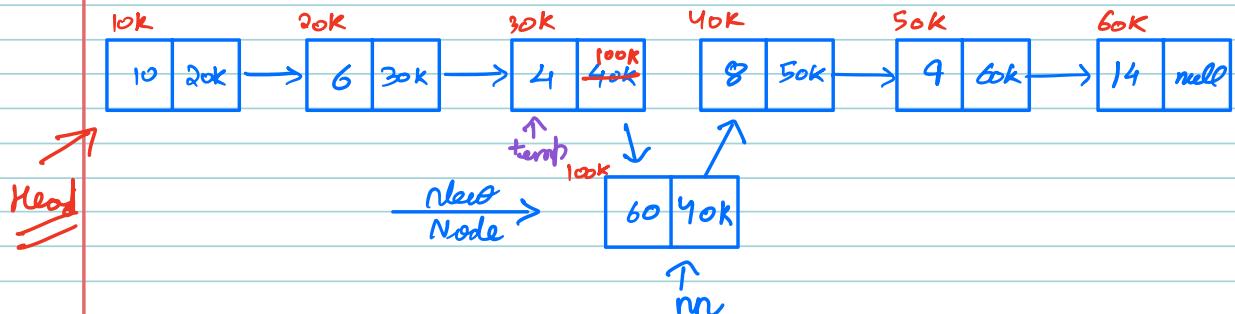
Ques 5 :- Insert a new node with data 10 at index 2 in the given linked list.

Head \rightarrow 1 \rightarrow 6 \rightarrow 7 \rightarrow 9 \rightarrow NULL. what will be the correct ans after insertion.

\hookrightarrow Head \rightarrow 1 \rightarrow 6 \rightarrow 10 \rightarrow 7 \rightarrow 9 \rightarrow NULL

Ex

value = 60 , Position = 3



Q Till where should go to start insertion?

\hookrightarrow 2^N position.

PSEUDO CODE

```
Node nn = new Node (value);  
Node temp = head;  
for (i = 0; i < Position-1; i++) {  
    temp = temp.next;  
}  
nn.next = temp.next; ←  
temp.next = nn;
```

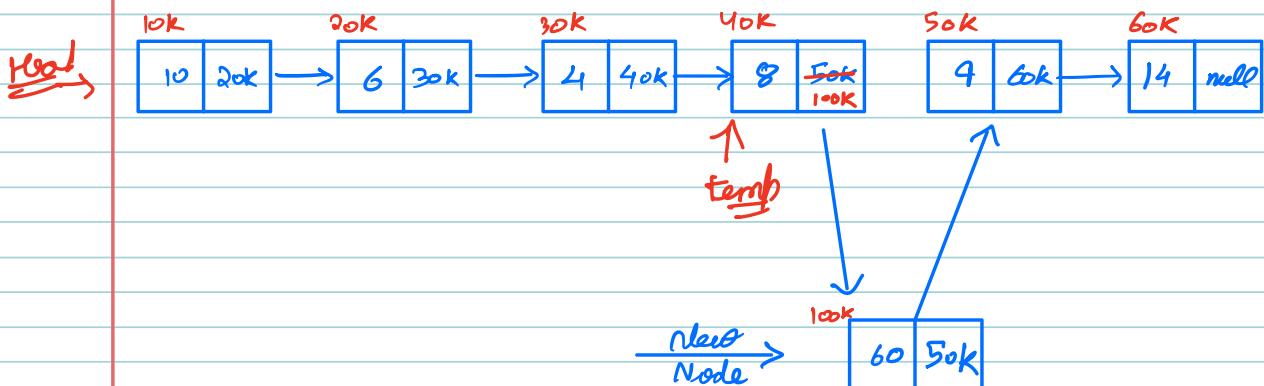
Problem ??

↳ Everything past 2nd index is lost.

Correction:

nn.next = temp.next;

Ex 2 :- Value = 60, Position = 4

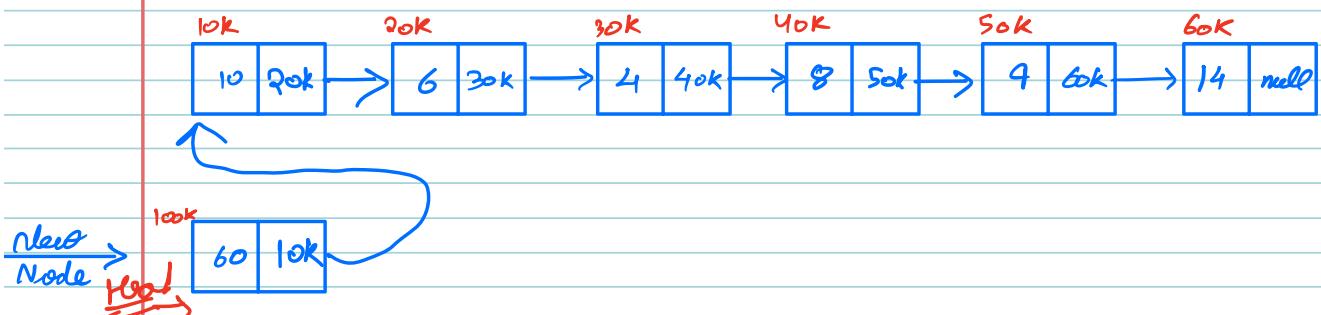


PSEUDO CODE

```
Node nn = new Node (value);  
Node temp = head;  
for (i = 0; i < Position-1; i++) {  
    ↓  
    temp = temp.next;  
}  
nn.next = temp.next;  
temp.next = nn;
```

Edge Case

Ex :- Value = 60, Position = 0



PSEUDO CODE

```
Node nn = new Node (value);  
Node temp = head;  
for (i = 0; i < Position-1; i++) {  
    ↓  
    temp = temp.next;  
}  
nn.next = temp.next;  
temp.next = nn;
```

Correction

```
if (Position == 0) {  
    nn.next = head;  
    head = nn;  
}
```

PSEUDO CODE

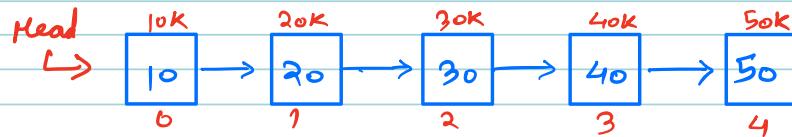
```
Node nn = new Node (value);  
if (Position == 0) {  
    nn.next = head;  
    head = nn;  
    return head;  
}  
Node temp = head;  
for (i = 0; i < Position - 1; i++) {  
    temp = temp.next;  
}  
nn.next = temp.next  
temp.next = nn;  
return head;
```

Q :- when could be needed to return head?

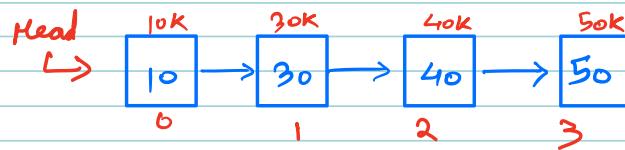
↳ change is not happening in place.
so we need to pass the updated head
to caller.

$$TC \rightarrow O(N)$$

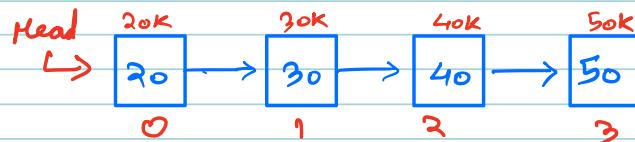
question :- Delete the first occurrence of value X in
the given linked list. If element is not
Present, leave as is.



Ex1 :- $X = 20$



Ex2 :- 10



Ques 6 :- Delete the first occurrence of value x in the given linked list. If element is not present, leave as is.

Linked list :- $5 \rightarrow 4 \rightarrow 7 \rightarrow 1 \rightarrow \text{NULL}$

x (to Delete) : 1

$\rightarrow 5 \rightarrow 4 \rightarrow 7 \rightarrow \text{NULL}$

PSEUDO CODE

Node temp = head;

while () {

 if (temp.next.data == x) {

 temp2 = temp.next.next

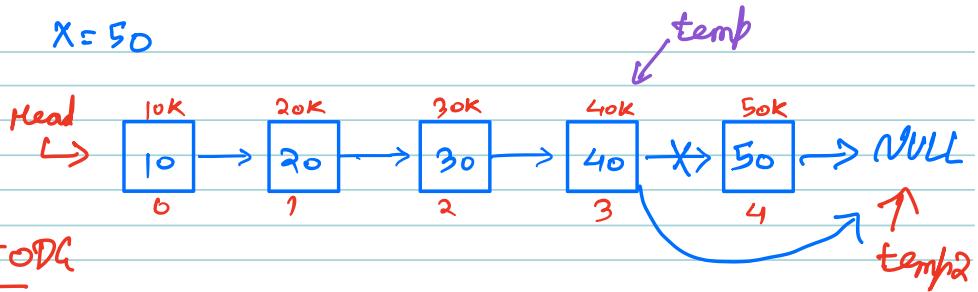
 temp.next = temp2

 temp = temp.next;

Q How to delete when found element on next?

temp.next = temp.next.next

Ex :- $X = 50$



PSEUDO CODE

Node temp = head;

while (temp.next != null) {

 if (temp.next.data == X) {

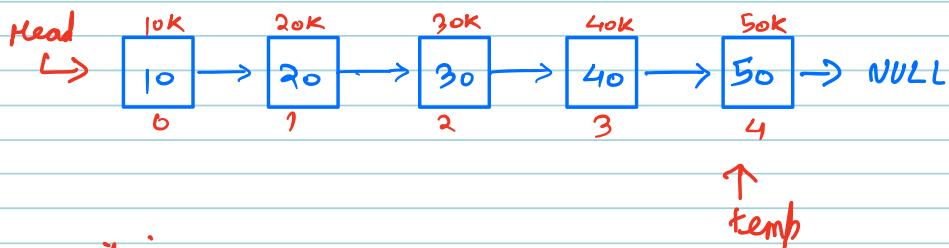
 temp2 = temp.next.next

 temp.next = temp2

 temp = temp.next;

Q what will be the condition of while loop?

$X = 500$

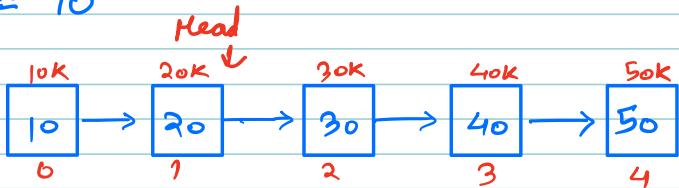


Condition

(temp.next != null)

Edge Case

$x = 10$



Problem:- w.e starting Comparison from Node.

Eg:-

if (head. data == x) {

 head = head. next

 return head;

 3

PSEUDO CODE

Node delete (Node head, int x) {

 if (head. data == x) {

 head = head. next

 return head;

 3

 Node temp = head;

 while (temp. next != null) {

 if (temp. next. data == x) {

 temp2 = temp. next. next

 temp. next = temp2

 3

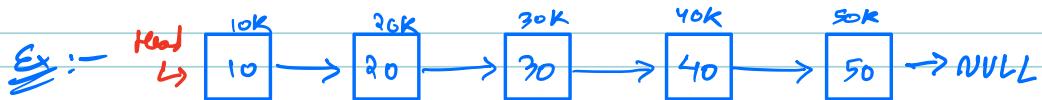
 temp = temp. next;

return head;

3

T C → O C N >

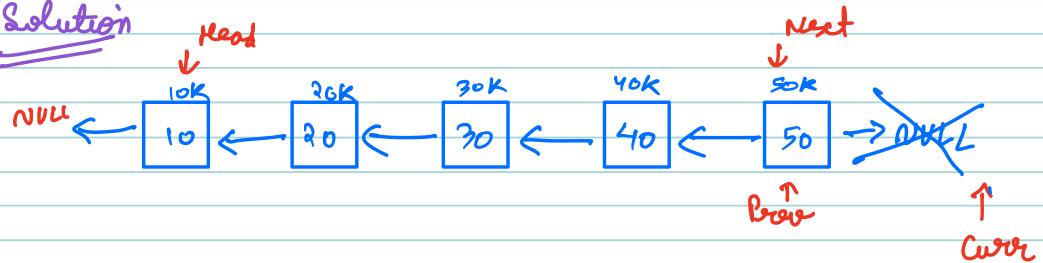
Question :- Reverse a Linked List.



↓ After Reversal



Solution



Way

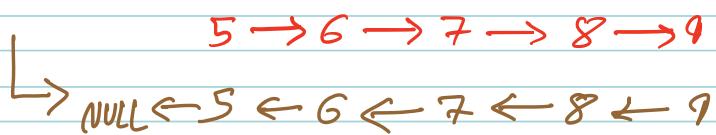
curr.next = prev

↳ Problem ⇒ original LL is lost

~~Way 2 :-~~

```
next = curr.next;
curr.next = prev;
prev = curr;
curr = next;
```

~~Ques 7 :- Reverse the given Linked List :~~

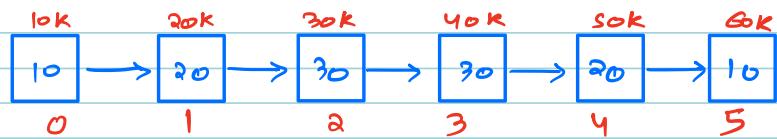


PSEUDO CODE

```
Node reverse ( Node head ) {  
    Node prev = NULL;  
    Node curr = head;  
  
    while ( curr != null ) {  
        Node next = curr.next;  
        curr.next = prev;  
        prev = curr;  
        curr = next;  
    }  
    head = prev;  
    return head;  
}
```

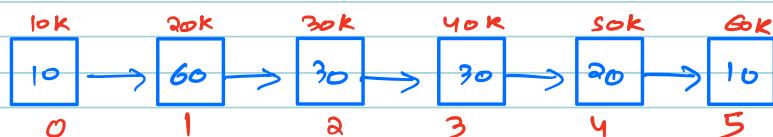
Question :- Given a Linked List, check if it is a palindrome.

Ex:-



↳ yes (True)

Ex2:-



↳ No

Quiz8:- Check the Given linked list is Palindrome or not.

Linked List :- Head → 1 → Null

↳ yes

Idea1 :-

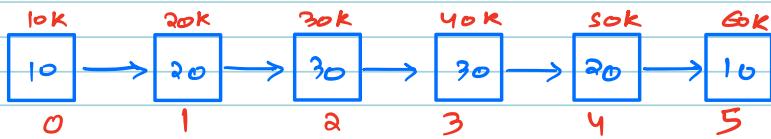
- ① Create a Copy of LL
- ② Reverse Copied LL
- ③ Compare Given & Reverse LL.

TC \rightarrow O(N)
SC \rightarrow O(N)

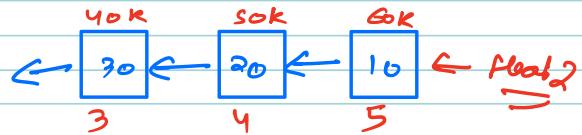
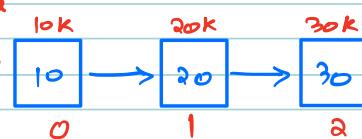
↳ OPTIMIZATION

→ How about breaking the LL into 2 parts & Reverse second half & compare?

Ex:-



head



PSEUDO CODE

Step1:- Length of LL

$n = 0$

$\text{temp} = \text{head};$

while ($\text{temp} \neq \text{null}$) {

|
| $\text{temp} = \text{temp.next}$

$n++;$

$// n \rightarrow 6$

Step 2 :-

Goto half length & break;

$$\text{int halfLength} = \frac{n}{2};$$

$\text{temp} = \text{head};$

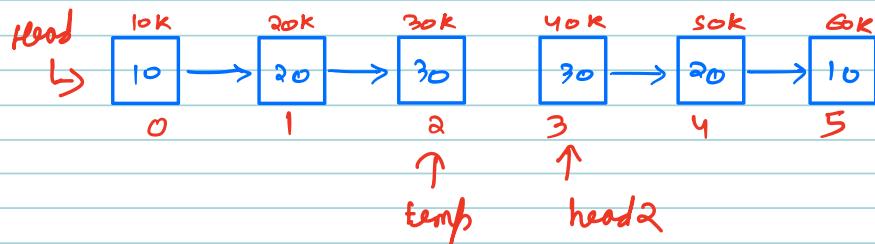
$\text{for } (i=0; i < \text{halfLength}-1; i++) \{$

$\text{temp} = \text{temp}. \text{next};$

3

$\text{Node head2} = \text{temp}. \text{next};$

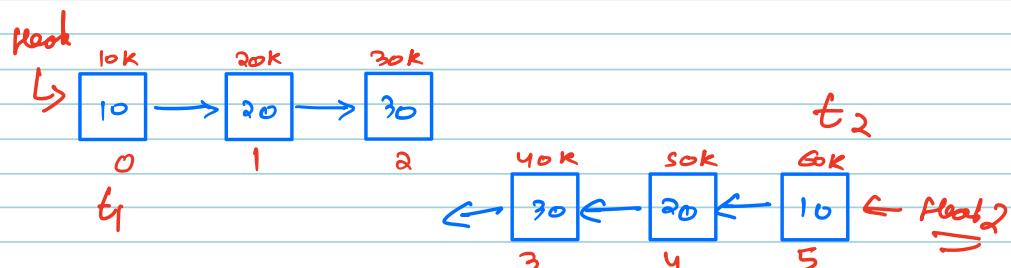
$\text{temp}. \text{next} = \text{null};$



Step 3 :-

Reverse Second half

$\text{Node head2} = \text{reverse}(\text{head2});$



Step 4 :- Compare the Head & Head2 LL.

$t_1 = \text{head1}$, $t_2 = \text{head2}$;

while ($t_1 \neq \text{null}$ & $t_2 \neq \text{null}$) {

 if ($t_1.\text{data} \neq t_2.\text{data}$) {

 return False;

 }

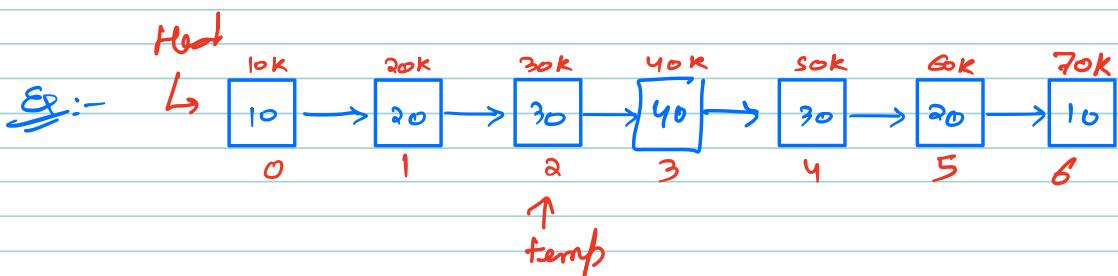
$t_1 = t_1.\text{next}$;

$t_2 = t_2.\text{next}$;

}

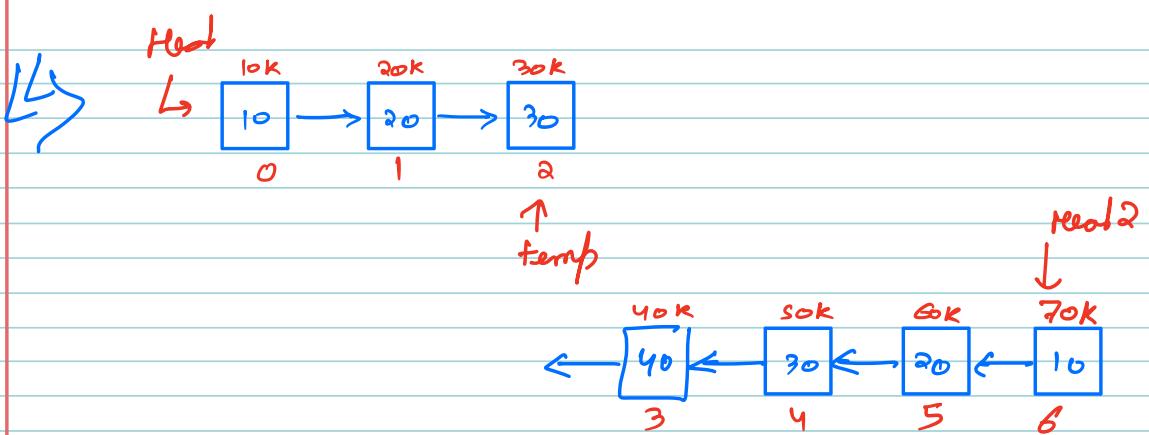
return True;

Dry Run for odd case



// Length = 7

// HalfLength = 3



TC → OCN
SC → OCI