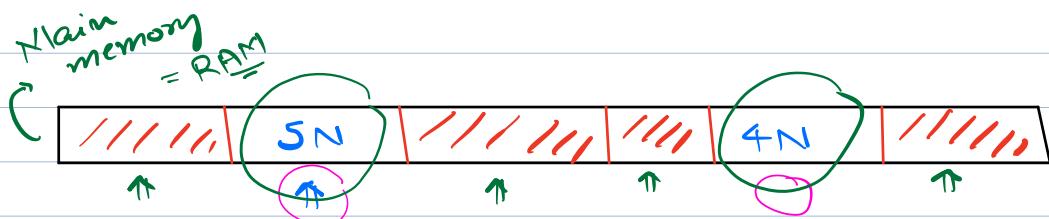


Array \Rightarrow integer array of size $\underline{\underline{N}}$

$$4 \text{ Bytes} \times N = \underline{\underline{4N}} \text{ Bytes.}$$



\Rightarrow integer array of size $N = 4n$ ✓

\Rightarrow integer array of size $\underline{\underline{2N}} = \underline{\underline{8N \text{ Bytes}}}$.

$9N$ Bytes available <

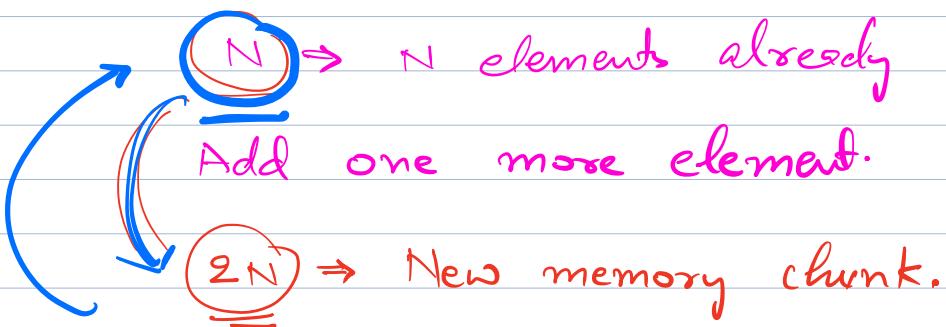
Size ←

Dynamic arrays \Rightarrow continuous.



\Rightarrow N elements already present.

Add one more element.



Insert new Element

Quick

Random access $\Rightarrow O(1) \Rightarrow$ Array.

Search \Rightarrow Key \Rightarrow Entire List of values.
 \Rightarrow Optimise on memory.

linked list

\Rightarrow Linear DS

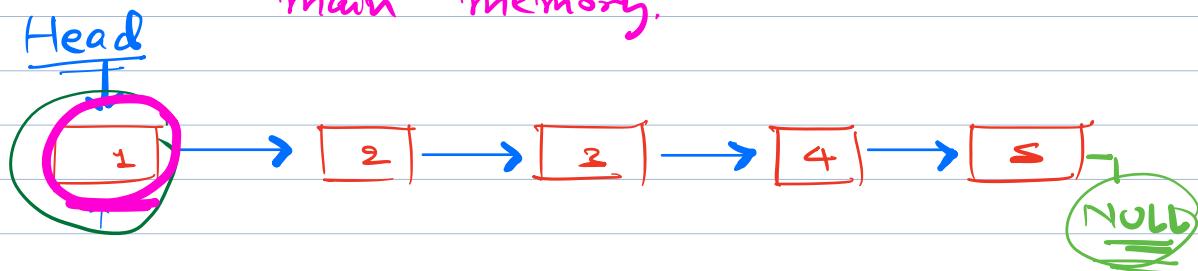
\Rightarrow Not stored in contiguous memory locations.



List of Nodes.

LL of 5 elements.

Assume 1 node takes 1 block in main memory.



\Rightarrow Store the pointer of each node. \times

Structure  = Node

- 1) Data
- 2) Address/Reference of next node.

class Node {

int data;

Node next;

};

C/C++

struct Node {

int data;

Node* next;

};

Node node1 = new Node();

node1. data;
node1. next;



Given an integer array A of size N.

Create a Linked List & return head.

Node head = new Node();
head. data = A[0]; 

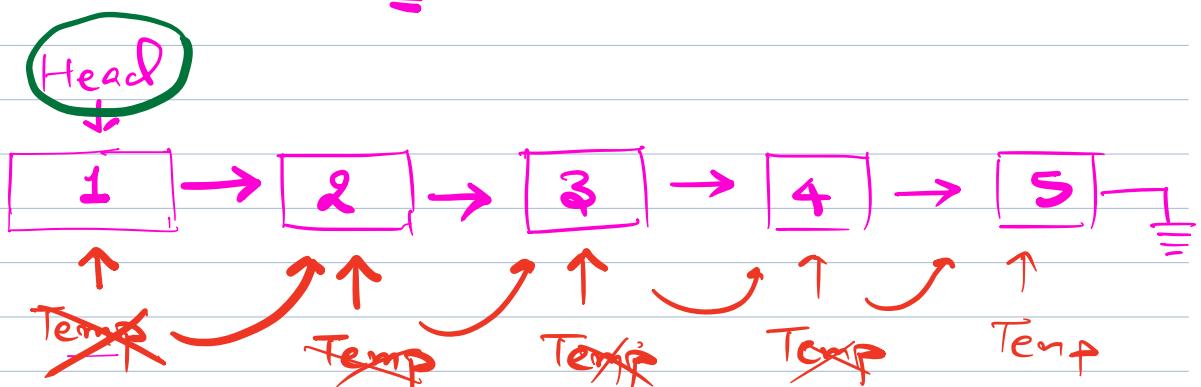
Node temp = head;

$\Rightarrow \text{for } (i=1; i < N, i++) \{$

temp. next = new Node()

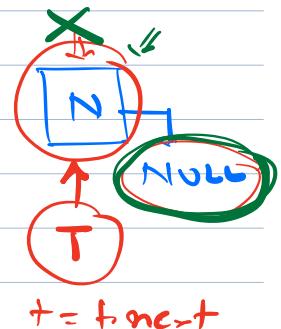
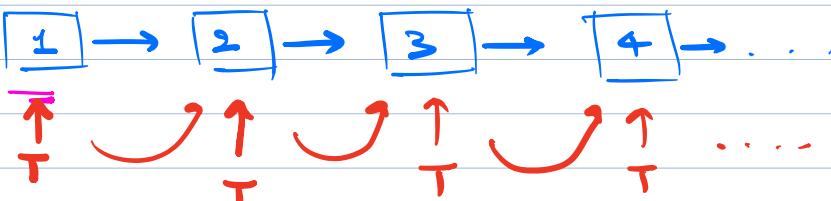
~~temp~~ temp = temp. next;
temp. data = Alias;
temp. next = NULL;

A: $\begin{matrix} & i & i & i & i \\ 0 & 1, & 2, & 3, & 4, \\ 1, & 2, & 3, & 4, & 5 \end{matrix}$



Basic Operations on LL 356

~~Head~~ Head



i) Search $\Rightarrow O(N)$

temp = head;

K

while (temp != NULL) {

 if (temp. data == k) {
 return true;
 }

 temp = temp. next;

}

return false;

2) Insert

Head



NULL

(i) Insert at beginning.

Head → Head



NULL

New node

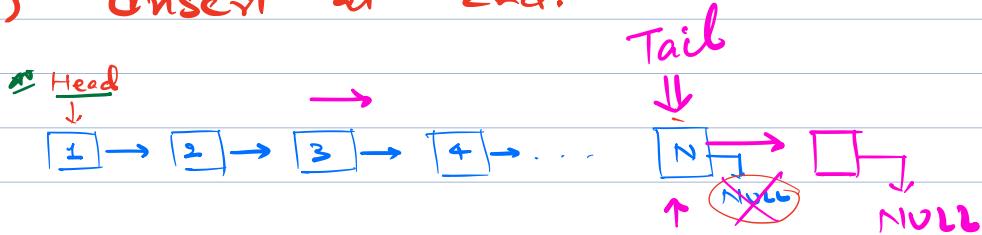
Node newNode = new Node()
newNode. data = ...;

newNode. next = Head;

Head = new Node;

T.C. = $O(1)$

(iii) Insert at End.



temp = head;

while (temp.next != null) {

 temp = temp.next;

}

 temp.next = new Node();

 temp = temp.next();

 temp.next = null;

T.C. = $O(N)$

\downarrow
 $O(1)$ using tail pointer.

H.W. (iii) Insert at k^{th} position from

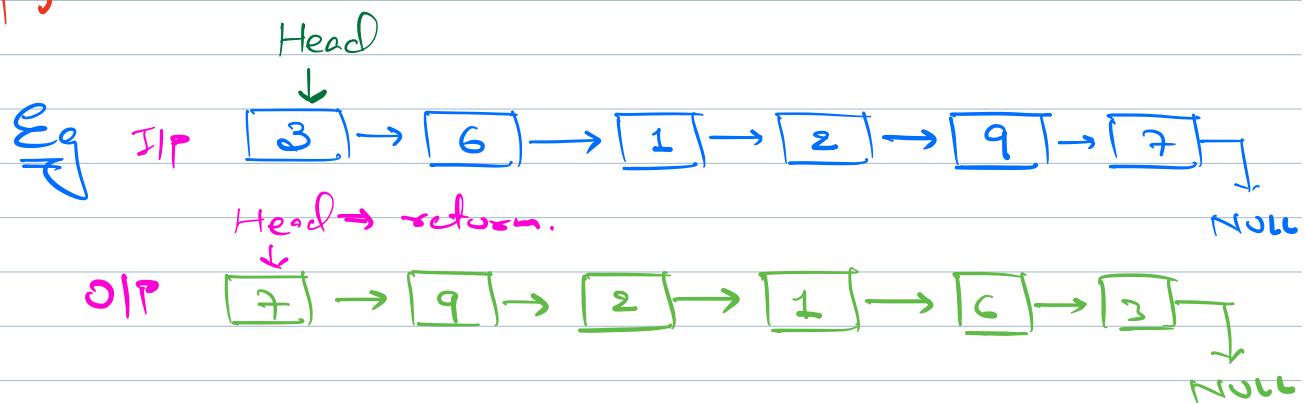
Start.

Q find the length of the LL.

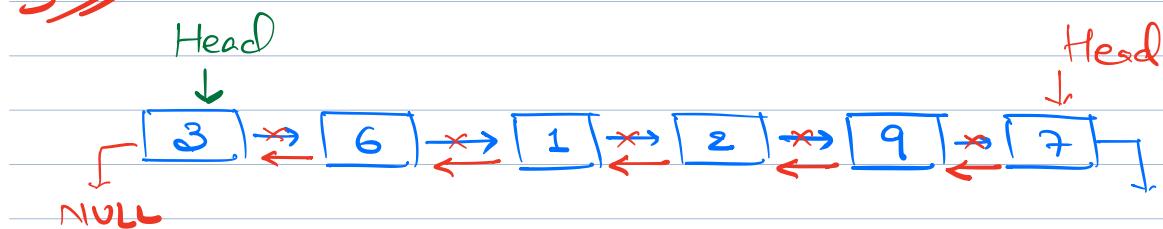
Q Reverse a given LL & return the head.

Amazon
MS
Adobe
Paytm.

⇒ O(1) extra space.



Sol



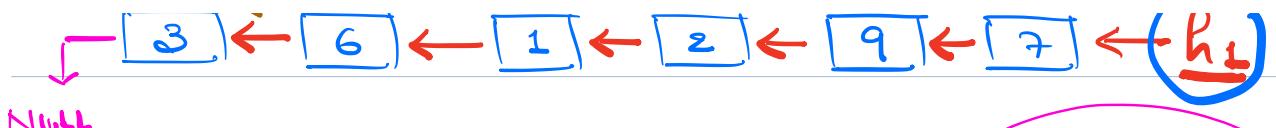
- Reverse the direction of each pointer.



temp = NULL

↓

↙ ↘



NULL

$$h_2 = \text{NULL}$$

$h_1 = \text{Head};$ |
 $h_2 = h_1.\text{next};$ |
 $h_1.\text{next} = \text{NULL};$ |

while ($h_2 \neq \text{NULL}$) {

 temp = $\underline{\underline{h_2.\text{next}}}$
 $h_2.\text{next} = h_1;$ \Rightarrow

$h_1 = \underline{\underline{h_2}};$
 $h_2 = \underline{\underline{\text{temp}}};$

}

return $h_1;$ N

$$\text{T.C.} = O(N)$$

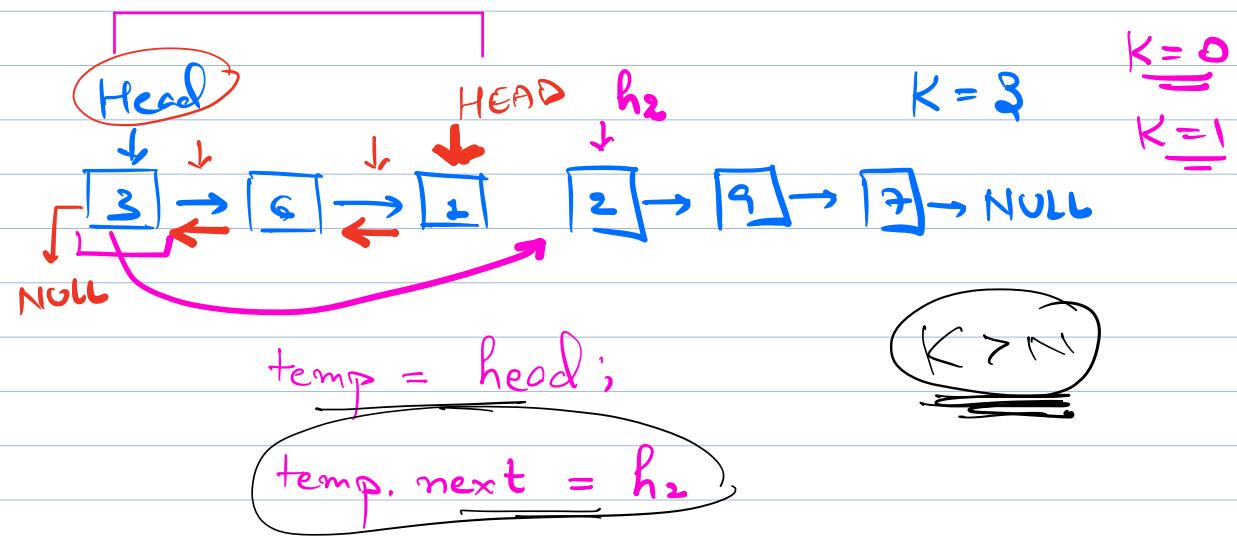
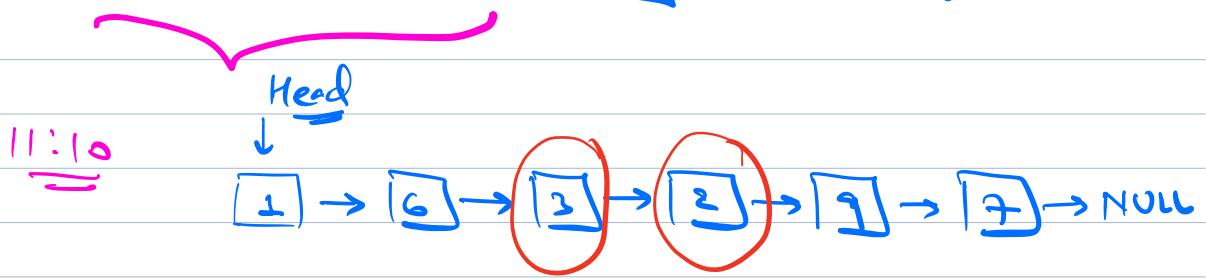
$$\text{S.C.} = O(1)$$



Given a linked list & an integer K.

Reverse the first K nodes. S.C. = O(1)





Head of the updated LL
 \uparrow
Node reverse first K (head, k) of

if ($k < 2$ || $head == \text{NULL}$) {
 return head;
} else

$h_1 = \text{Head};$
 $h_2 = h_1.\text{next}$
 $h_1.\text{next} = \text{NULL};$

$K--;$

while ($(h_2 \neq \text{NULL}) \& (k > 0)$) {
 temp = $h_2.\text{next}$

$h_2 \cdot \text{next} = h_2;$ ↵

$h_1 = h_2;$
 $h_2 = \underline{\text{temp}};$
↳ ↴

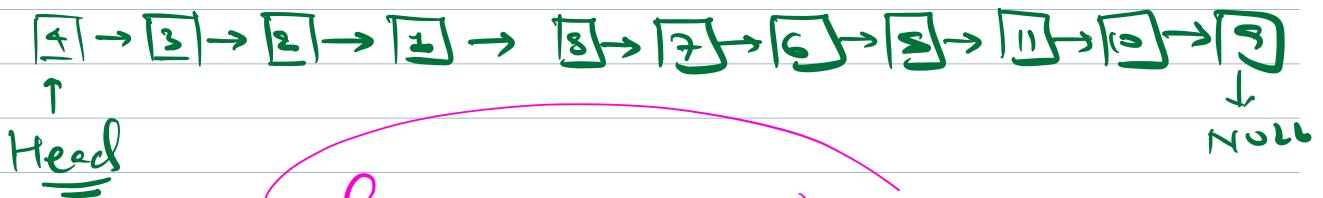
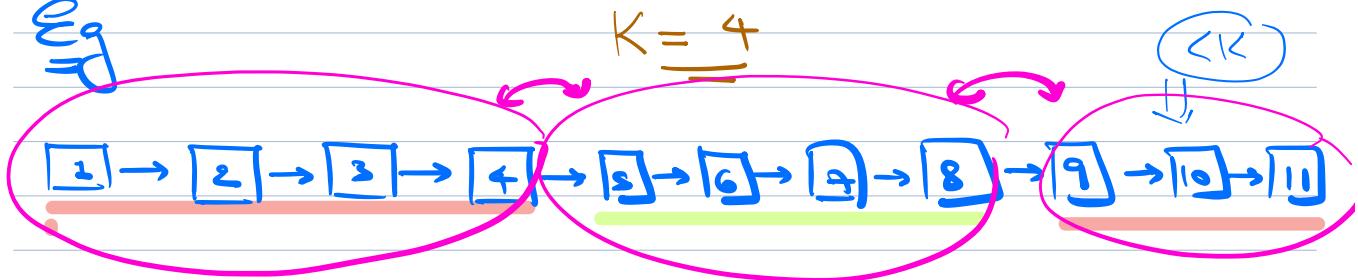
↳
Head · next = $h_2;$

return $h_1;$

↳

H.W: ~~Google~~ Reverse a Linked List in groups of $K.$

Eg
=



Can use recursion