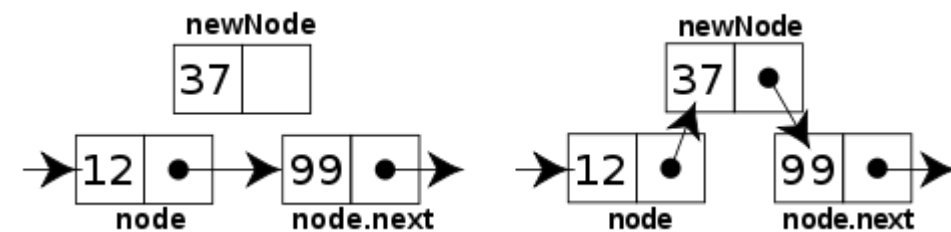


```

INSERTION-SORT(A)
1  for j = 2 to A.length
2    key = A[j]
3    // Insert A[j] into the sorted
      sequence A[1..j-1].
4    i = j - 1
5    while i > 0 and A[i] > key
6      A[i + 1] = A[i]
7      i = i - 1
8    A[i + 1] = key

```

cost	times
$c_1$	$n$
$c_2$	$n - 1$
$c_3$	$n - 1$
$c_4$	$n - 1$
$c_5$	$\sum_{j=2}^n t_j$
$c_6$	$\sum_{j=2}^n (t_j - 1)$
$c_7$	$\sum_{j=2}^n (t_j - 1)$
$c_8$	$n - 1$



# WELCOME TO CS 24!

Problem Solving with Computers-II

Instructor: Diba Mirza

C++

```

#include <iostream>
using namespace std;

int main() {
    cout << "Hola Facebook!\n";
    return 0;
}

```

Read the syllabus. Know what's required. Know how to get help.

Course website: <https://ucsb-cs24.github.io/s25>

# About the team: we are here to support you. Use us!

- Prof. Mirza's Office hours: Thurs 2p - 4p, HFH 1155, or by appointment
- Communication with staff via **Ed**
- Include [CS24] in the subject line of any email communication
- Sections start this week on Friday
- Office hours start next week

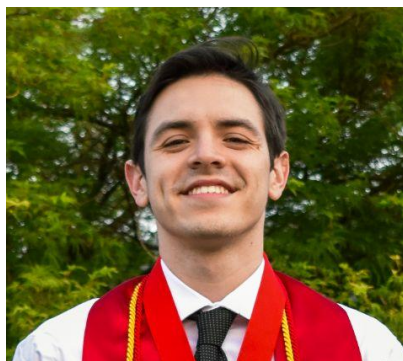
***Ask questions about class examples, assignment questions, or other CS topics.***



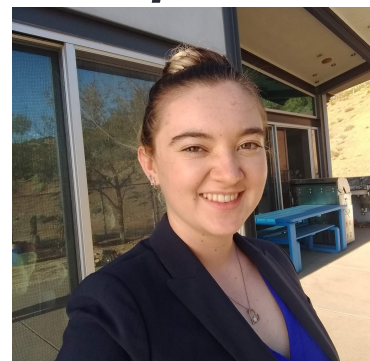
Ally (TA)



Brenna (TA)



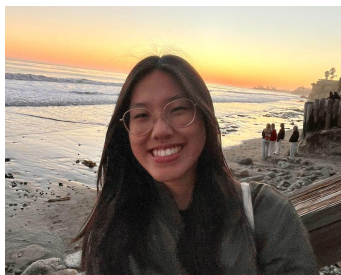
Daniel (TA)



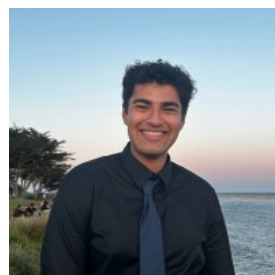
Kali (TA)



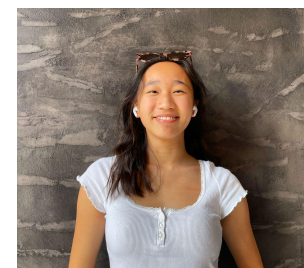
Sarah(TA)



Cindy (LA)



Nikhil (LA)

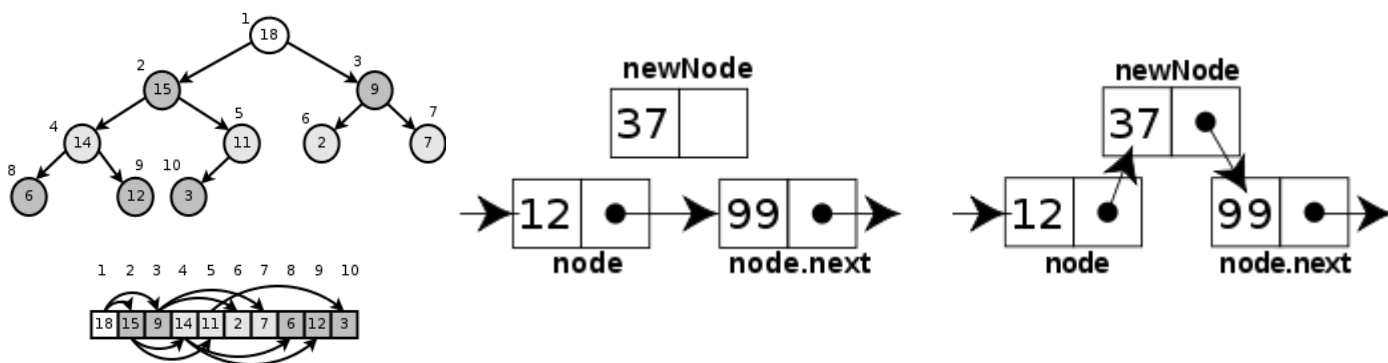


Olivia (LA)

# About this course:

Fast coding, clear thinking, no AI shortcuts

- Design and implement **larger programs** that **run fast**
  - Organize **data** in programs using **data structures**
  - **Analyze** the **complexity** of your programs
- Prep for **technical interviews**
- **Today: Solve a classic problem to reverse a linked list**



```

INSERTION-SORT(A)
1  for j = 2 to A.length
2    key = A[j]
3    // Insert A[j] into the sorted
   sequence A[1..j-1].
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```

cost	times
$c_1$	$n$
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0	$n - 1$
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$c_6$	$\sum_{j=2}^n (t_j - 1)$
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$c_8$	$n - 1$

## Data Structures and C++

## Complexity Analysis

# Course Logistics

- Course website: <https://ucsb-cs24.github.io/s25>
  - schedule, assignments, course setup
- Read the syllabus.
- Today: I'll focus on the *why* behind the course policies

**LeetCode = interview practice; AI = learning tool only**

# Graded Components

- **Leet Code + Mock interview: 10%**
  - 10 medium problems from assigned problem set by week 9
  - At least one mock interview with an LA/TA by week 10
  - Why 10 LeetCode problems? They mirror interview questions—solving them builds the skills companies test.
- **Programming assignments: 30%**
  - includes shorter lab assignments + more complex programming assignments
- **Midterm: 25%** (on **05/08** during regular lecture time)
- **Final Exam: 35%** (on **06/09**, noon - 3p)
  - Final exam threshold: 65% on the final exam is required to pass the class (why threshold?)

# How to succeed in this course

- **Success tip:** Own your learning— read before lectures, attend, stay on assignments (see website schedule), and ask for help in office hours.
- **AI = learning tool only:** You may use AI to understand material (e.g., ‘Explain heaps’), not to write your code—logs required when allowed. It’s about your growth, not shortcuts.
- **Why limit AI?** In interviews, you won’t have it—you’ll need to reason and code solo. Use it to learn, not to solve, and log it when allowed
- **Why integrity?** Discuss with peers, cite help, but code solo unless paired—cheating undermines your future and there will be consequences in this class for cases of plagiarism.

# Preparing for lectures

- **Success tip:** Own your learning— **read before lectures**, attend, stay on assignments (see website schedule), and ask for help in office hours.
- **Prep with assigned reading before lectures**—come ready to solve problems.
  - **DS:** *Data Structures and Other Objects Using C++* (Savitch, 4th ed.)
  - **OP:** *Open Data Structures* by Pat Morin (Free)
    - <https://opendatastructures.org/ods-cpp/Contents.html>
  - **Dasgupta:** *Algorithms* by Dasgupta & Vazirani

# About lectures

- Lectures aren't textbook recaps—they're problem-solving sessions. Ask questions, discuss with neighbors, answer via iClicker.
- Why interactive? You learn by doing—e.g., tracing pointers, mock interview today.
- Take a moment to introduce yourself to the people sitting near you.
  - Talk about...
    - your background,
    - experience in CS so far, and
    - what you hope to get out of this class!
    - A fun thing that you did over Spring break



## About you: When did you take CS16 or an equivalent course?

- A. Fall 2024
- B. Summer 2024
- C. Spring 2024
- D. Winter 2024 or earlier

- **Why iClicker?** Join at <https://join.iclicker.com/AXZR>
  - its practice, not points,
  - to engage with concepts like today's linked list



# About you...

What is your familiarity/confidence in C++?

- A. Know nothing or almost nothing about it.
- B. Used it a little, beginner level.
- C. Some expertise, lots of gaps though.
- D. Lots of expertise, a few gaps.
- E. Know too much; I have no life.

# About you...

What is your familiarity/confidence with using git or any version control system?

- A. Know nothing or almost nothing about it.
- B. Used it a little, beginner level.
- C. Some expertise, lots of gaps though.
- D. Lots of expertise, a few gaps.
- E. Know too much; I have no life.

Remember to:

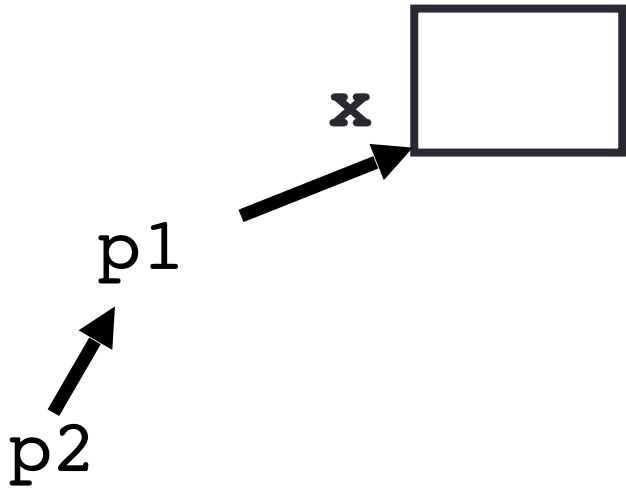
- 1) accept the invitation sent to your @umail.ucsb.edu account to join the class GitHub  
Organization (org): **ucsb-cs24-s25**
- 2) If unfamiliar with git complete optional lab00 by Friday

# Review: Pointer assignment

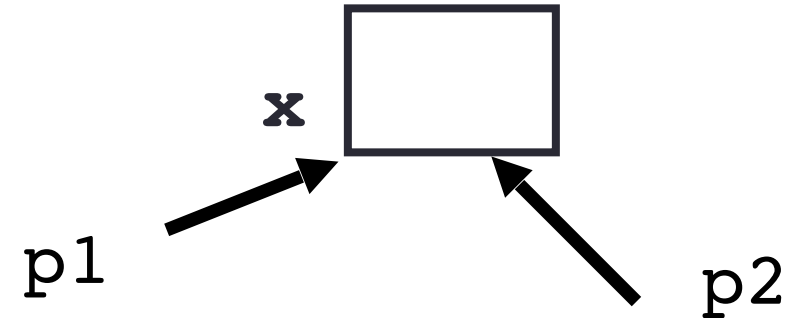
```
int* p1, *p2, x;  
p1 = &x;  
p2 = p1;
```

Q: Which of the following pointer diagrams best represents the outcome of the above code?

A.



B.



C. Neither, the code is incorrect

# Linked list vs Array

Arrays: fixed, fast access. Linked lists: dynamic, flexible inserts.

Why care? CS24 picks the right tool — lists next!

Draw both long form and short hand representation of a linked list

**Array**



# Review: Accessing structs using pointers

```
Node n {20, nullptr};
```

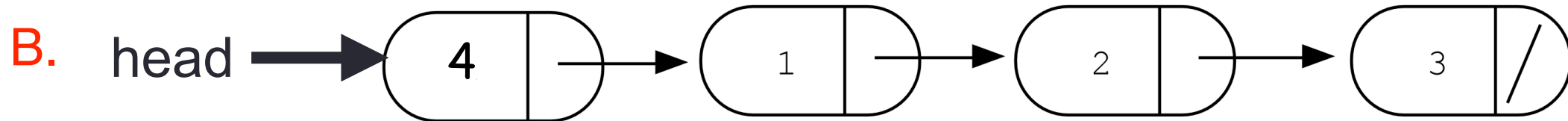
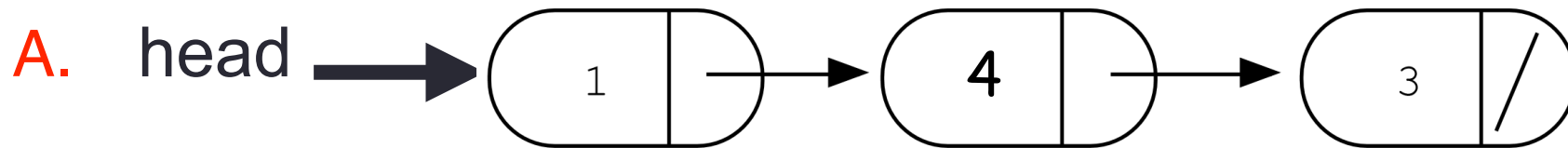
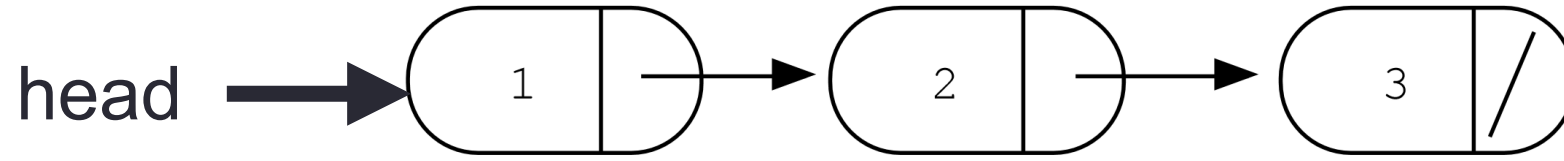
```
Node m {10, nullptr};
```

```
Node *p = &m;
```

How does the given code modify the provided linked list?

```
Node* p = head;  
p = p->next;  
p->data = 4;
```

```
struct Node {  
    int data;  
    Node* next;  
};
```



C. Something else

# LeetCode Problem

- Reverse a linked list — classic interview task. Let's think, explain, code it
- Problem: reverse  $1 \rightarrow 2 \rightarrow 3$  to  $3 \rightarrow 2 \rightarrow 1$ .
- **Discuss (2 min): what does it take to impress your interviewer?**

Link to problem on LeetCode:

<https://leetcode.com/problems/reverse-linked-list/description/?envType=problem-list-v2&envId=linked-list>



# Problem Clarification (2 min)

## Interview Tip:

- Understand the problem and any constraints:
  - Is this singly linked? (Yes.) Any other constraints?
  - Draw the input linked list and the desired output

# LeetCode Problem: Initial Exploration (3 min)

## Interview Tip:

- The most important thing is to show **a logical progression of ideas**
- **Think out loud**—interviewers love hearing your reasoning.
  - Start simple, even if it's wrong—it shows process.
- Think: How do we flip links? **Try it—discuss with neighbors(3 min).**

# Iterative solution (7 min)

## Interview Tip(s):

- Start iteratively — why?
- One iterative change — why?
- False starts are okay — why?
- Think out loud!

With one pointer curr starting at 1 in  $1 \rightarrow 2 \rightarrow 3$ , what's your first step to reverse it iteratively?

- A) Set curr→next to null ( $1 \rightarrow \text{null}$ )
- B) Set curr→next→next to curr ( $2 \rightarrow 1$ )
- C) Move curr to 2, then set  $1 \rightarrow \text{null}$
- D) Set curr to point to 3 (skip to end)

Identify the challenges with using just one pointer, then work towards a better solution

# Iterative solution (7 min)

## **Discuss:**

- Start iteratively — its the most natural way to traverse a pointer
- One iterative change?
- Useful pointers?
- Think out loud!

Lets's code the iterative solution

## Recursive solution (7 min)

- Recursive Reverse - Same goal:  $1 \rightarrow 2 \rightarrow 3$  changes to  $3 \rightarrow 2 \rightarrow 1$
- (2 min) Discuss your solution with your neighbors
  - Discuss base case then recursive case

What's the base case for recursion?

- A) Empty or one node list
- B) One node list only
- C) Empty list only only
- D) Always recurse

## Recursive case

In an interview, how should you explain the recursive step for input  $1 \rightarrow 2 \rightarrow 3$ ?

- A) “I keep calling the function until I hit the end, then reverse everything.”
- B) “I recurse on  $2 \rightarrow 3$  to get  $3 \rightarrow 2$ , then set 2’s next to 1 and 1’s next to null.”
- C) “I swap 1 and 3 in one step, leaving 2 in the middle.”
- D) “I make 3 point to 2, then stop because it’s reversed.”
- E) “I move the head to the end of the list, then recurse”

Let’s code the recursive solution.

In an interview we would wrap up by discussing space-time tradeoffs (next lecture: analyzing running time)

# Questions for office hours

- Reflect on today's lecture and note down at least one question that you would ask during the upcoming office hours (1 min)

# Next time

- We'll analyze the speed of programs
- Be sure to do the required reading listed on the course website