

# Linked Lists Intro

## What is a linked list ?

List created by linking elements called as nodes !!

In [ ]:

## Node structure and self referential struct

```
// C++
struct Node {
    int data;
    Node *next;
};

// Decimal 0-9 - 10
// Hexa 0-9 ABCDEF - 16
```

## Dynamic memory allocation

```
int main() {
    Node *n1 = new Node();
    n1->data = 10;
    n1->next = NULL;

    Node *n2 = new Node();
    n2->data = 20;
    n2->next = n1;
}
```

## Complexity Analysis

```
In [ ]: - Insert at front: O(1)
        - Insert at end: O(1)
        - Delete at end: O(1)
        - Delete at end: O(1)
        - Delete from middle:
          - Not given the reference to the node to be delete O(n)
          - Given the reference to the node to be delete O(1)
```

```
In [ ]:
```

### JAVA

```
class Node {
    int data;
    Node next;

    public Node(int data, Node next) {
        this.data = data;
        this.next = next;
    }
}

Node n1 = new Node(10, null);
Node n2 = new Node(20, n1);
```

### Python

```
class Node:
    def __init__(self, data: int, next: Node):
        self.data = data
        self.next = next

n1 = Node(10, None)
n2 = Node(20, n1)
```

```
In [ ]:
```

### Question

<https://leetcode.com/problems/delete-node-in-a-linked-list/>  
[\(https://leetcode.com/problems/delete-node-in-a-linked-list/\)](https://leetcode.com/problems/delete-node-in-a-linked-list/)

```
In [ ]: class Solution:
        def deleteNode(self, node):
            """
            :type node: ListNode
            :rtype: void Do not return anything, modify node in-place instead.
            """
            node.val = node.next.val
            node.next = node.next.next
```

```
In [ ]: public class Solution {
        public void deleteNode(ListNode node) {

            node.val = node.next.val;

            node.next = node.next.next;

        }
    }
```

```
In [ ]: /**
 * Definition for singly-linked list.
 * public class ListNode {
 *     int val;
 *     ListNode next;
 *     ListNode(int x) { val = x; }
 * }
 */
class Solution {
    public void deleteNode(ListNode node) {
        node.val = node.next.val;
        node.next = node.next.next;
    }
}
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    public void deleteNode(ListNode node) {
        node.val=node.next.val;
        node.next=node.next.next;
    }
}
```

```
In [ ]:
```

**Question**

<https://leetcode.com/problems/linked-list-cycle/description/>  
(<https://leetcode.com/problems/linked-list-cycle/description/>)

```
In [ ]: Brute force solution
Using Hashmap
# TC: O(n)
# SC: O(n)
```

```
In [ ]: # TC: O(n)
# SC : O(1)

/**
 * Definition for singly-linked list.
 * class ListNode {
 *     int val;
 *     ListNode next;
 *     ListNode(int x) {
 *         val = x;
 *         next = null;
 *     }
 * }
 */
public class Solution {
    public boolean hasCycle(ListNode head) {
        if(head == null) return false;

        ListNode slow = head;
        ListNode fast = head;

        while (fast.next != null && fast != null){
            slow = slow.next;
            fast = fast.next.next;

            if(slow == fast){
                return true;
            }
        }
        return false;
    }
}
```

```
In [ ]: class Solution:
        def hasCycle(self, head: Optional[ListNode]) -> bool:
            curr = head
            while curr:
                if curr.next == head:
                    return True
                curr.next, curr = head, curr.next
            return False
```

In [ ]:

### Question

<https://leetcode.com/problems/linked-list-cycle-ii/> (<https://leetcode.com/problems/linked-list-cycle-ii/>)

<https://stackoverflow.com/questions/2936213/how-does-finding-a-cycle-start-node-in-a-cycle-linked-list-work/36214925#36214925> (<https://stackoverflow.com/questions/2936213/how-does-finding-a-cycle-start-node-in-a-cycle-linked-list-work/36214925#36214925>)

In [ ]:

In [ ]:

### Question

<https://leetcode.com/problems/intersection-of-two-linked-lists/>  
(<https://leetcode.com/problems/intersection-of-two-linked-lists/>)

### Brute Force

Use a hash map

TC:  $O(m+n)$

SC:  $O(\max(m,n))$

```

In [ ]: # optimal
# TC: O(m+n)
# SC: O(1)

int getLen(ListNode *head) {
    int len = 0;

    while (head != NULL){
        len++;
        head = head->next;
    }

    return len;
}

class Solution {
public:
    ListNode *getIntersectionNode(ListNode *headA, ListNode *headB) {
        int l1 = 0, l2 = 0;

        l1 = getLen(headA);
        l2 = getLen(headB);

        // a1
        // b2
        ListNode *s = headA, *l = headB;
        if (l1 > l2) {
            l = headA;
            s = headB;
        }

        for(int i = abs(l1-l2); i > 0; i-- ) {
            l = l->next;
        }

        while(s != NULL) {
            if (s == l) {
                return s;
            }
            s = s->next;
            l = l->next;
        }

        return NULL;
    }
};

```

In [ ]:

### Question

<https://leetcode.com/problems/reverse-linked-list/> (<https://leetcode.com/problems/reverse-linked-list/>)

In [ ]:

In [ ]:

**Question**

<https://leetcode.com/problems/merge-two-sorted-lists/> (<https://leetcode.com/problems/merge-two-sorted-lists/>)

In [ ]:

In [ ]:

**Question**

<https://leetcode.com/problems/reverse-nodes-in-k-group/>  
(<https://leetcode.com/problems/reverse-nodes-in-k-group/>)

In [ ]:

In [ ]: