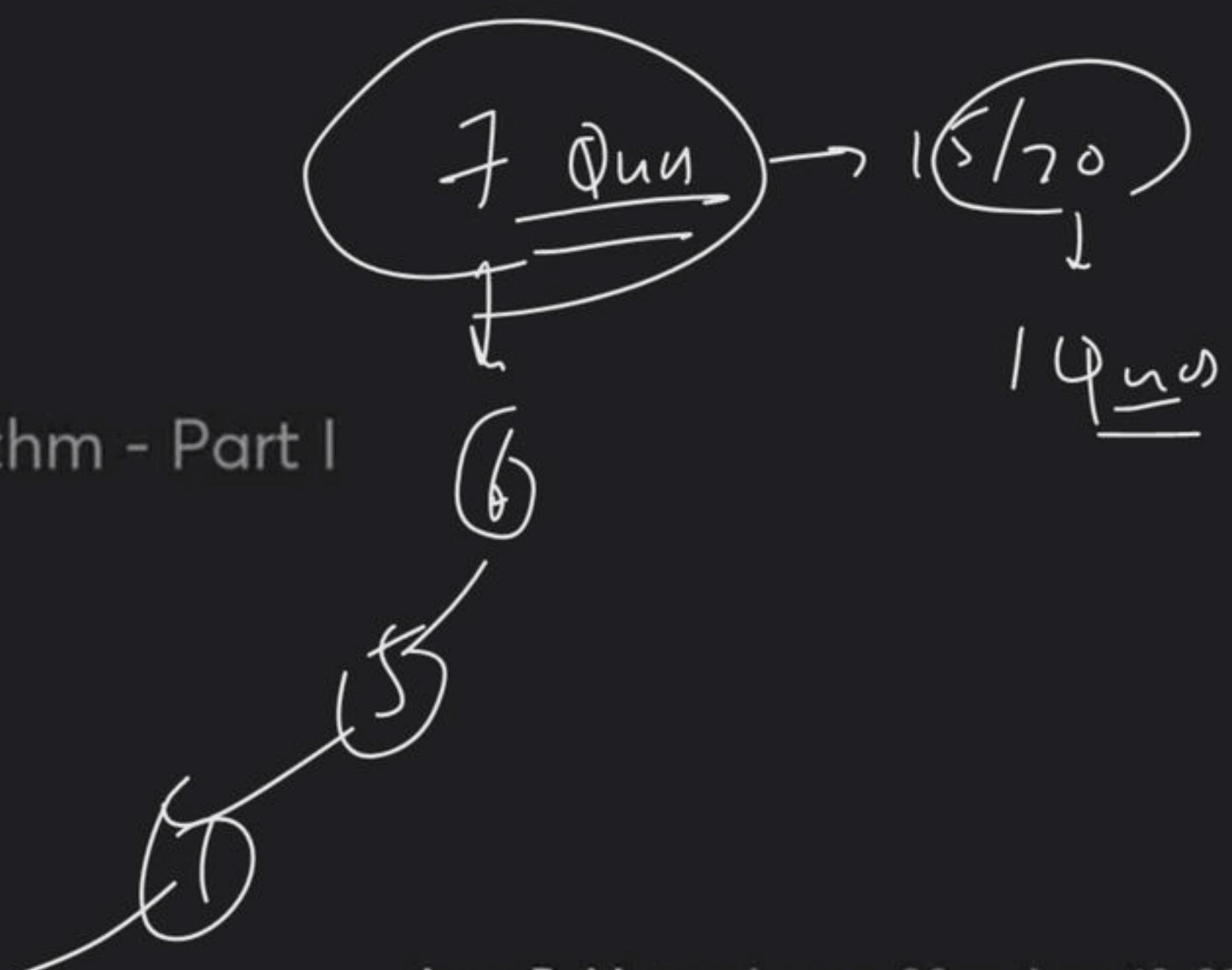


# Linked List - II

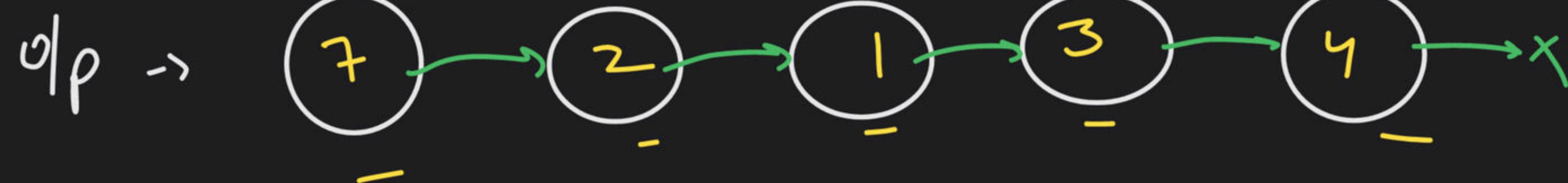
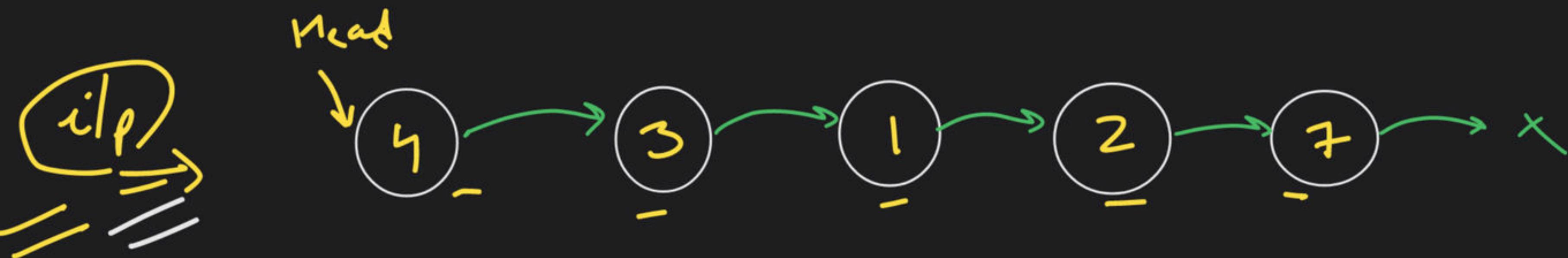
Foundation Course on Data Structures & Algorithm - Part I

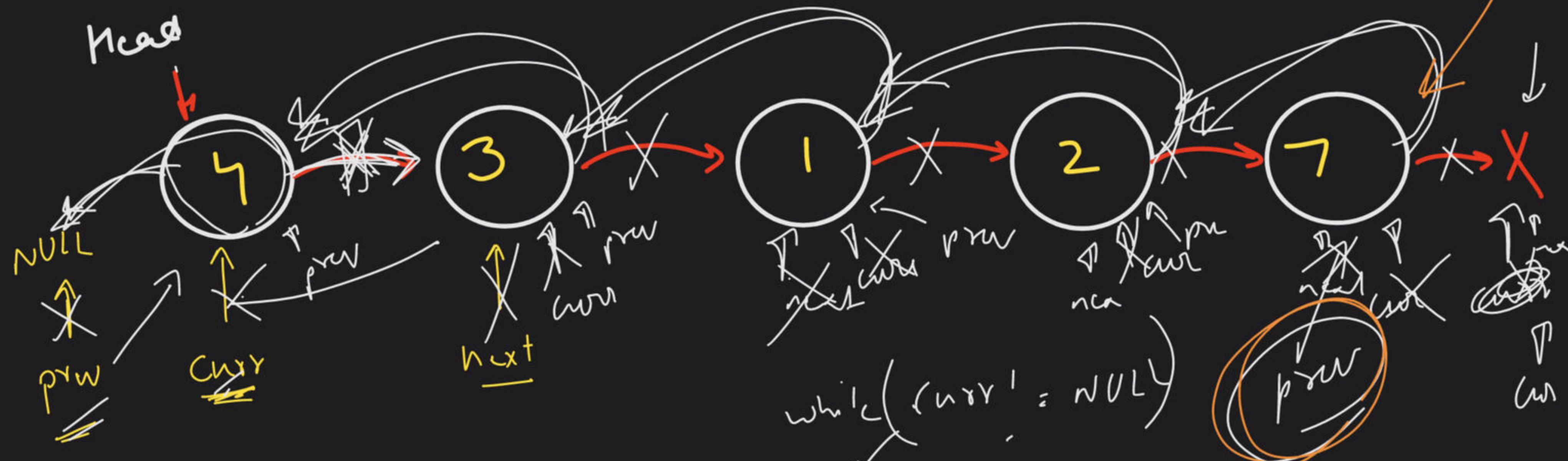


linked list

Reverse

easy





while (`curr' = null`)

$$\text{curr} \rightarrow \text{next}' = \text{prev}$$

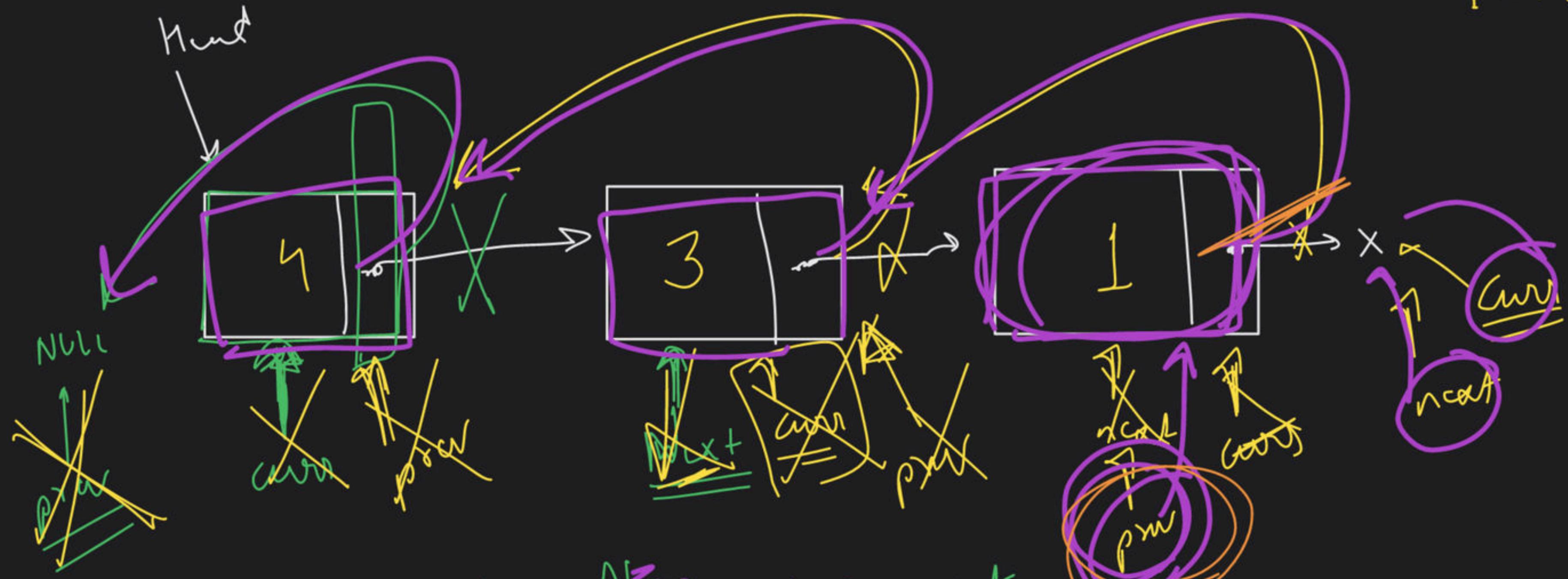
$$\text{prev} = \text{curr}'$$

$$\text{curr} = \text{next}'$$

3 points

return `prev`

$l \rightarrow 3-14-1X$

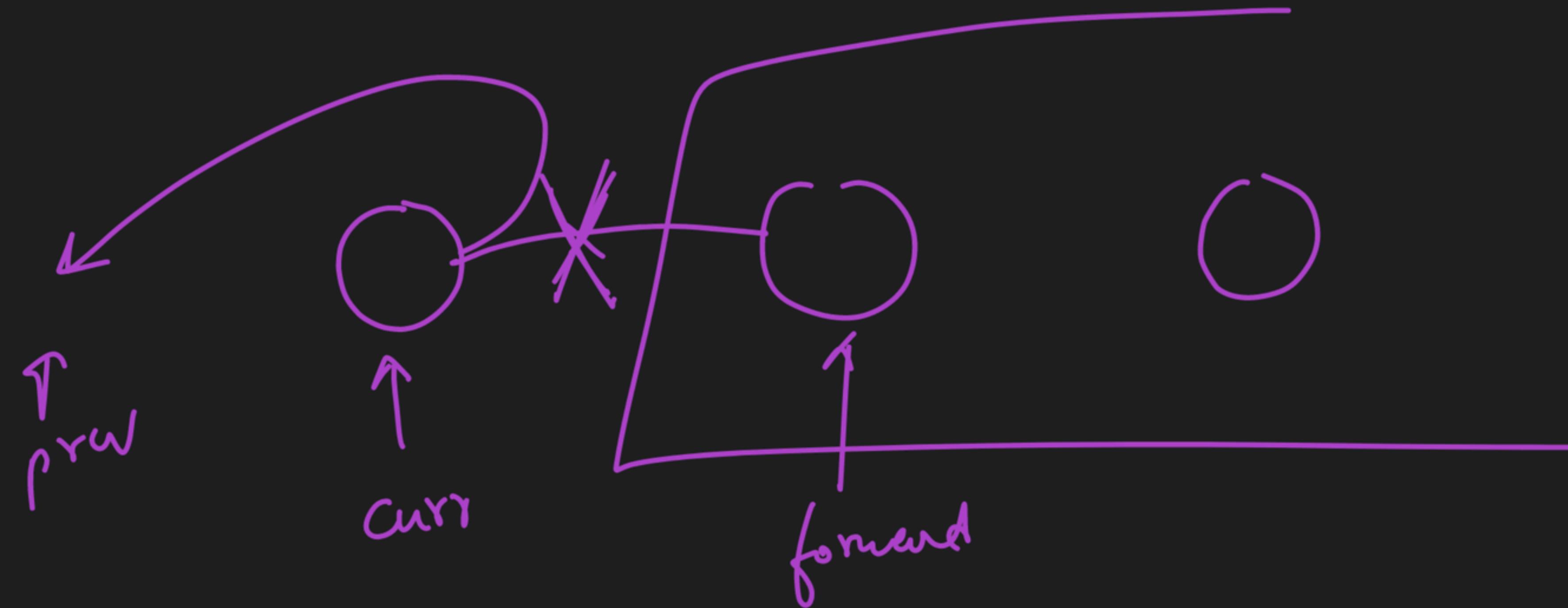


forward ~~next~~  $\Rightarrow$  cur  $\rightarrow$  next

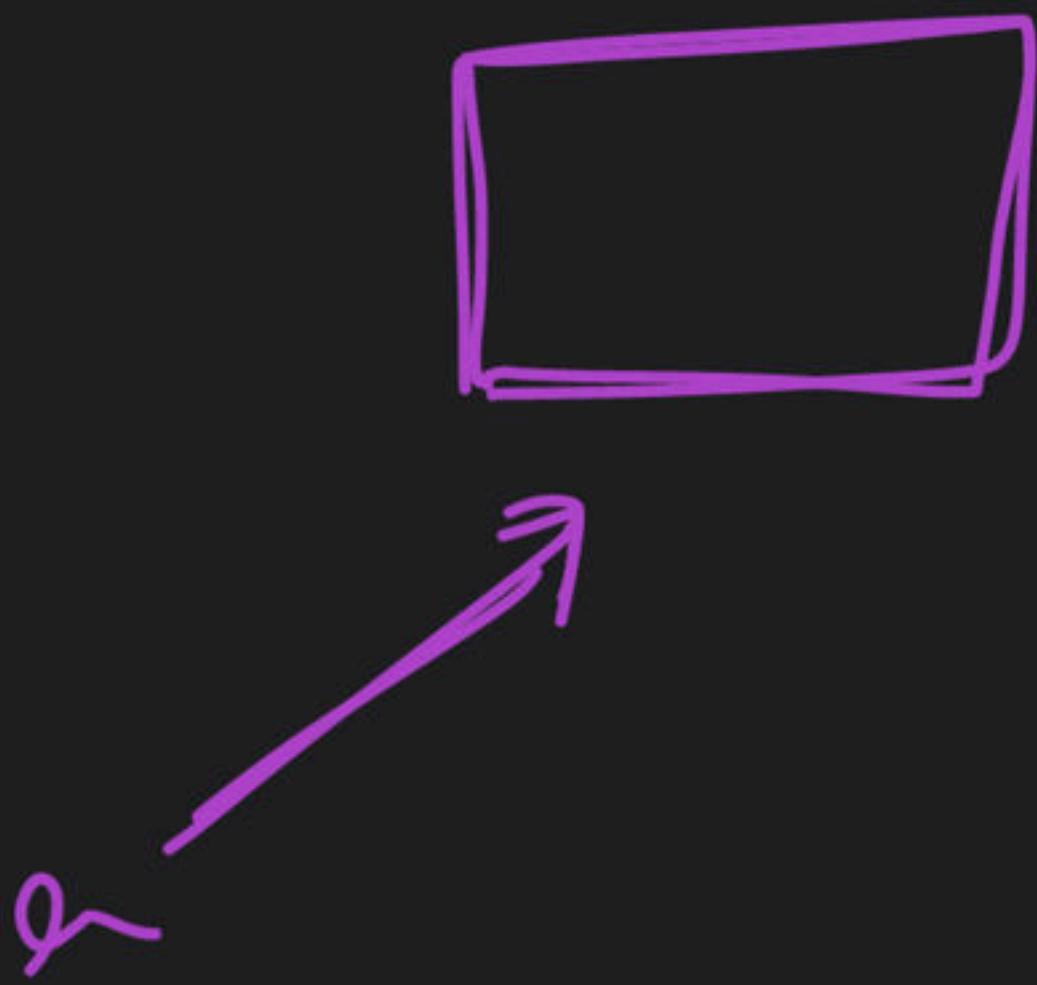
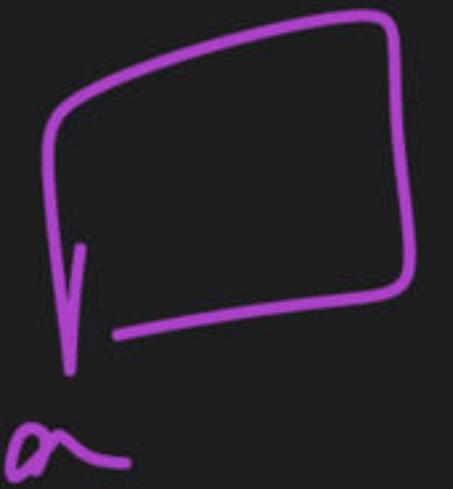
curr → next = prev

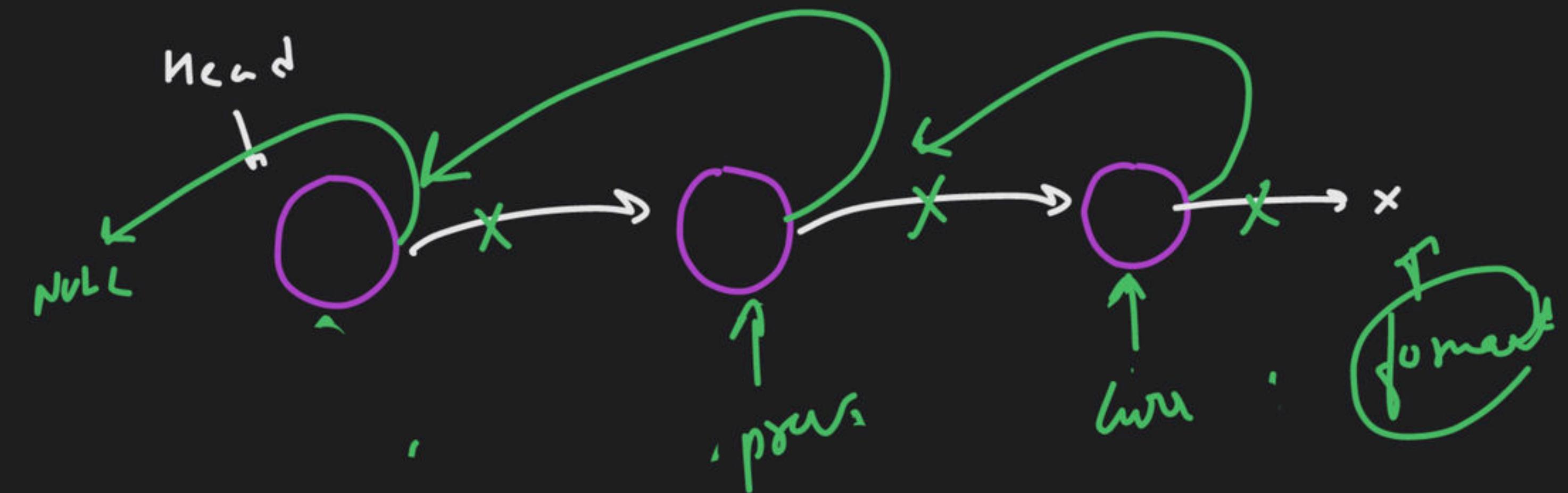
prev = curr -

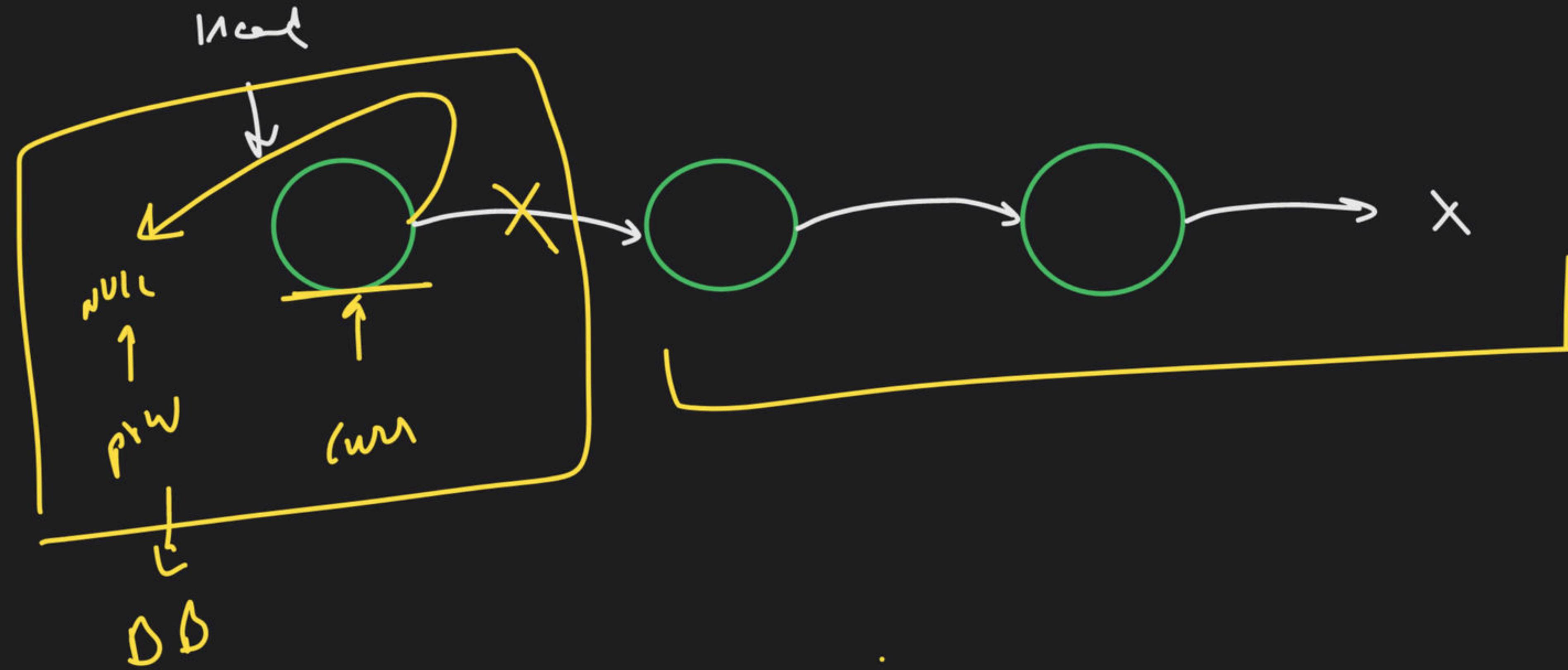
$\text{curr} = \cancel{\text{next}}$  forward  
return Py.W.

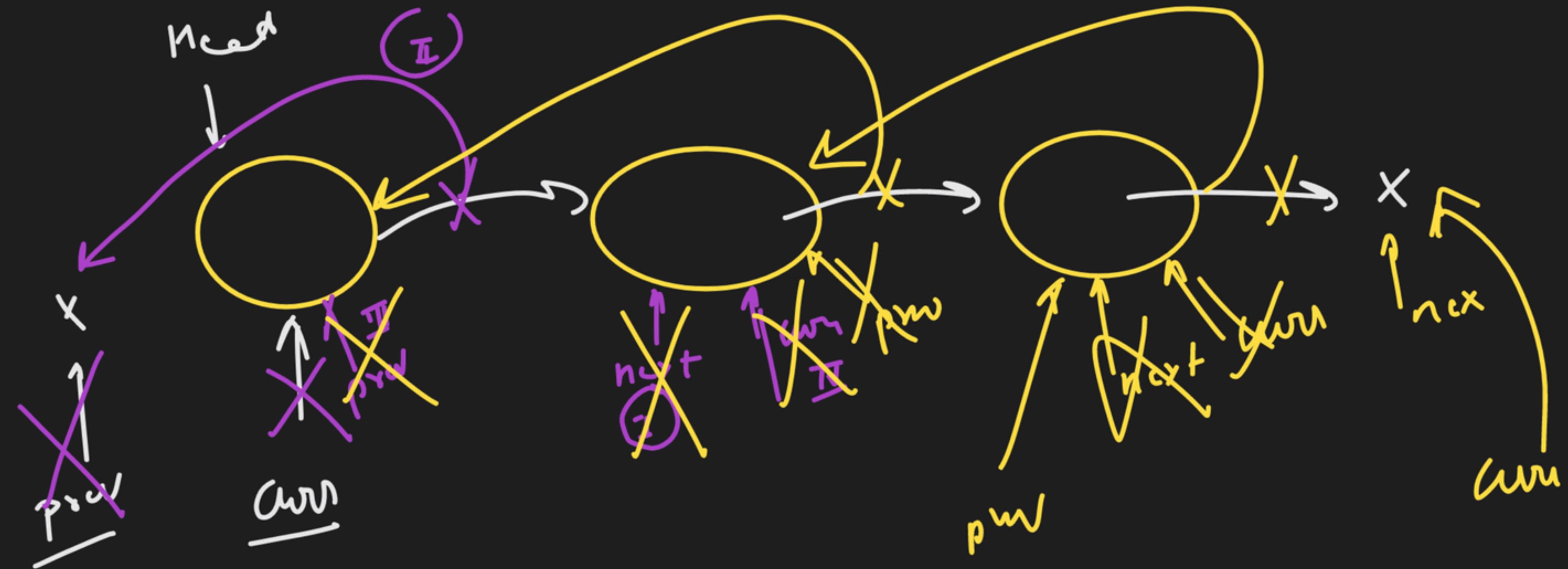


Node a = \_\_\_\_\_

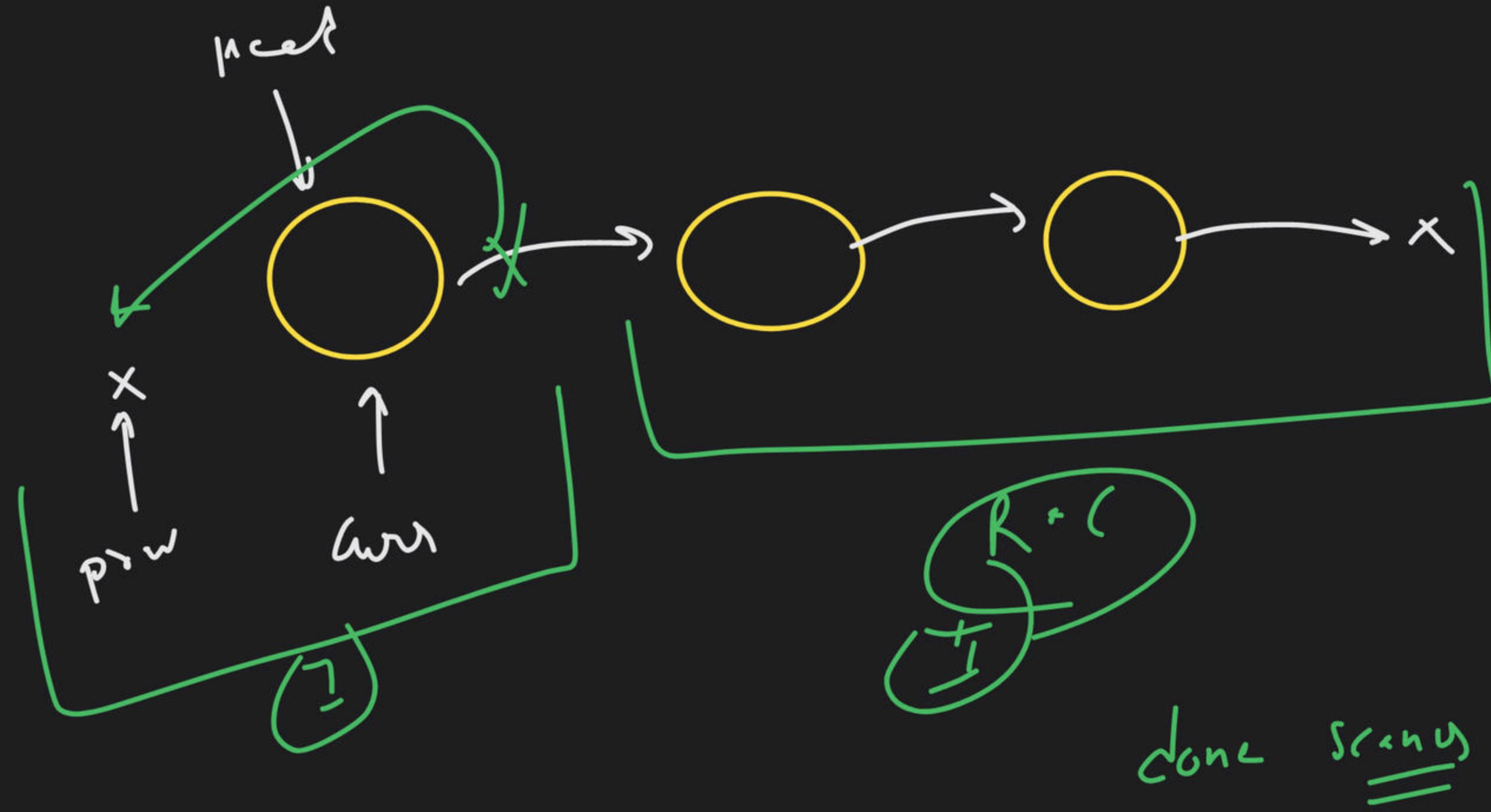




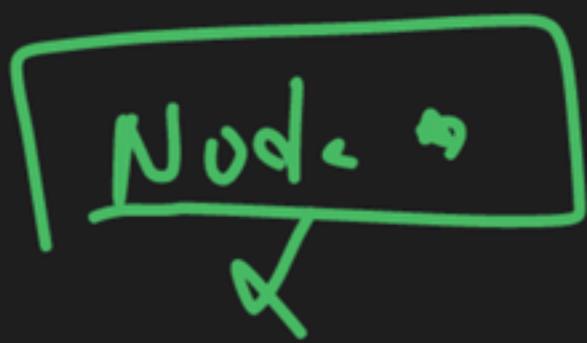




Visualise

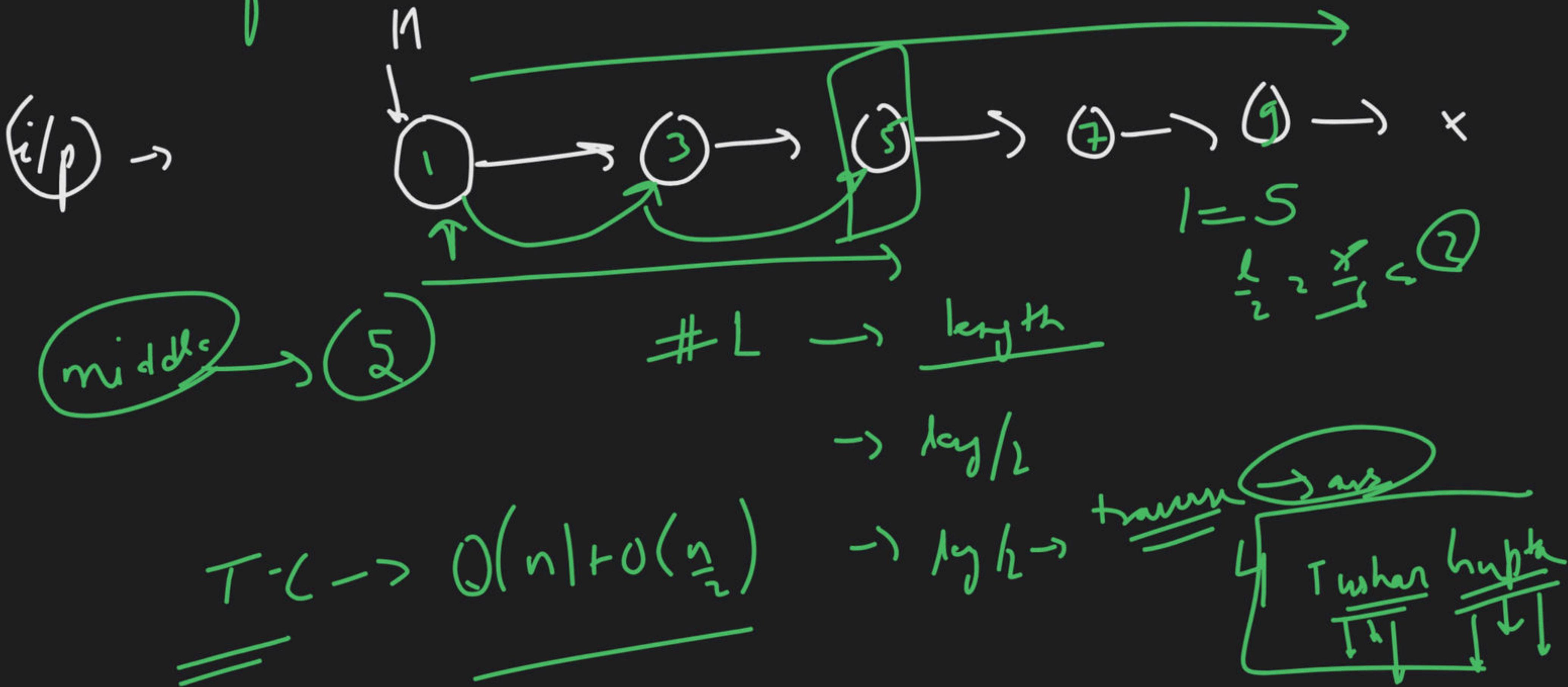


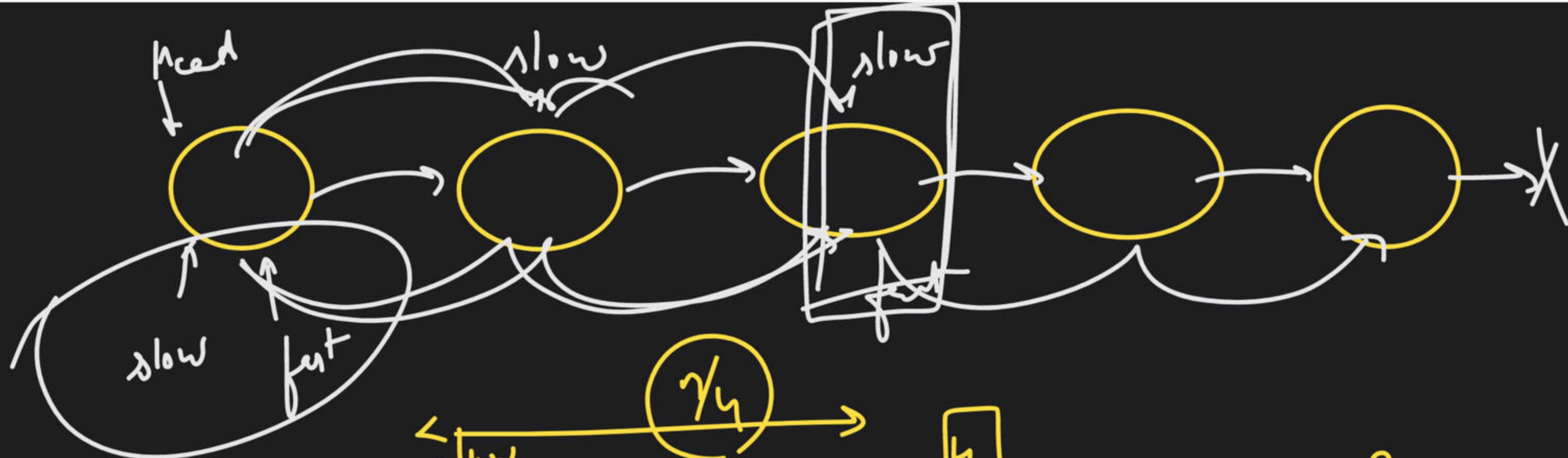
{

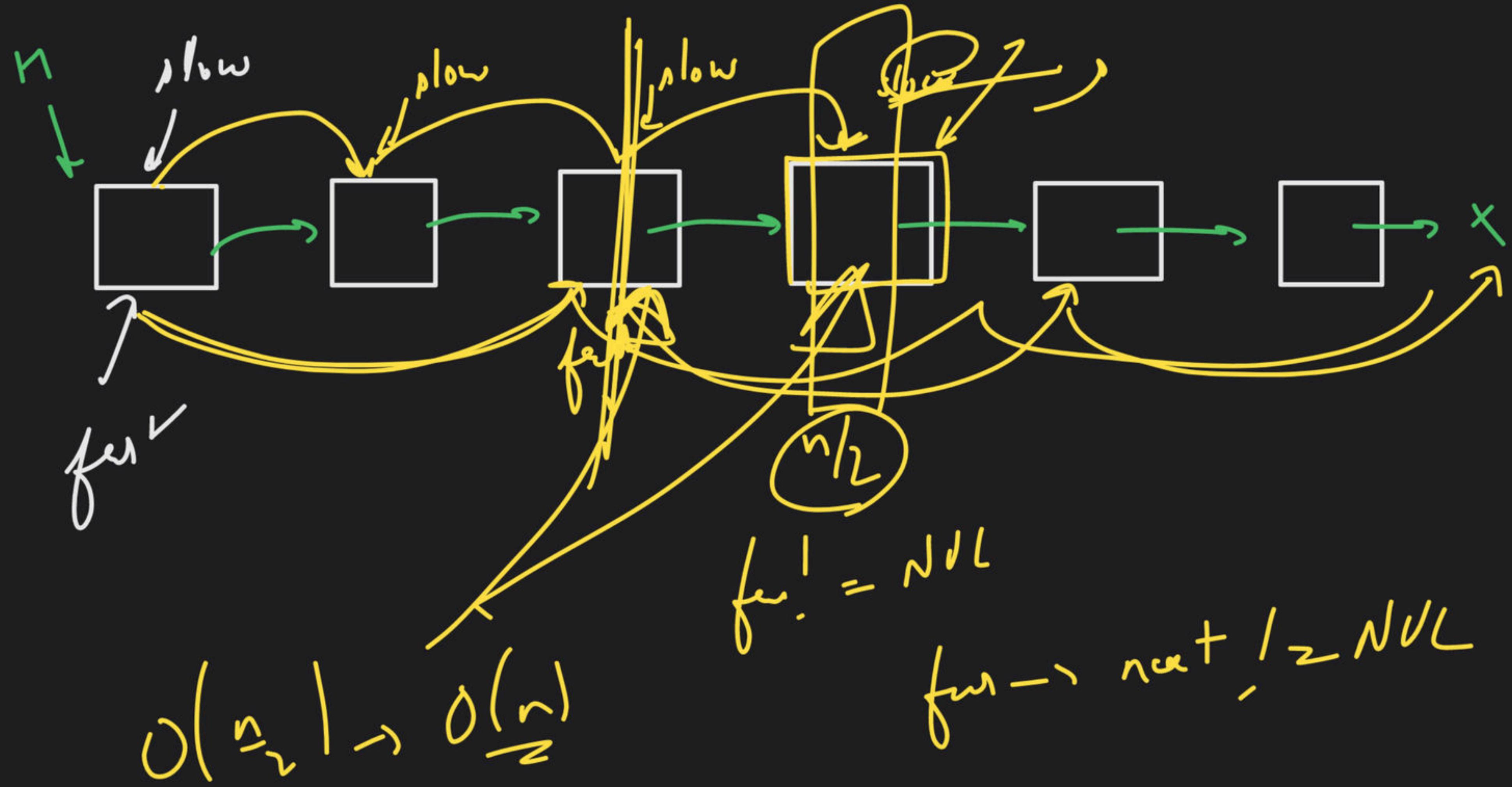


}

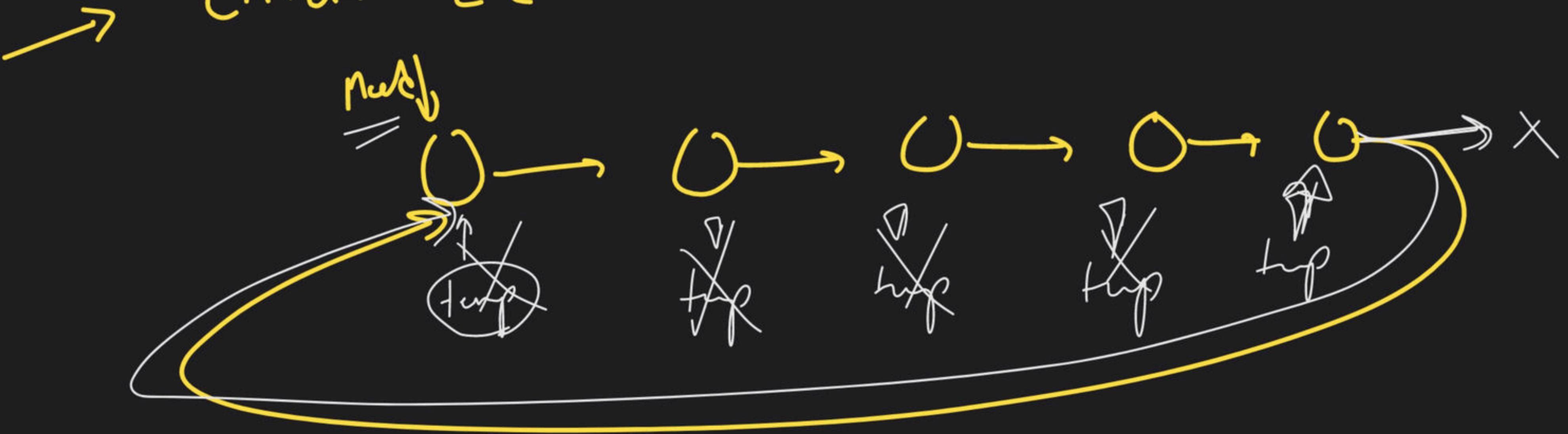
# ① find middle of Linked List







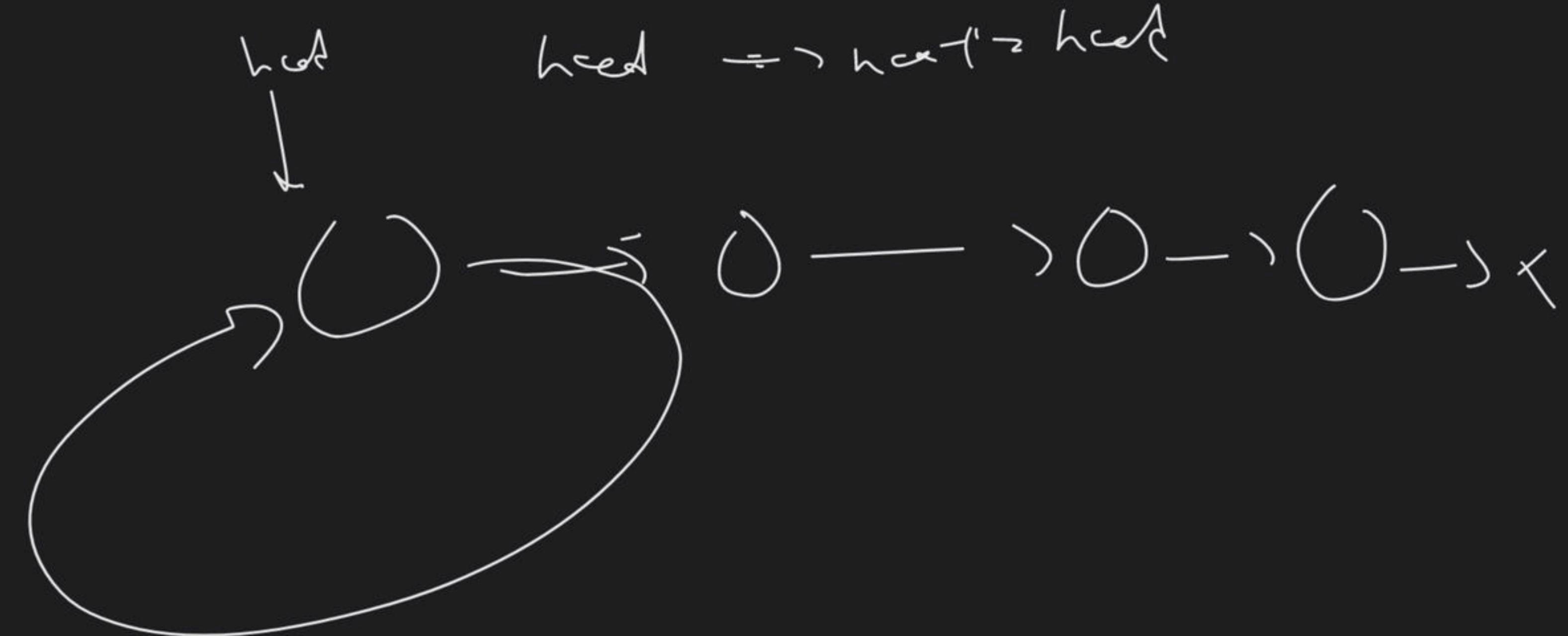
Check LL is circular or no L

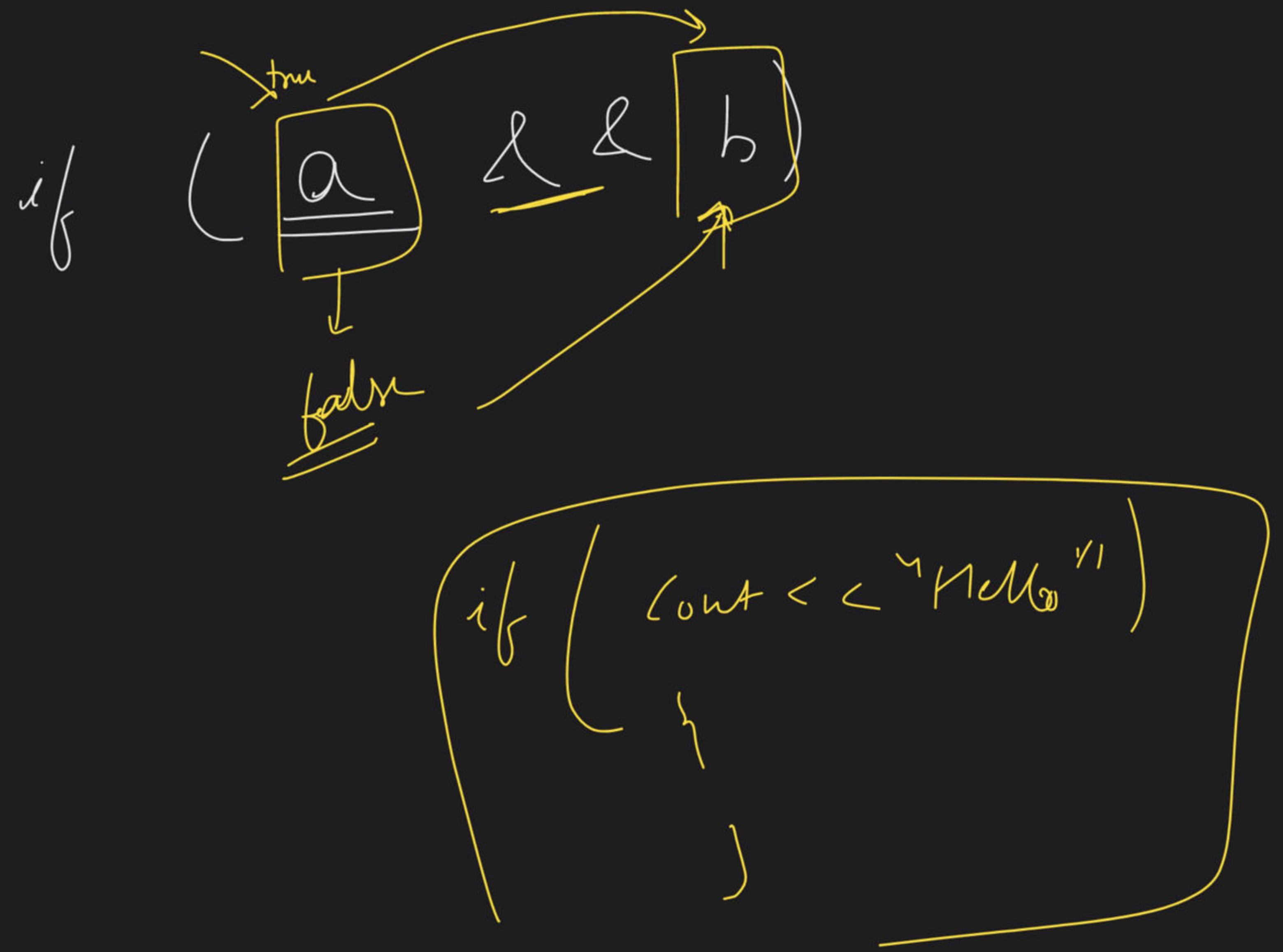


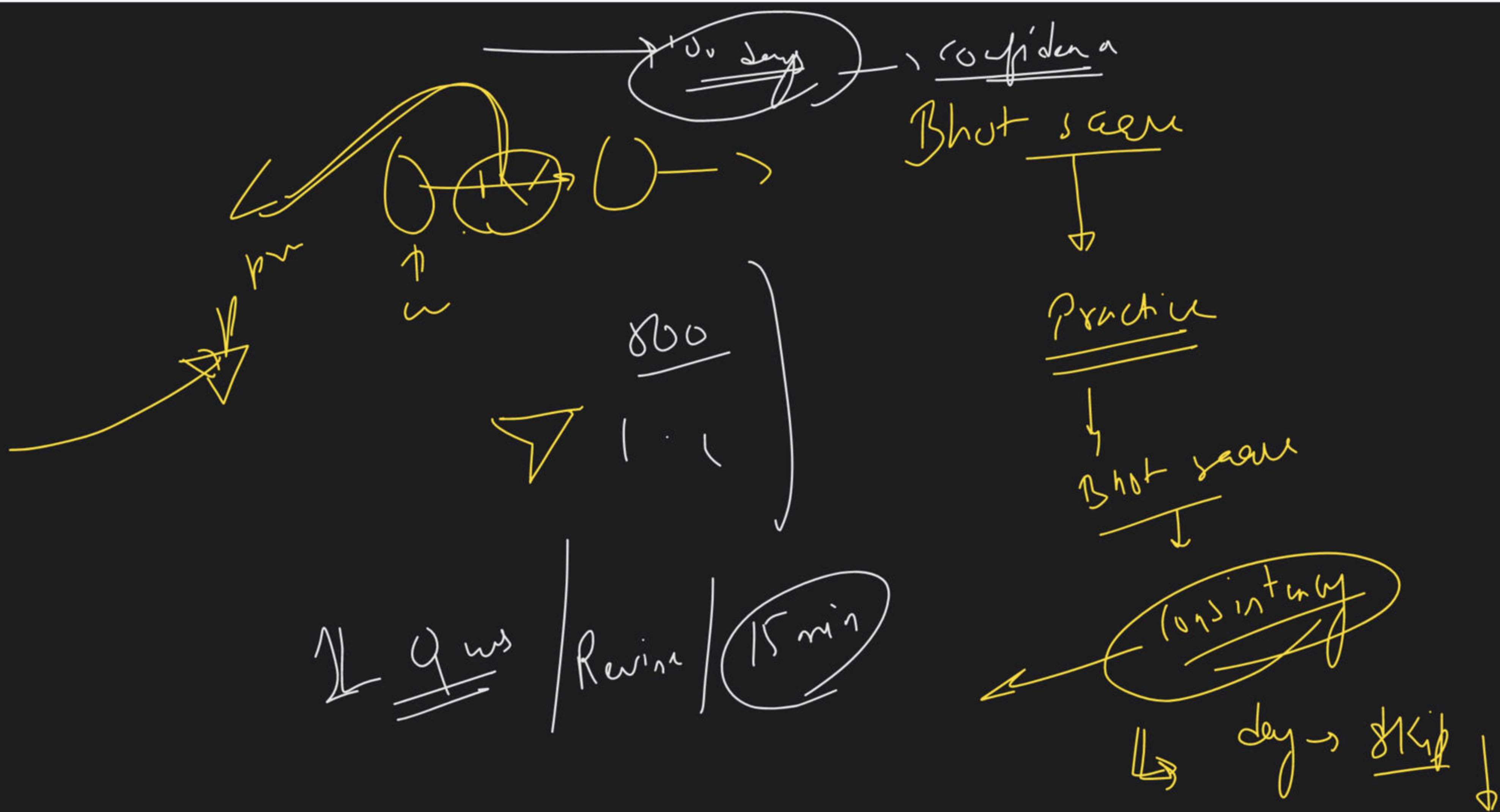
```
if (temp->next = head)  
    return true
```

circular

temp = temp -> next



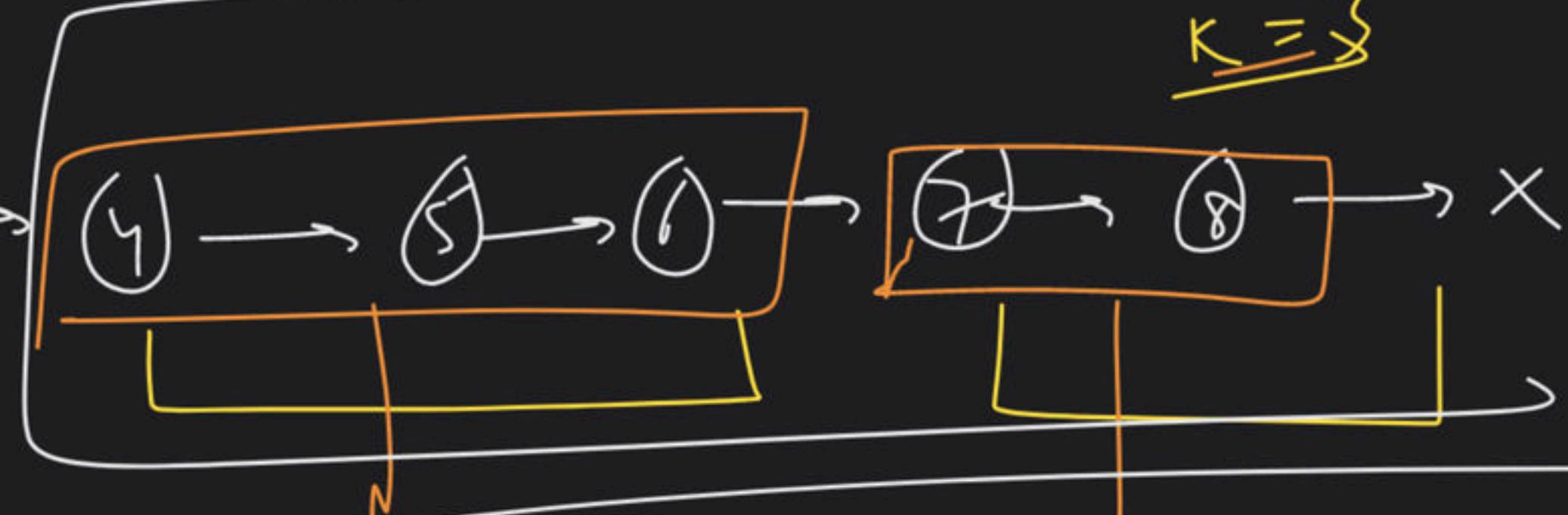
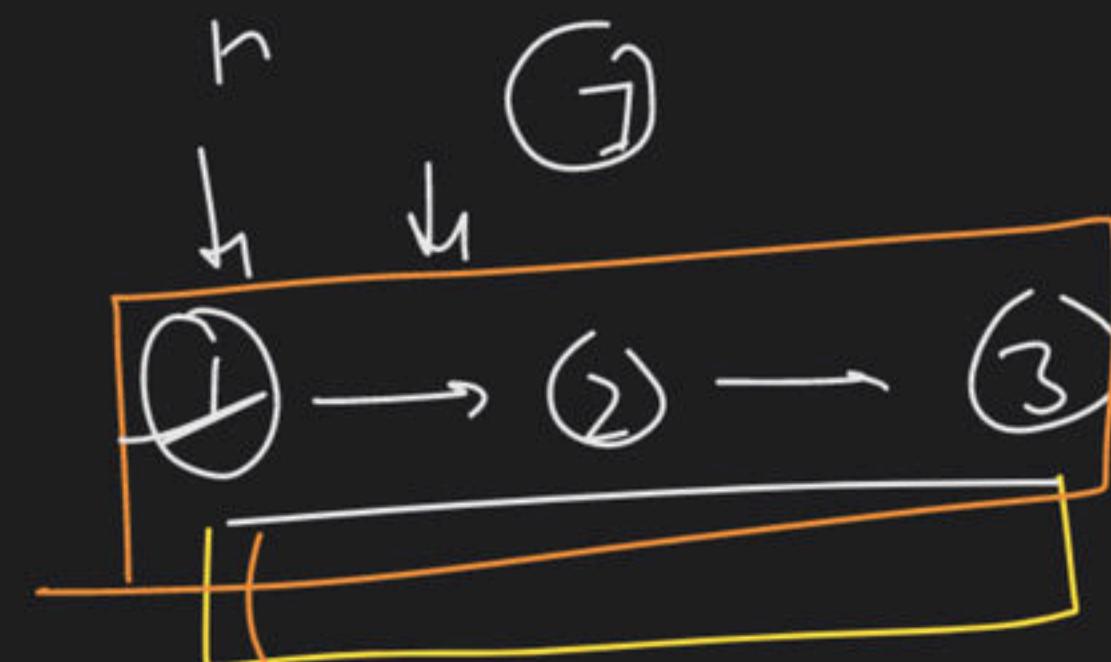




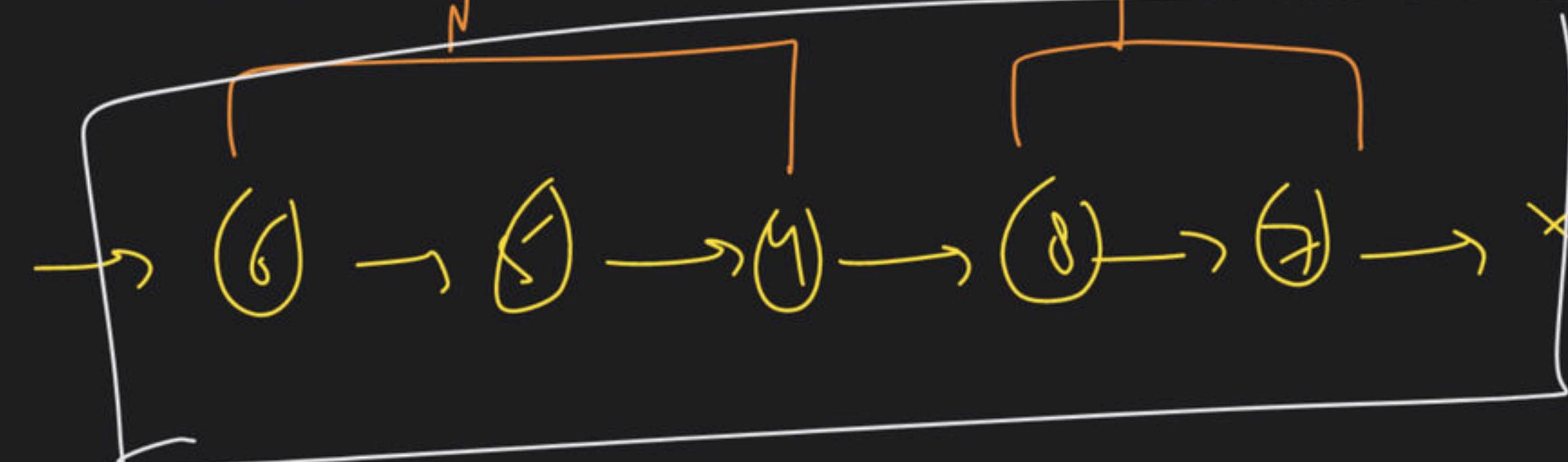
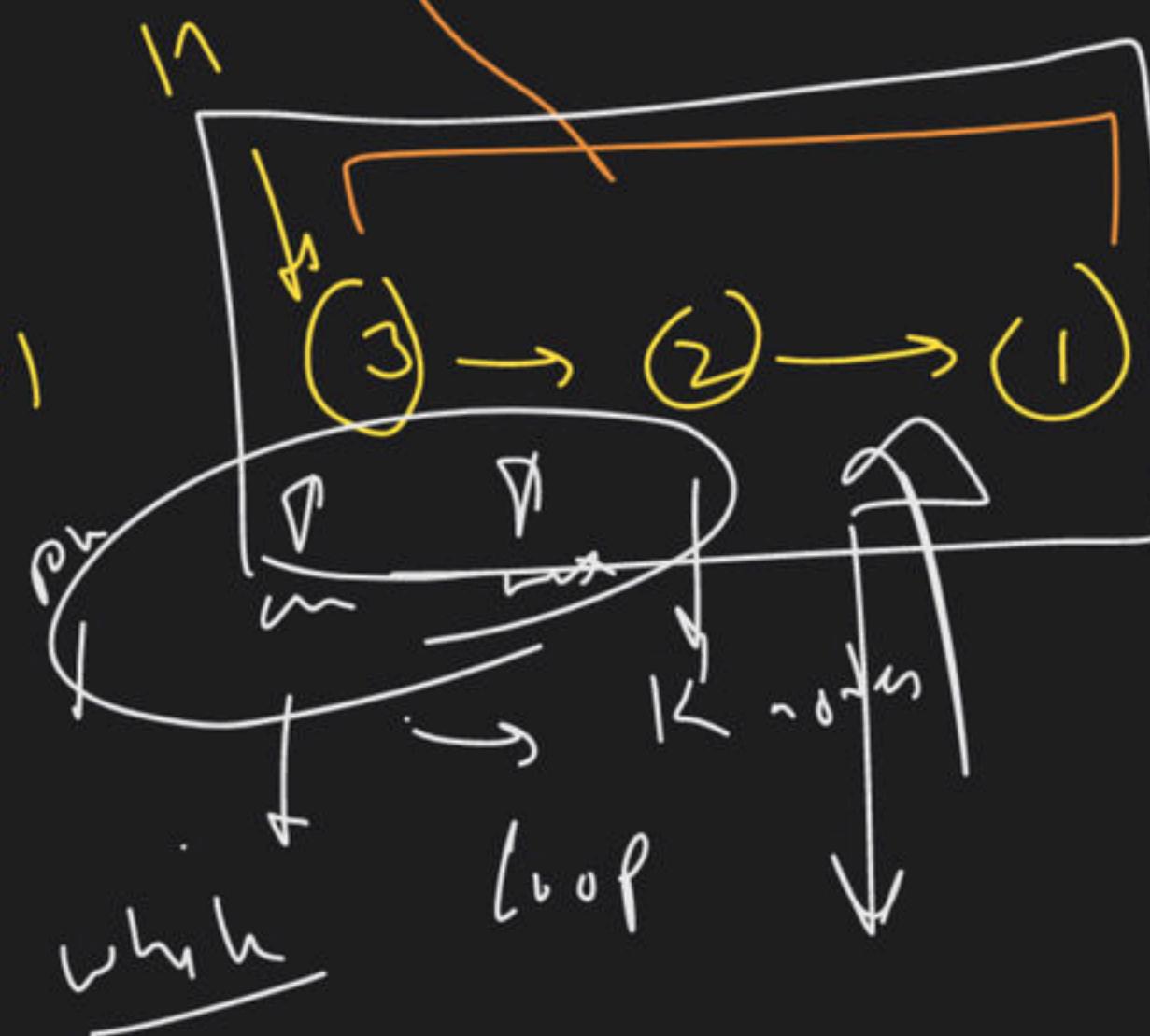
Reverse linked

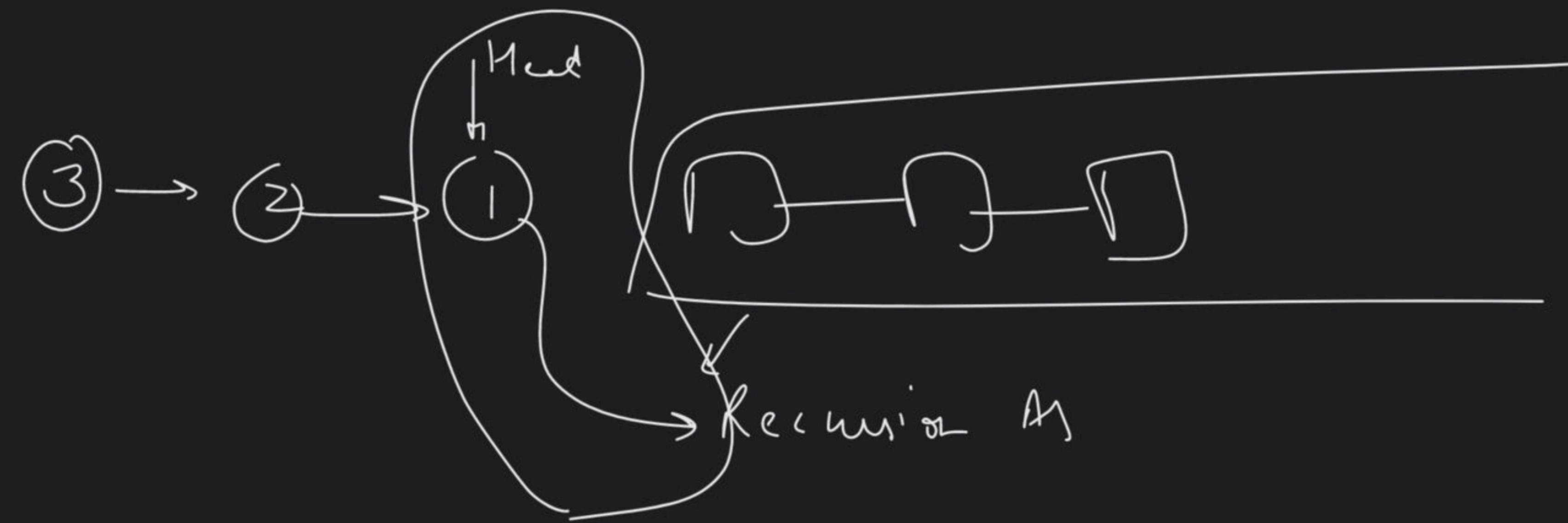
List in "K" groups

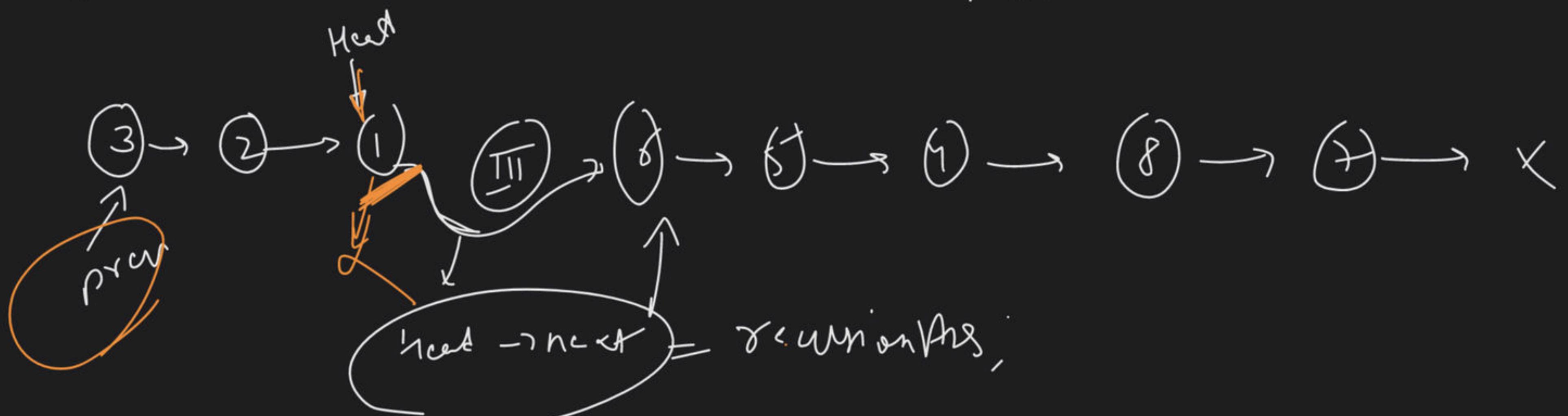
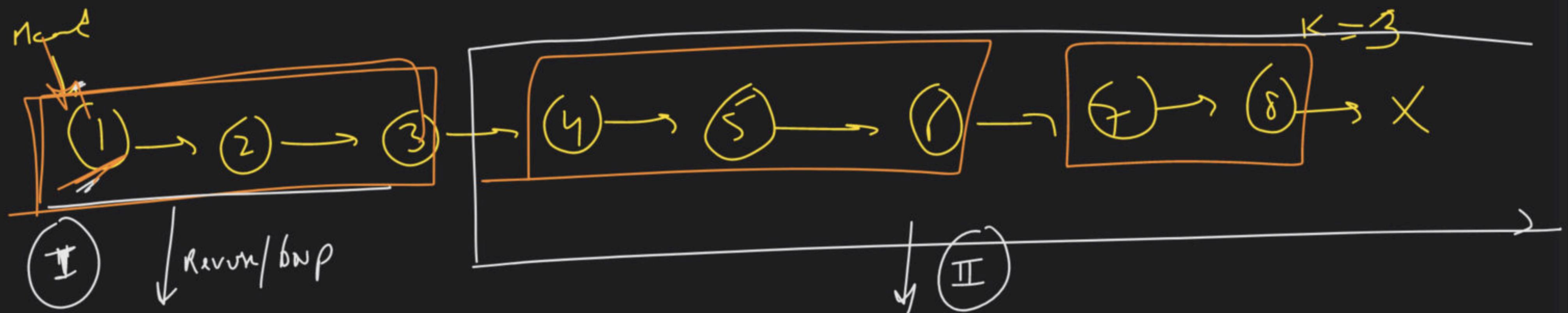
i/p



o/p



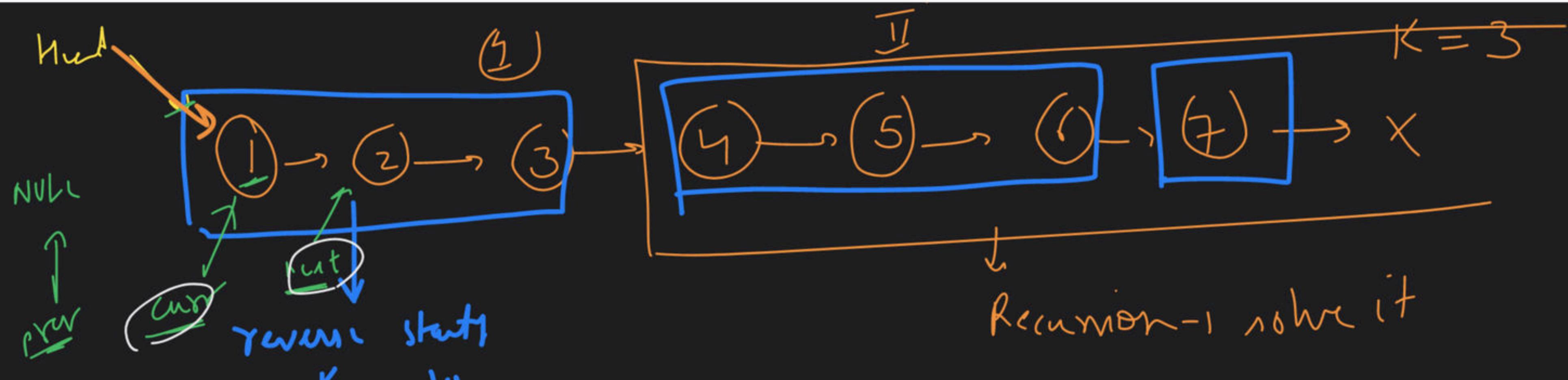




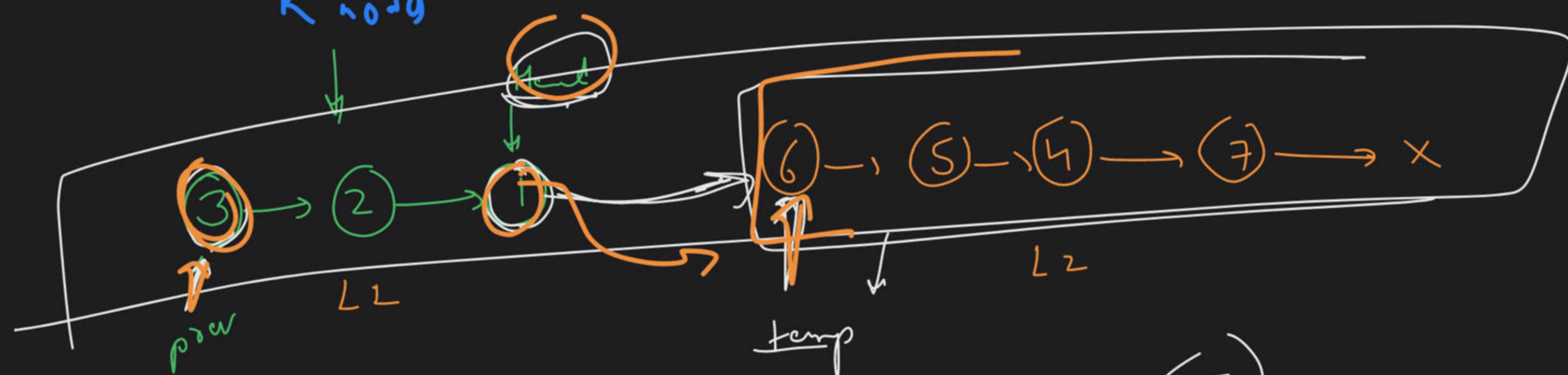
Algo

iterat

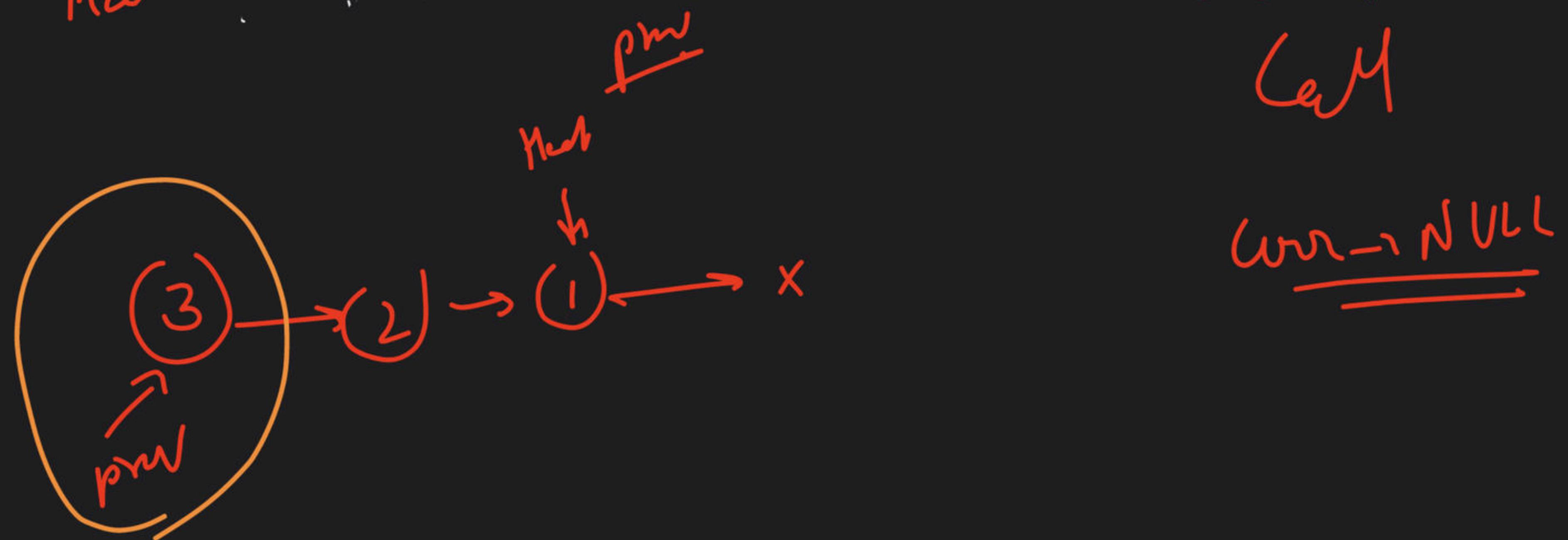
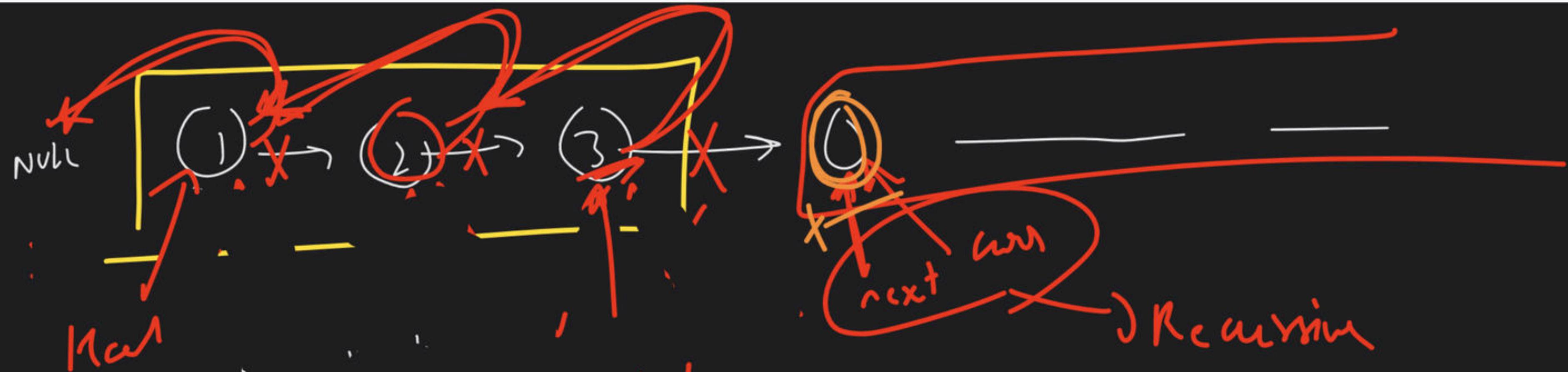
- (1) Return first K nodes
- (2) Use recursion for remaining LL.
- (3) Connect LL in step(1) with LL in step(2)
- (4) return  $prev \leftarrow (\text{head of entire list})$ ;



Recursion - 1 solve it

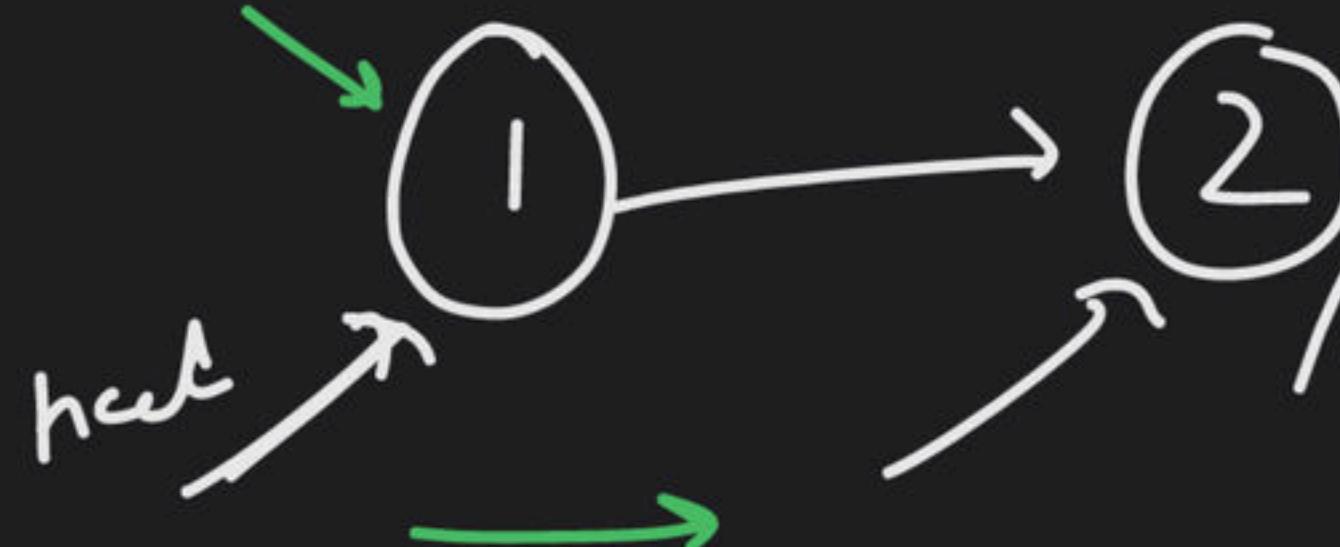


head → next = temp → III  
 return prev → IV

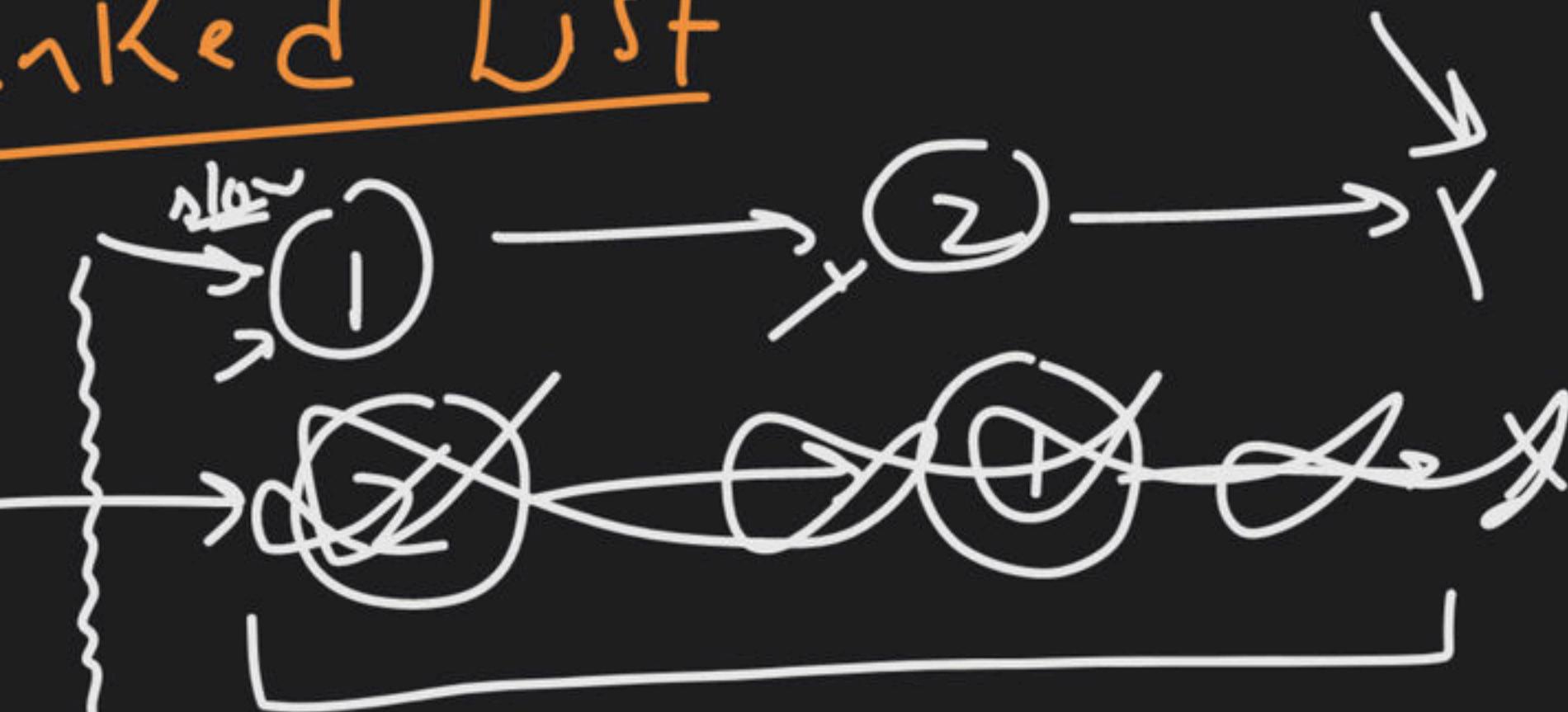


# Palindromes

Neel



# Linked List



#L array → palindrome  
data → arr

#2 LL  
Z  $\leftarrow$  LL - 1 Revv.  
~ Compex

Alg 0:-  
#

(3)

0(nL)

T.C → 0

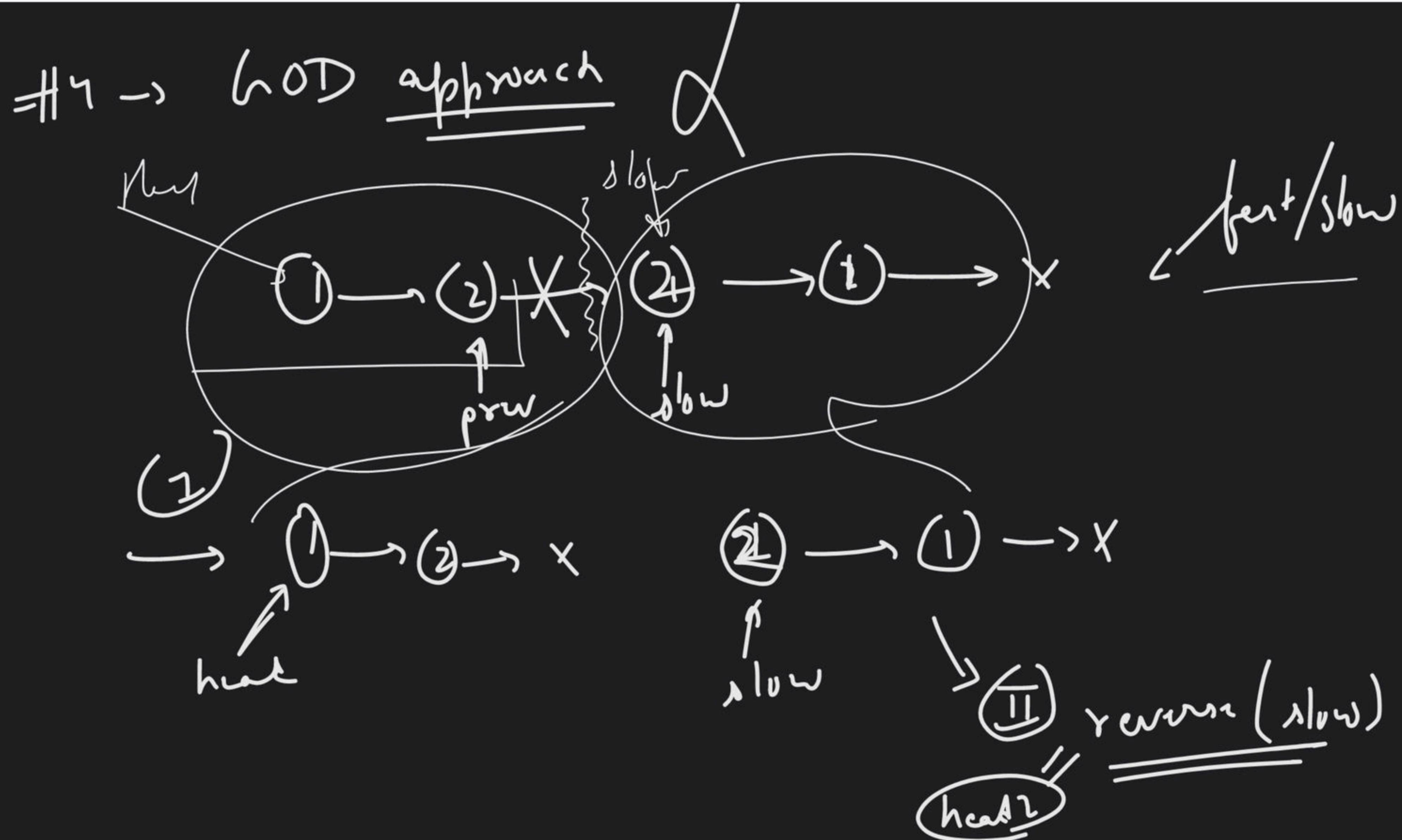
①  $\boxed{\text{Break LL into 2 halves}}$   
 $O(n)$   
reverse  $\underline{\underline{2^{nd}}}$  half of LL

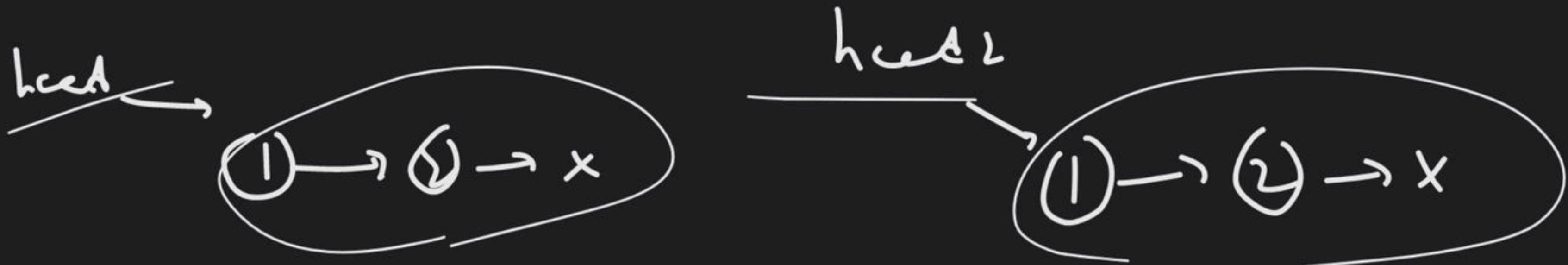
②  $\boxed{\text{Compare both lists}}$   
if any count is  $\neq$   
return true  
else return false

T.C  
 $\underline{\underline{O(n)}}$

S.C  
 $\underline{\underline{O(1)}}$

$\# \gamma \rightarrow$  60D approach





while (head<sup>1</sup>  $\neq$  NULL  $\&$  head<sup>2</sup>  $\neq$  NULL)

{      if ( tup<sup>1</sup> -> data  $\neq$  tup<sup>2</sup> -> data )

return false;

tup<sup>1</sup> = tup<sup>1</sup> -> next

tup<sup>2</sup> = tup<sup>2</sup> -> next

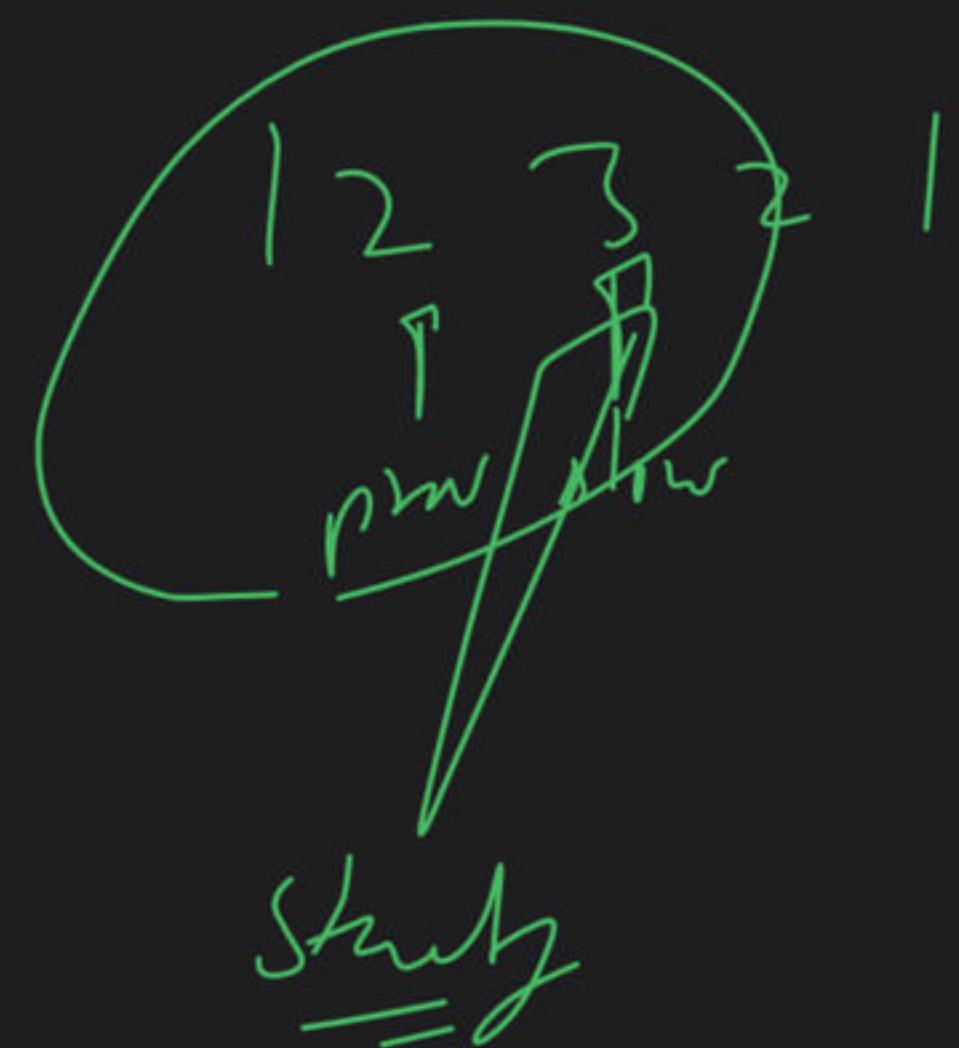
}

list is same:

if (  $\text{typ1} = \text{NULL}$  &  $\text{typ2} = \text{NULL}$  )  
    return true;

else

    return false;



0

Sort

$O^1$

$1^1$

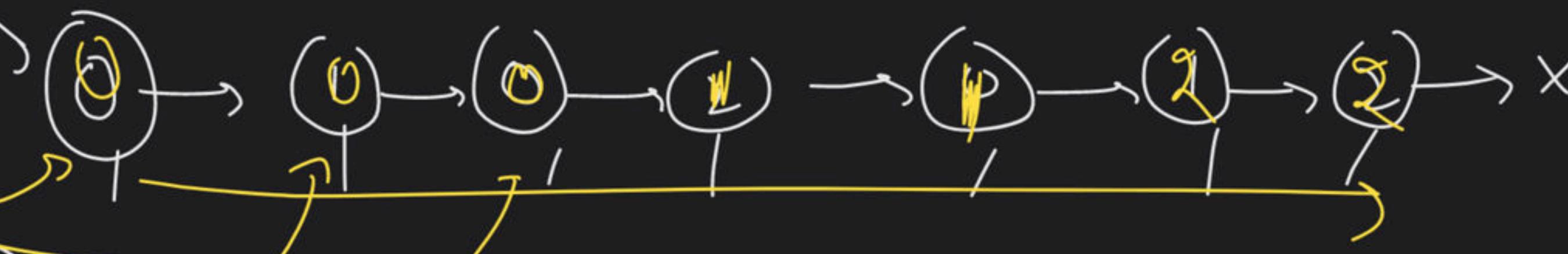
$2^1$

$i^1$

linked

list

map



#1

count

$$\begin{aligned}
 \text{one} &= \cancel{3x} + 0 \\
 \text{two} &= \cancel{x} + 0 \\
 \text{traverse} &\rightarrow O(n)
 \end{aligned}$$

$$\begin{aligned}
 \text{one} &= x + 0 \\
 \text{two} &= x + 0 \\
 \text{traverse} &\rightarrow O(n)
 \end{aligned}$$

$$\begin{aligned}
 &+ \\
 &\quad \vdots \\
 &+ O(n) \rightarrow O(n)
 \end{aligned}$$

implement

method

edge case

value & place

↓

links change  
krke arrow do

