Problem 3217: Delete Nodes From Linked List Present in Array

Problem Information

Difficulty: Medium
Acceptance Rate: 0.00%
Paid Only: No

Problem Description

You are given an array of integers

nums

and the

head

of a linked list. Return the

head

of the modified linked list after

removing

all nodes from the linked list that have a value that exists in

nums

.

Example 1:

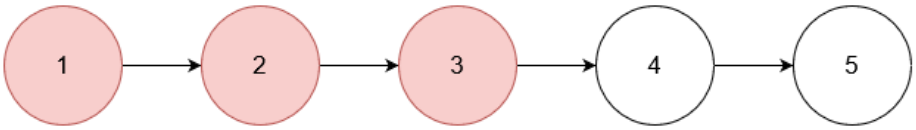
Input:

nums = [1,2,3], head = [1,2,3,4,5]

Output:

[4,5]

Explanation:



Remove the nodes with values 1, 2, and 3.

Example 2:

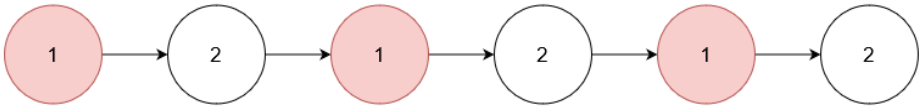
Input:

nums = [1], head = [1,2,1,2,1,2]

Output:

[2,2,2]

Explanation:



Remove the nodes with value 1.

Example 3:

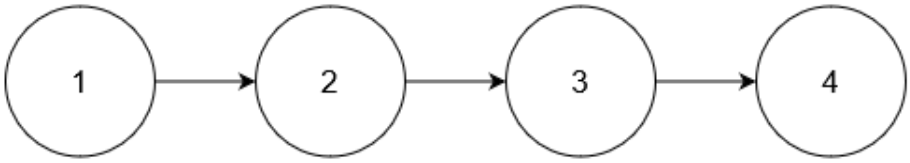
Input:

nums = [5], head = [1,2,3,4]

Output:

[1,2,3,4]

Explanation:



No node has value 5.

Constraints:

1 <= nums.length <= 10

5

1 <= nums[i] <= 10

5

All elements in

nums

are unique.

The number of nodes in the given list is in the range

[1, 10

5

]

.

1 <= Node.val <= 10

5

The input is generated such that there is at least one node in the linked list that has a value not present in

nums

.

Code Snippets

C++:

```
/**
* Definition for singly-linked list.
* struct ListNode {
* int val;
* ListNode *next;
* ListNode() : val(0), next(nullptr) {}
* ListNode(int x) : val(x), next(nullptr) {}
* ListNode(int x, ListNode *next) : val(x), next(next) {}
* };
*/
class Solution {
public:
ListNode* modifiedList(vector<int>& nums, ListNode* head) {

}
};
```

Java:

```
/**
* Definition for singly-linked list.
* public class ListNode {
* int val;
* ListNode next;
* ListNode() {}
* ListNode(int val) { this.val = val; }
* ListNode(int val, ListNode next) { this.val = val; this.next = next; }
```

```
* }
*/
class Solution {
public ListNode modifiedList(int[] nums, ListNode head) {

}
}
```

Python3:

```
# Definition for singly-linked list.
# class ListNode:
# def __init__(self, val=0, next=None):
# self.val = val
# self.next = next
class Solution:
def modifiedList(self, nums: List[int], head: Optional[ListNode]) ->
Optional[ListNode]:
```

Python:

```
# Definition for singly-linked list.
# class ListNode(object):
# def __init__(self, val=0, next=None):
# self.val = val
# self.next = next
class Solution(object):
def modifiedList(self, nums, head):
"""
:type nums: List[int]
:type head: Optional[ListNode]
:rtype: Optional[ListNode]
"""
```

JavaScript:

```
/**
* Definition for singly-linked list.
* function ListNode(val, next) {
* this.val = (val===undefined ? 0 : val)
* this.next = (next===undefined ? null : next)
* }
```

```
*/
/**
* @param {number[]} nums
* @param {ListNode} head
* @return {ListNode}
*/
var modifiedList = function(nums, head) {

};
```

TypeScript:

```
/**
* Definition for singly-linked list.
* class ListNode {
* val: number
* next: ListNode | null
* constructor(val?: number, next?: ListNode | null) {
* this.val = (val===undefined ? 0 : val)
* this.next = (next===undefined ? null : next)
* }
* }
*/

function modifiedList(nums: number[], head: ListNode | null): ListNode | null
{

};
```

C#:

```
/**
* Definition for singly-linked list.
* public class ListNode {
* public int val;
* public ListNode next;
* public ListNode(int val=0, ListNode next=null) {
* this.val = val;
* this.next = next;
* }
* }
*/
```

```
public class Solution {
public ListNode ModifiedList(int[] nums, ListNode head) {

}
}
```

C:

```
/**
* Definition for singly-linked list.
* struct ListNode {
* int val;
* struct ListNode *next;
* };
*/
struct ListNode* modifiedList(int* nums, int numsSize, struct ListNode* head)
{

}
```

Go:

```
/**
* Definition for singly-linked list.
* type ListNode struct {
* Val int
* Next *ListNode
* }
*/
func modifiedList(nums []int, head *ListNode) *ListNode {

}
```

Kotlin:

```
/**
* Example:
* var li = ListNode(5)
* var v = li.`val`
* Definition for singly-linked list.
* class ListNode(var `val`: Int) {
* var next: ListNode? = null
```

```
* }
*/
class Solution {
fun modifiedList(nums: IntArray, head: ListNode?): ListNode? {

}
}
```

Swift:

```
/**
* Definition for singly-linked list.
* public class ListNode {
* public var val: Int
* public var next: ListNode?
* public init() { self.val = 0; self.next = nil; }
* public init(_ val: Int) { self.val = val; self.next = nil; }
* public init(_ val: Int, _ next: ListNode?) { self.val = val; self.next =
next; }
* }
*/
class Solution {
func modifiedList(_ nums: [Int], _ head: ListNode?) -> ListNode? {

}
}
```

Rust:

```
// Definition for singly-linked list.
// #[derive(PartialEq, Eq, Clone, Debug)]
// pub struct ListNode {
// pub val: i32,
// pub next: Option<Box<ListNode>>
// }
//
// impl ListNode {
// #[inline]
// fn new(val: i32) -> Self {
// ListNode {
// next: None,
// val
```

```
// }
// }
// }
impl Solution {
pub fn modified_list(nums: Vec<i32>, head: Option<Box<ListNode>>) ->
Option<Box<ListNode>> {

}
}
```

Ruby:

```
# Definition for singly-linked list.
# class ListNode
# attr_accessor :val, :next
# def initialize(val = 0, _next = nil)
# @val = val
# @next = _next
# end
# end
# @param {Integer[]} nums
# @param {ListNode} head
# @return {ListNode}
def modified_list(nums, head)

end
```

PHP:

```
/**
* Definition for a singly-linked list.
* class ListNode {
* public $val = 0;
* public $next = null;
* function __construct($val = 0, $next = null) {
* $this->val = $val;
* $this->next = $next;
* }
* }
*/
class Solution {
```

```
/**
* @param Integer[] $nums
* @param ListNode $head
* @return ListNode
*/
function modifiedList($nums, $head) {

}
}
```

Dart:

```
/**
* Definition for singly-linked list.
* class ListNode {
* int val;
* ListNode? next;
* ListNode([this.val = 0, this.next]);
* }
*/
class Solution {
ListNode? modifiedList(List<int> nums, ListNode? head) {

}
}
```

Scala:

```
/**
* Definition for singly-linked list.
* class ListNode(_x: Int = 0, _next: ListNode = null) {
* var next: ListNode = _next
* var x: Int = _x
* }
*/
object Solution {
def modifiedList(nums: Array[Int], head: ListNode): ListNode = {

}
}
```

Elixir:

```
# Definition for singly-linked list.
#
# defmodule ListNode do
# @type t :: %__MODULE__{
# val: integer,
# next: ListNode.t() | nil
# }
# defstruct val: 0, next: nil
# end

defmodule Solution do
@spec modified_list(nums :: [integer], head :: ListNode.t | nil) ::
ListNode.t | nil
def modified_list(nums, head) do

end
end
```

Erlang:

```
%% Definition for singly-linked list.
%%
%% -record(list_node, {val = 0 :: integer(),
%% next = null :: 'null' | #list_node{}}).

-spec modified_list(Nums :: [integer()], Head :: #list_node{} | null) ->
#list_node{} | null.
modified_list(Nums, Head) ->
.
```

Racket:

```
; Definition for singly-linked list:
#|

; val : integer?
; next : (or/c list-node? #f)
(struct list-node
(val next) #:mutable #:transparent)

; constructor
(define (make-list-node [val 0])
(list-node val #f))
```

```
|#

(define/contract (modified-list nums head)
(-> (listof exact-integer?) (or/c list-node? #f) (or/c list-node? #f))
)
```

Solutions

C++ Solution:

```
/*
* Problem: Delete Nodes From Linked List Present in Array
* Difficulty: Medium
* Tags: array, hash, linked_list
*
* Approach: Use two pointers or sliding window technique
* Time Complexity: O(n) or O(n log n)
* Space Complexity: O(n) for hash map
*/

/**
* Definition for singly-linked list.
* struct ListNode {
* int val;
* ListNode *next;
* ListNode() : val(0), next(nullptr) {}
* ListNode(int x) : val(x), next(nullptr) {}
* ListNode(int x, ListNode *next) : val(x), next(next) {}
* };
*/
class Solution {
public:
ListNode* modifiedList(vector<int>& nums, ListNode* head) {

}
};
```

Java Solution:

```
/**
* Problem: Delete Nodes From Linked List Present in Array
* Difficulty: Medium
* Tags: array, hash, linked_list
*
* Approach: Use two pointers or sliding window technique
* Time Complexity: O(n) or O(n log n)
* Space Complexity: O(n) for hash map
*/

/**
* Definition for singly-linked list.
* public class ListNode {
* int val;
* ListNode next;
* ListNode() {
// TODO: Implement optimized solution
return 0;
}
* ListNode(int val) { this.val = val; }
* ListNode(int val, ListNode next) { this.val = val; this.next = next; }
* }
*/
class Solution {
public ListNode modifiedList(int[] nums, ListNode head) {

}
}
```

Python3 Solution:

```
"""
Problem: Delete Nodes From Linked List Present in Array
Difficulty: Medium
Tags: array, hash, linked_list

Approach: Use two pointers or sliding window technique
Time Complexity: O(n) or O(n log n)
Space Complexity: O(n) for hash map
"""

# Definition for singly-linked list.
```

```
# class ListNode:
# def __init__(self, val=0, next=None):
# self.val = val
# self.next = next
class Solution:
def modifiedList(self, nums: List[int], head: Optional[ListNode]) ->
Optional[ListNode]:
# TODO: Implement optimized solution
pass
```

Python Solution:

```
# Definition for singly-linked list.
# class ListNode(object):
# def __init__(self, val=0, next=None):
# self.val = val
# self.next = next
class Solution(object):
def modifiedList(self, nums, head):
"""
:type nums: List[int]
:type head: Optional[ListNode]
:rtype: Optional[ListNode]
"""
```

JavaScript Solution:

```
/**
* Problem: Delete Nodes From Linked List Present in Array
* Difficulty: Medium
* Tags: array, hash, linked_list
*
* Approach: Use two pointers or sliding window technique
* Time Complexity: O(n) or O(n log n)
* Space Complexity: O(n) for hash map
*/

/**
* Definition for singly-linked list.
* function ListNode(val, next) {
* this.val = (val===undefined ? 0 : val)
```

```
* this.next = (next===undefined ? null : next)
* }
*/
/**
* @param {number[]} nums
* @param {ListNode} head
* @return {ListNode}
*/
var modifiedList = function(nums, head) {

};
```

TypeScript Solution:

```
/**
* Problem: Delete Nodes From Linked List Present in Array
* Difficulty: Medium
* Tags: array, hash, linked_list
*
* Approach: Use two pointers or sliding window technique
* Time Complexity: O(n) or O(n log n)
* Space Complexity: O(n) for hash map
*/

/**
* Definition for singly-linked list.
* class ListNode {
* val: number
* next: ListNode | null
* constructor(val?: number, next?: ListNode | null) {
* this.val = (val===undefined ? 0 : val)
* this.next = (next===undefined ? null : next)
* }
* }
*/

function modifiedList(nums: number[], head: ListNode | null): ListNode | null
{

};
```

C# Solution:

```
/*
* Problem: Delete Nodes From Linked List Present in Array
* Difficulty: Medium
* Tags: array, hash, linked_list
*
* Approach: Use two pointers or sliding window technique
* Time Complexity: O(n) or O(n log n)
* Space Complexity: O(n) for hash map
*/

/**
* Definition for singly-linked list.
* public class ListNode {
* public int val;
* public ListNode next;
* public ListNode(int val=0, ListNode next=null) {
* this.val = val;
* this.next = next;
* }
* }
*/
public class Solution {
public ListNode ModifiedList(int[] nums, ListNode head) {

}
}
```

C Solution:

```
/*
* Problem: Delete Nodes From Linked List Present in Array
* Difficulty: Medium
* Tags: array, hash, linked_list
*
* Approach: Use two pointers or sliding window technique
* Time Complexity: O(n) or O(n log n)
* Space Complexity: O(n) for hash map
*/

/**
* Definition for singly-linked list.
```

```
* struct ListNode {
* int val;
* struct ListNode *next;
* };
*/
struct ListNode* modifiedList(int* nums, int numsSize, struct ListNode* head)
{

}
```

Go Solution:

```
// Problem: Delete Nodes From Linked List Present in Array
// Difficulty: Medium
// Tags: array, hash, linked_list
//
// Approach: Use two pointers or sliding window technique
// Time Complexity: O(n) or O(n log n)
// Space Complexity: O(n) for hash map

/**
* Definition for singly-linked list.
* type ListNode struct {
* Val int
* Next *ListNode
* }
*/
func modifiedList(nums []int, head *ListNode) *ListNode {

}
```

Kotlin Solution:

```
/**
* Example:
* var li = ListNode(5)
* var v = li.`val`
* Definition for singly-linked list.
* class ListNode(var `val`: Int) {
* var next: ListNode? = null
* }
```

```
*/
class Solution {
fun modifiedList(nums: IntArray, head: ListNode?): ListNode? {

}
}
```

Swift Solution:

```
/**
* Definition for singly-linked list.
* public class ListNode {
* public var val: Int
* public var next: ListNode?
* public init() { self.val = 0; self.next = nil; }
* public init(_ val: Int) { self.val = val; self.next = nil; }
* public init(_ val: Int, _ next: ListNode?) { self.val = val; self.next =
next; }
* }
*/
class Solution {
func modifiedList(_ nums: [Int], _ head: ListNode?) -> ListNode? {

}
}
```

Rust Solution:

```
// Problem: Delete Nodes From Linked List Present in Array
// Difficulty: Medium
// Tags: array, hash, linked_list
//
// Approach: Use two pointers or sliding window technique
// Time Complexity: O(n) or O(n log n)
// Space Complexity: O(n) for hash map

// Definition for singly-linked list.
// #[derive(PartialEq, Eq, Clone, Debug)]
// pub struct ListNode {
// pub val: i32,
// pub next: Option<Box<ListNode>>
```

```
// }
//
// impl ListNode {
// #[inline]
// fn new(val: i32) -> Self {
// ListNode {
// next: None,
// val
// }
// }
// }
impl Solution {
pub fn modified_list(nums: Vec<i32>, head: Option<Box<ListNode>>) ->
Option<Box<ListNode>> {

}
}
```

Ruby Solution:

```
# Definition for singly-linked list.
# class ListNode
# attr_accessor :val, :next
# def initialize(val = 0, _next = nil)
# @val = val
# @next = _next
# end
# end
# @param {Integer[]} nums
# @param {ListNode} head
# @return {ListNode}
def modified_list(nums, head)

end
```

PHP Solution:

```
/**
* Definition for a singly-linked list.
* class ListNode {
* public $val = 0;
```

```
* public $next = null;
* function __construct($val = 0, $next = null) {
* $this->val = $val;
* $this->next = $next;
* }
* }
*/
class Solution {

/**
* @param Integer[] $nums
* @param ListNode $head
* @return ListNode
*/
function modifiedList($nums, $head) {

}
}
```

Dart Solution:

```
/**
* Definition for singly-linked list.
* class ListNode {
* int val;
* ListNode? next;
* ListNode([this.val = 0, this.next]);
* }
*/
class Solution {
ListNode? modifiedList(List<int> nums, ListNode? head) {

}
}
```

Scala Solution:

```
/**
* Definition for singly-linked list.
* class ListNode(_x: Int = 0, _next: ListNode = null) {
* var next: ListNode = _next
```

```
* var x: Int = _x
* }
*/
object Solution {
def modifiedList(nums: Array[Int], head: ListNode): ListNode = {

}
}
```

Elixir Solution:

```
# Definition for singly-linked list.
#
# defmodule ListNode do
# @type t :: %__MODULE__{
# val: integer,
# next: ListNode.t() | nil
# }
# defstruct val: 0, next: nil
# end

defmodule Solution do
@spec modified_list(nums :: [integer], head :: ListNode.t | nil) ::
ListNode.t | nil
def modified_list(nums, head) do

end
end
```

Erlang Solution:

```
%% Definition for singly-linked list.
%%
%% -record(list_node, {val = 0 :: integer(),
%% next = null :: 'null' | #list_node{}}).

-spec modified_list(Nums :: [integer()], Head :: #list_node{} | null) ->
#list_node{} | null.
modified_list(Nums, Head) ->
.
```

Racket Solution:

```
; Definition for singly-linked list:
#|

; val : integer?
; next : (or/c list-node? #f)
(struct list-node
(val next) #:mutable #:transparent)

; constructor
(define (make-list-node [val 0])
(list-node val #f))

|#

(define/contract (modified-list nums head)
(-> (listof exact-integer?) (or/c list-node? #f) (or/c list-node? #f))
)
```