

# Lab 3 – Linked List

- Linked list

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## Problem 1

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Write the following utility functions:

- Create a list of length N with random data: `node* CreateListRandom(int n)`
- Insert a node at the end of the linked list: `void InsertTail(node*& head, int newData)`
- Insert a node before the head of the linked list: `void InsertHead(node*& head, int newData)`
- Delete a node having delData: `void DeleteData(node*& pHead, int delData)`

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## Problem 2

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Given a linked list, write a function to:

- Sum every element of a linked list.
- Evaluate the polynomial defined by the linked list, with x inputted by user:

```
node* head1 = CreateListRandom(4); // 1 (head) -> 7 -> 14 -> 0 -> NULL
float x;
cin >> x;
float result = PolyEval(head1, x); // Return 1x^3 + 7x^2 + 14x + 0
```

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## Problem 3\*

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Write a recursive function to reverse a linked list:

```
PrintLinkedList(head); // 1 (head) -> 5 -> 7 -> 9 -> 2
node* newHead = ReverseList(head);
PrintLinkedList(newHead); // 2 (head) -> 9 -> 7 -> 5 -> 1
```

You **must** use the prototype: `node* ReverseList(node* root, int& n)`, n is a variable containing the length of the linked list.

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## Problem 4

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Propose a linked list called StudentNode that stores:

- His/her Math and English scores.
- His/her name.

- His/her student ID.

Create a linked list using the newly made StudentNode struct. The linked list created should have at least 3 nodes. Print the linked list.

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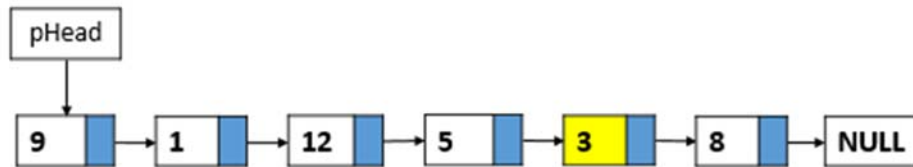
### Problem 5\*

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Write a function to insert a new node into the linked list after the first N nodes of the linked list. For example, given the linked list:



Calling `insertList(pHead, 4, 3)` would add a new node with data = 3 after the 4<sup>th</sup> node of the linked list:



Note:

- If  $N \leq 0$  then insert the new node as head of the linked list.
- If N is greater than the number of nodes in the linked list, insert the new node at the end of it.