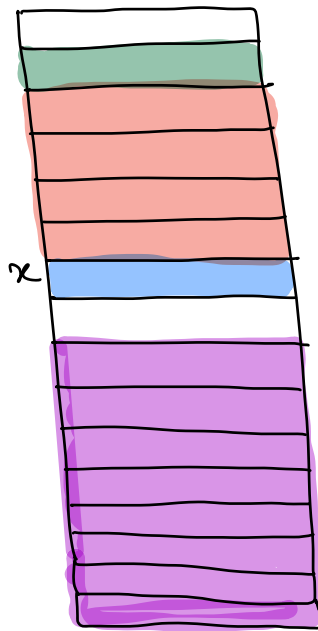
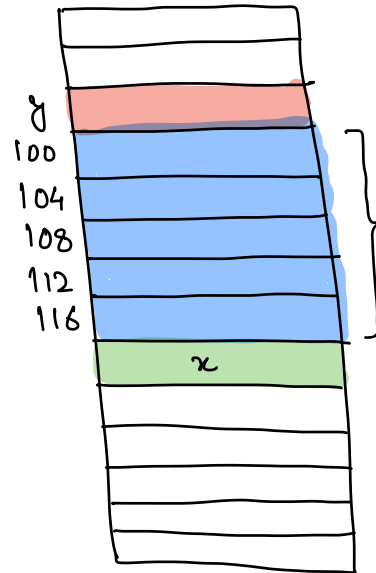
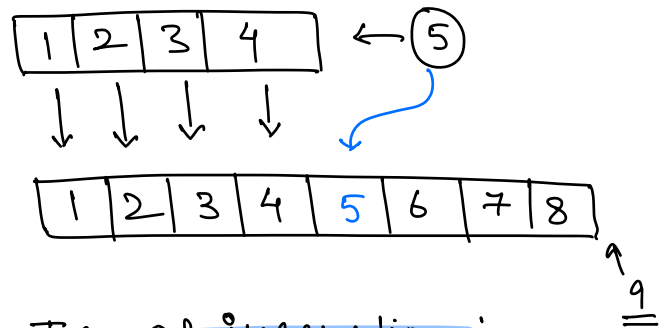


int a[5];
 ↓
 4B
(Static)



Dynamic Array

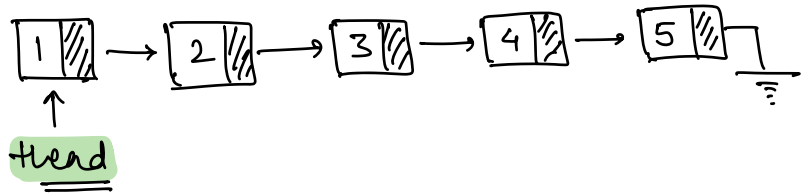
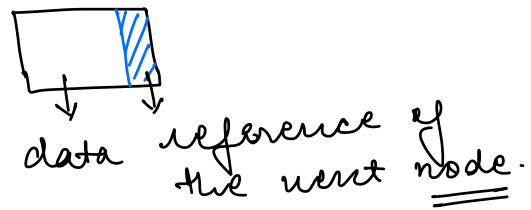
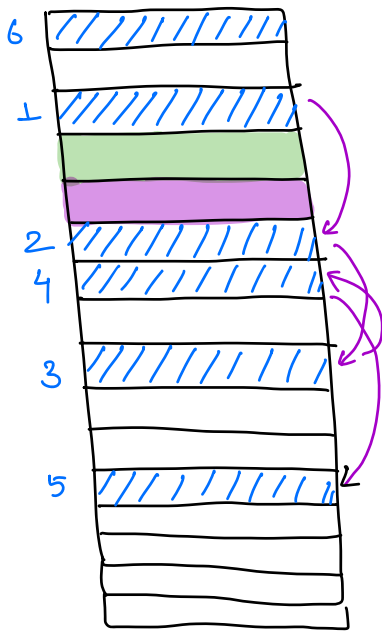
vector / ArrayList



TC of insertion:-

Worst case : $O(N)$

Amortized TC : $O(1)$



```

Class Node {
    int data ;
    Node next ;
    Node ( int x ) {
        this . data = x ;
        this . next = Null ;
    }
}

```

```

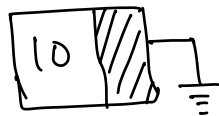
Node n = new Node()
n . data ?
n . next ?

```

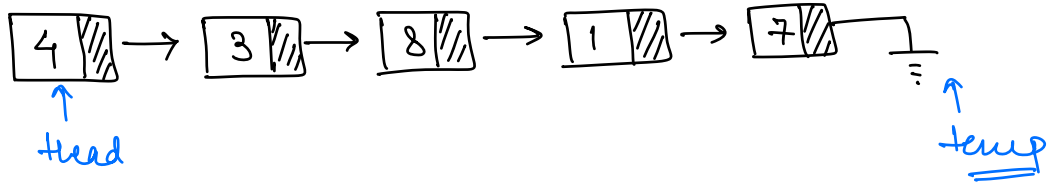
```

Node n = new Node(10);

```



Q. Given a L.L, find its length.
head is given

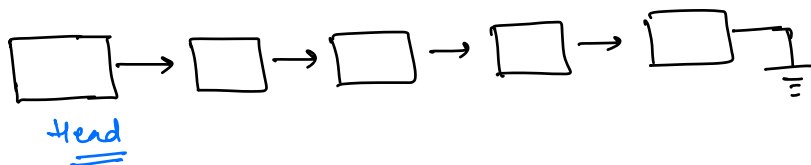


$l = 0 \neq 7 \neq 8 \neq 5$

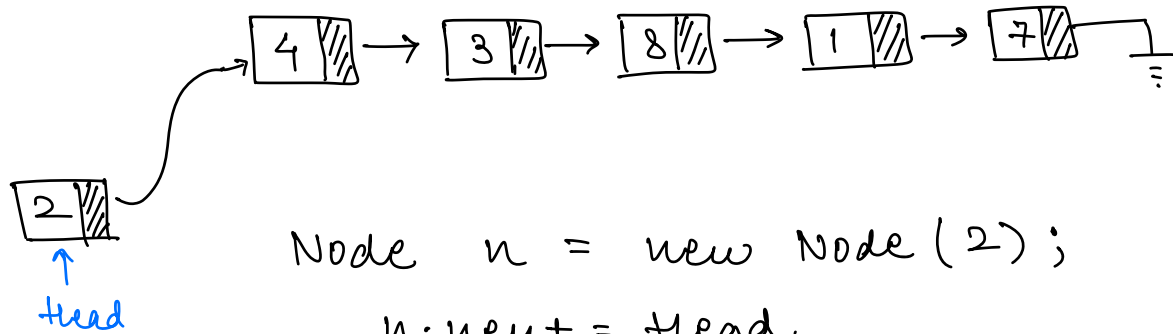
```
int length(Node head){  
    l = 0;  
    Node temp = head;  
    while(temp != Null){  
        l++;  
        temp = temp.next;  
    }  
    return l;  
}
```

3

* Insertion in L.L



1) Insert at Head / start :-



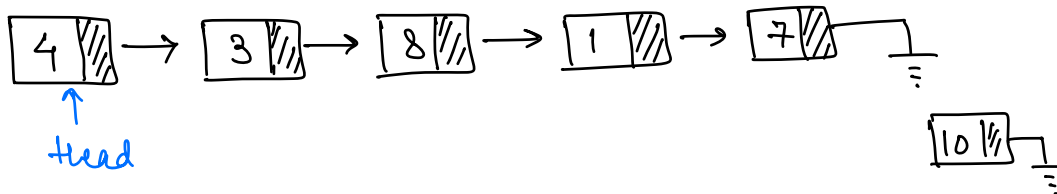
Node n = new Node(2);

n.next = head;

head = n;

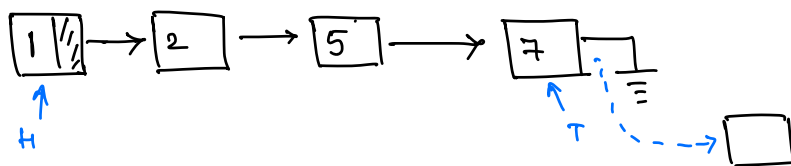
TC: $O(1)$

2) Insert at End :-



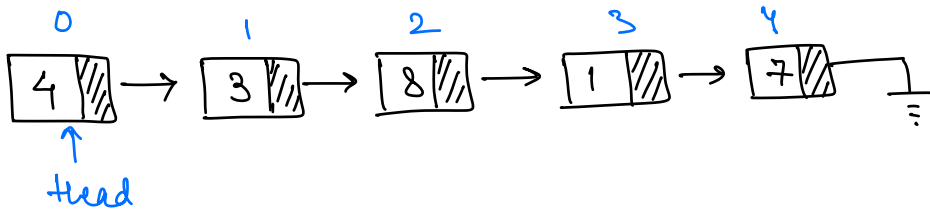
⇒ TC: $O(N)$

* Optimisation :- Maintain tail pointer as well.

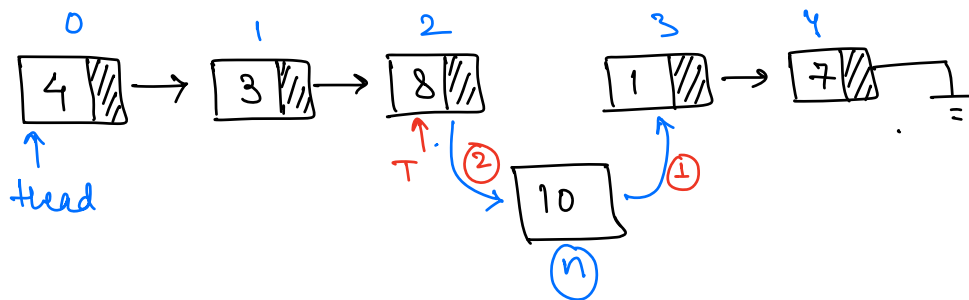
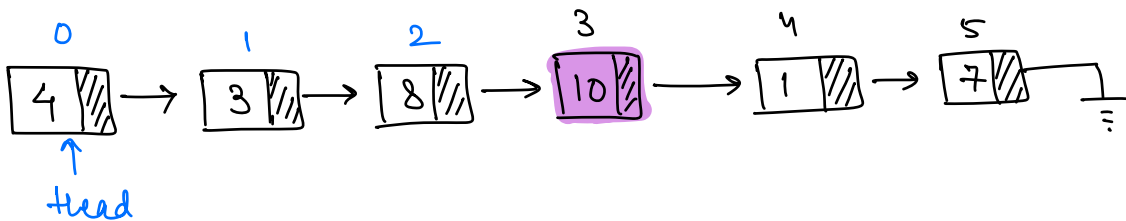


TC: $O(1)$

3) Insert at k^{th} position :-



$K=3$

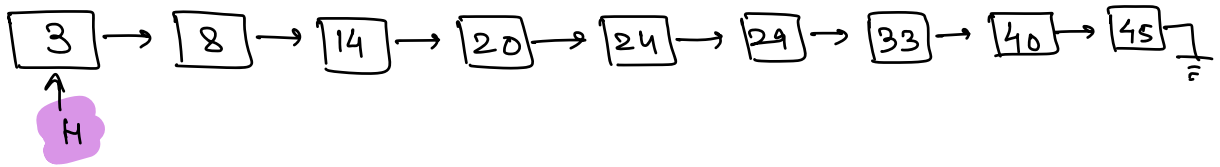


TC: $O(N)$

Edge cases :-

- 1) Head is Null.
- 2) L.L of size = 1/2/3.
- 3) Insertion / Deletion.
- 4) Problem specific edge cases.
(Ex:- for above problem: $K=0$ / $K > N$)

Q. Given a L.L sorted in ascending order, Insert a value at its correct position maintaining the sorted order.



$K = 23$

$K = 50$

* Find the last node with value less than K .

Node insertInSortedOrder (head, K) {

Node $n = \text{new Node}(K);$

// If head is NULL

if (head == NULL) {

return n ;

}

// If the node is being inserted at start.

if ($K < \text{head.data}$) {

$n.\text{next} = \text{head};$

return n ;

}

// Traverse the L.L and find the

// correct posⁿ for new node.

Node temp = head;

while (temp.next != Null &&

temp.next.data < K) {

temp = temp->next;

}

n->next = temp->next

temp->next = n;

return head;

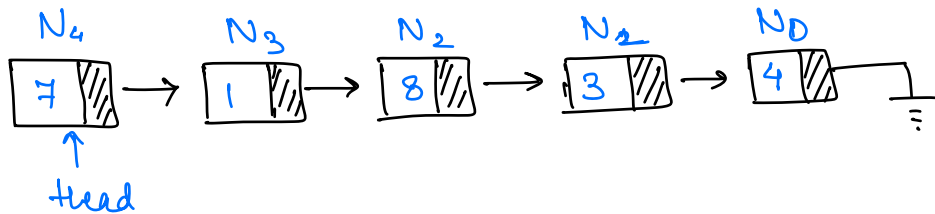
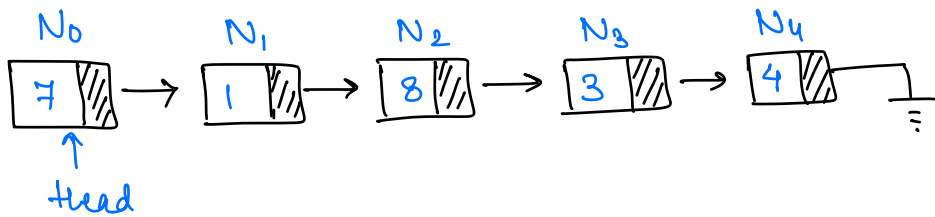
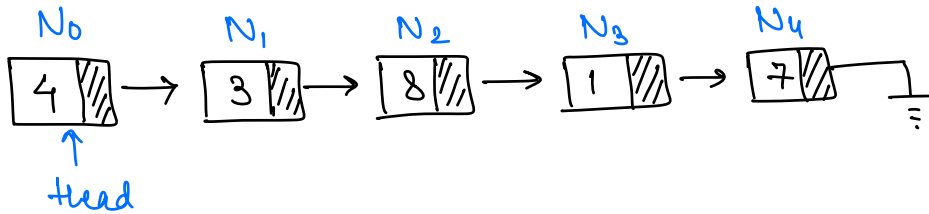
3

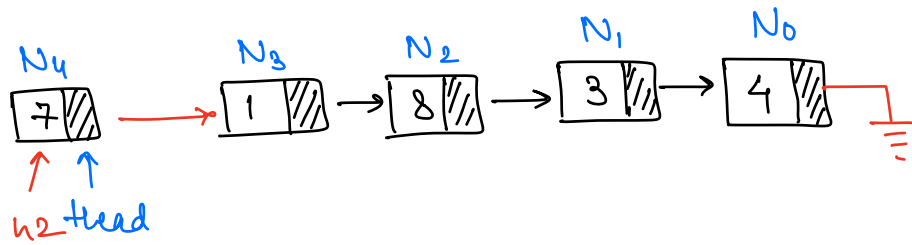
TC: $O(N)$

Q. Reverse the L.L

• SC: $O(1)$

• Changing the value of a node is NOT allowed.





Node reverse (Node head) {

h1 = head, h2 = Null;

while (h1 != Null) {

temp = h1;

h1 = h1.next;

temp.next = h2;

h2 = temp.

}

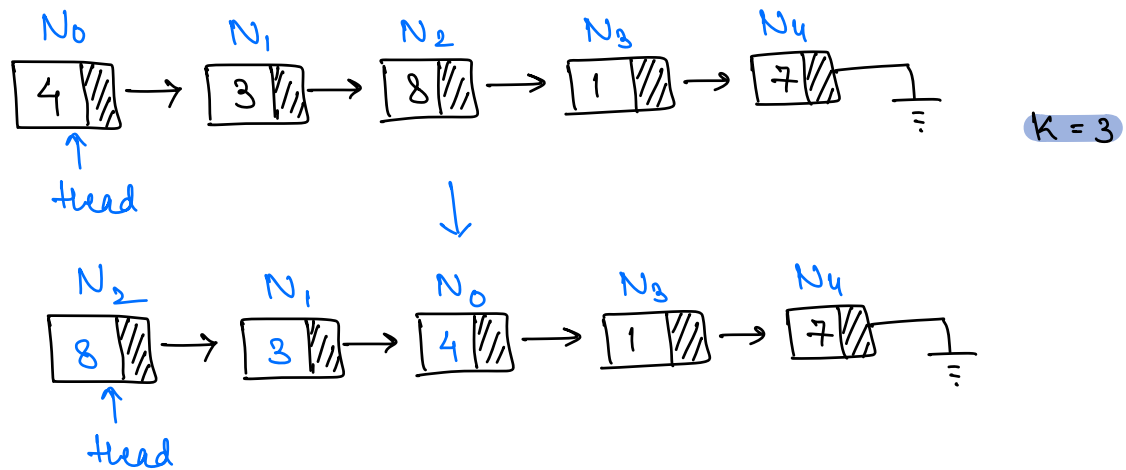
return h2;

}

TC: $O(N)$

SC: $O(1)$

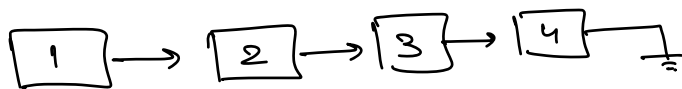
Q. Given a L.L, Reverse the first (k) nodes of the L.L. (SC: $O(1)$)



* $k > N$ \Rightarrow Reverse the complete L.L

```
Node reverseFirstK ( head , k ) {
    if ( k == 0 || head == Null ) return head;
    h1 = head , h2 = Null;
    while ( h1 != Null && k > 0 ) {
        temp = h1;
        h1 = h1 . next;
        temp . next = h2;
        h2 = temp;
        k--;
    }
     $\Rightarrow$  head . next = h1;
    return h2;
}
```

Doubts



$K=6$
 $K \neq N$ X
 $K \neq N$

