

```
class Node {
```

```
    int data ;
    Node next ;
```

```
    public Node (int a) {
```

```
        this.data = a;
        this.next = NULL;
```

```
    }
```

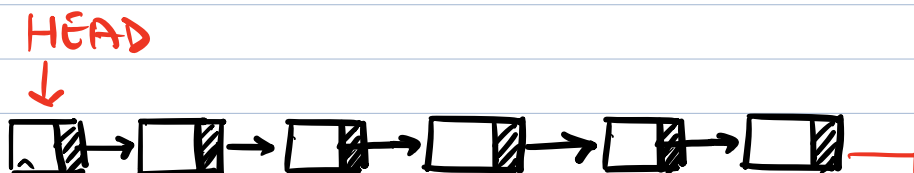
Class
constructor

```
}
```

```
Node node1 = new Node(5);
```

↓
memory
allocation

Q Given the head of a Linked list.
Return the length of the Linked list.



Node temp = HEAD;

Count = 1 2 3 4 5 6

↓
NULL
↑
temp

Code

```
int size (Node head) {
```

```
    Node temp = head;
```

```
    int count = 0;
```

```
    while (temp != NULL) {
```

```
        count ++;
```

```
        temp = temp.next;
```

```
    }
```

```
    return count;
```

```
}
```

Q

Given an array of integers.

Create a LL of this array.

A: 2, [6, -2, 4, 1, 7]

↑

↑

Solu

2 →
↑
temp

// Node head = new Node(A[0]);

Node temp = head;

for (i = 1; i < N; i++) {

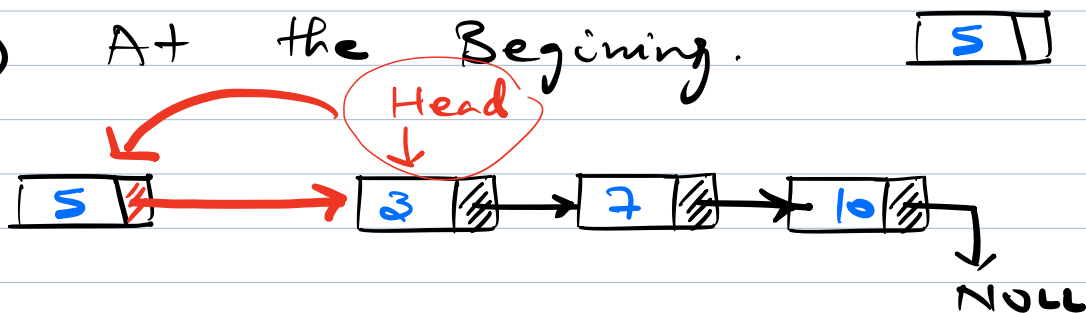
temp.next = new Node(A[i]);

temp = temp.next;

}

Insertion

1) At the Beginning.



Node n = new Node(5);

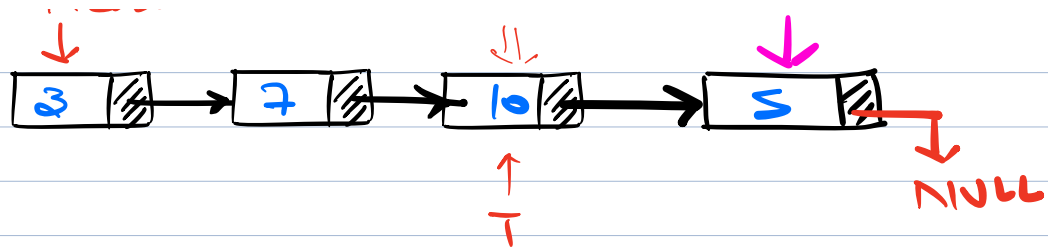
n.next = Head;

Head = n;

2) At the End



Head



Node temp = head;

while (temp.next != NULL) &

temp = temp.next;

;

temp.next = new Node(3);

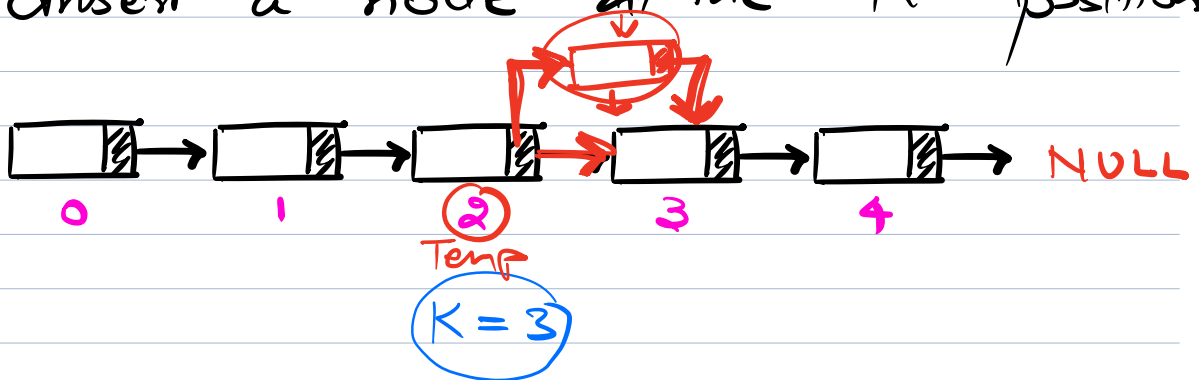
T.C. = $O(N)$

⇒ This can be optimised by using

a tail pointer

↓
Last node of LL

3) Insert a node at the Kth position



```
Node temp = head;
```

index = 0;

while (index != K-1) && (temp.next != null)

index++)

```
temp = temp.next;
```

5

```
Node newNode = new Node(x);
```

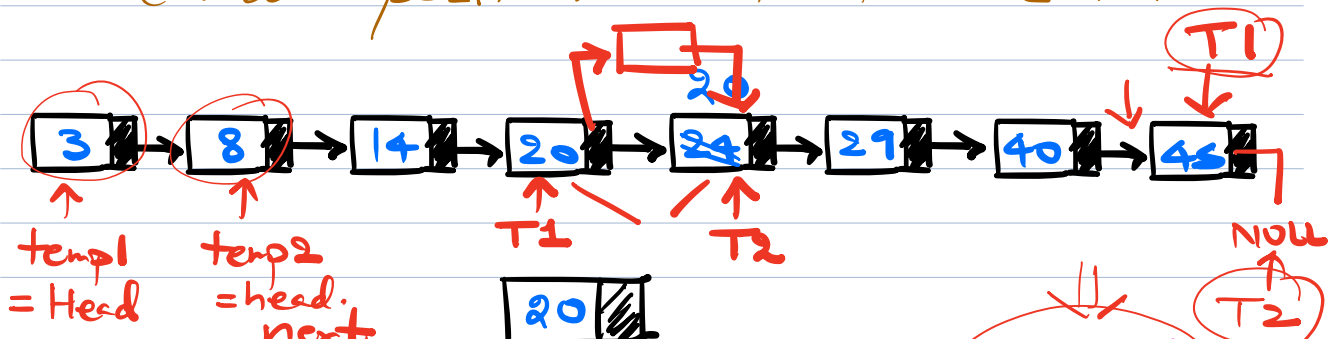
```
newNode.next = temp.next;
```

```
temp.next = new Node;
```

$$T.C. = O(K)$$


Given the head node of a LL sorted in ASC order.

Insert a new given node on its correct position in the sorted LL



(50)

1) 2 pointers

```
Node temp1 = head;  
Node temp2 = head.next;
```

```
while (temp2 != NULL) {
```

```
    if (newNode.data > temp1.data
```

```
        &&  
        newNode.data <= temp2.data) {
```

```
        break;
```

```
    }
```

```
    temp1 = temp1.next;  
    temp2 = temp2.next;
```

```
}
```

```
newNode.next = temp2;  
temp1.next = newNode;
```

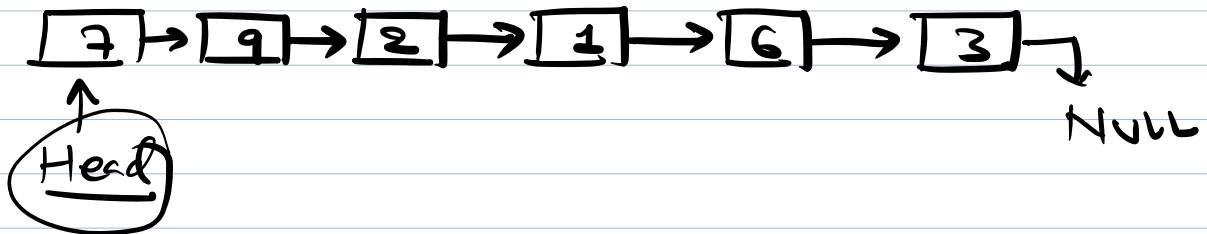
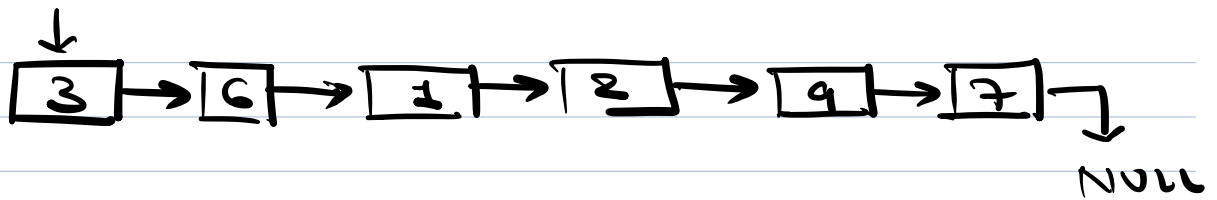
0

Reverse the LL

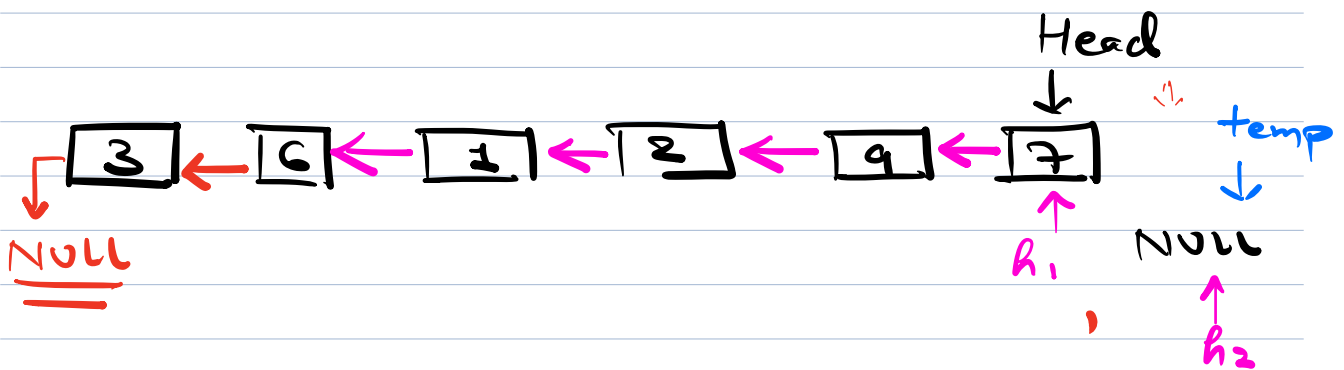
↳ Inplace → w/o using any extra space

Changing the data of a node is not allowed.

Head



$h_1.next = h_2$



Node $h_1 = head$
Node $h_2 = head.next$

while ($h_2 \neq NULL$) {

$temp = h_2.next$;

$h_2.next = h_1$;

$h_1 = h_2$

$h_2 = temp$

}

Head.next = NULL

Head = h1;

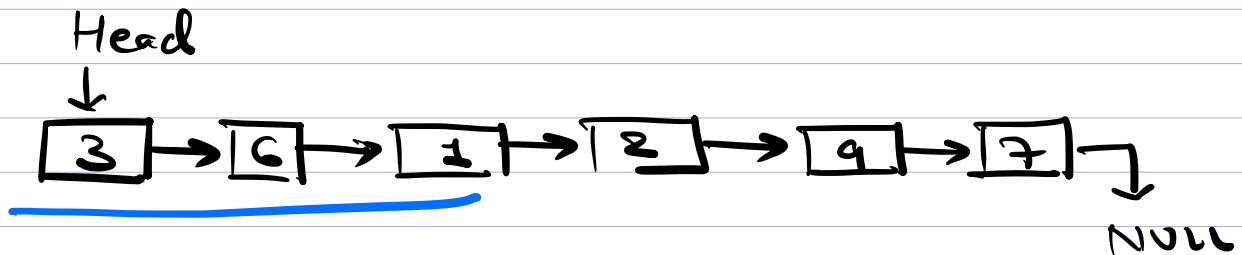
return HEAD;

T.C. = $O(N)$

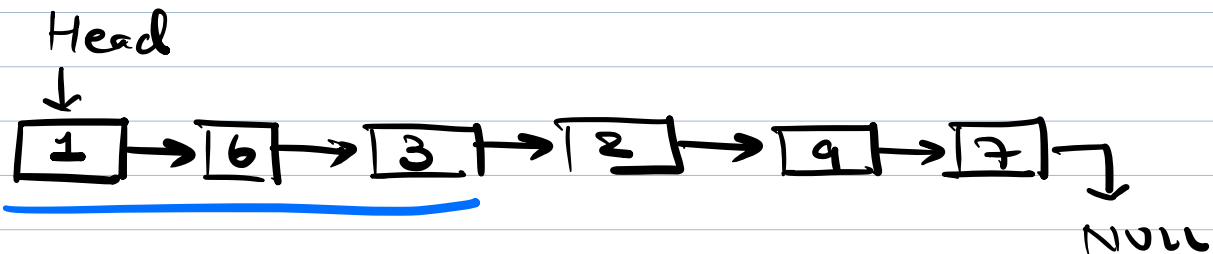
Q

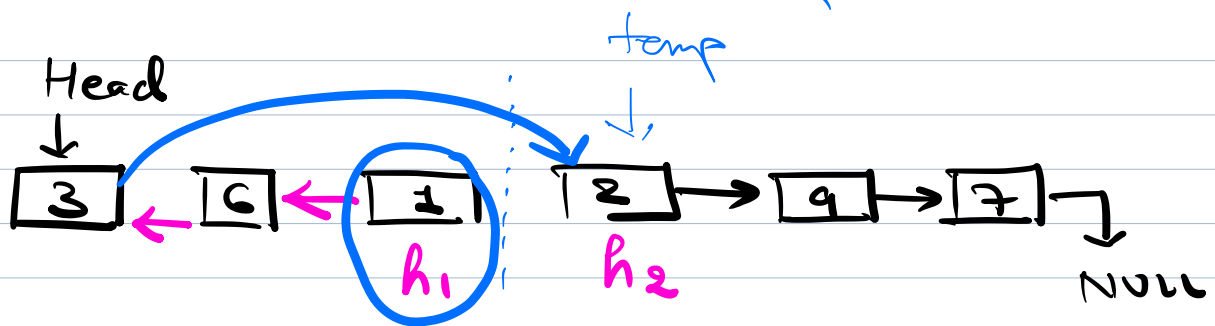
Given a LL

Reverse the first K nodes.



K = 3





count = 2

K Nodes \Rightarrow (K-1) links

Node $h_1 = \text{head}$;
Node $h_2 = \text{head.next}$

count = 0;

while (count < (K-1)) {

temp = $h_2.\text{next}$;

$h_2.\text{next} = h_1$;

$h_1 = h_2$

$h_2 = \text{temp}$

}

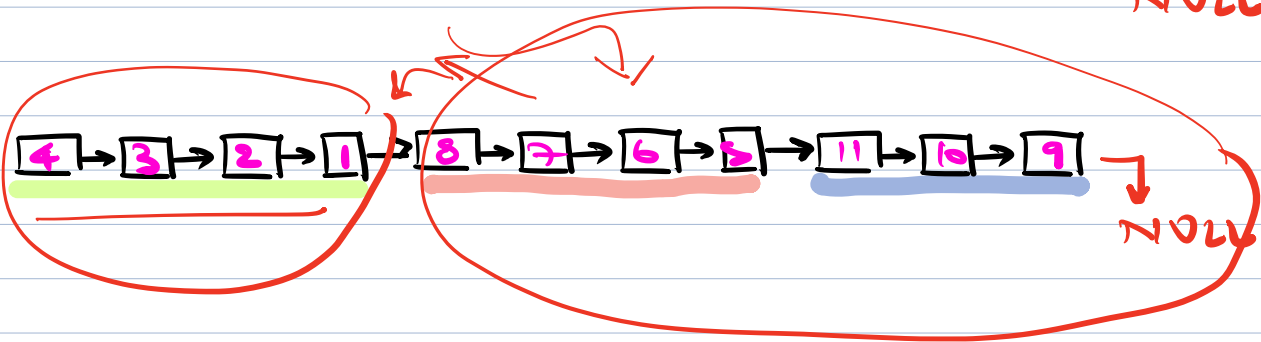
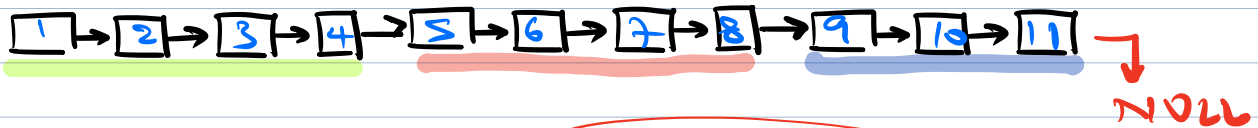
$\text{head.next} = h_2$;

Head = h_1 ;

Q Reverse the LL in groups of k .

Google

$k = 4$



T.C. = $O(N)$

Doubt

