► Linked List

Pattern 1: Fast & Slow Pointers

→ Linked List Cycle
→ Linked List Cycle II
→ Palindrome Linked List
→ Middle of the Linked List
→ Intersection of Two Linked Lists

Pattern 2: Reversing Linked Lists

→ Reverse Linked List
→ Reverse Nodes in k-Group
→ Reorder List
→ Swap Nodes in Pairs
→ Reverse Linked List II

Pattern 3: Merging & Partitioning Lists

→ Merge Two Sorted Lists
→ Partition List
→ Merge K Sorted Lists
→ Sort List
→ LR Insertion Template

Pattern 4: Dummy Node Technique

→ Remove Nth Node From End of List
→ Partition List
→ Swap Nodes in Pairs
→ Design Linked List
→ Add Two Numbers

Pattern 5: List Manipulation Operations

→ Design Linked List
→ List Removals
→ Insert into a Cyclic Sorted List
→ Reverse Linked List II
→ Split Linked List in Parts

Pattern 6: List Transformation

→ Reorder List
→ Remove Nth Node From End of List
→ Partition List
→ Add Two Numbers
→ Copy List with Random Pointer

Pattern 7: Basic List Operations Implementation

→ Design Linked List
→ Add Two Numbers
→ Remove Duplicates from Sorted List
→ Palindrome Linked List
→ Intersection of Two Linked Lists