

Stack and Queue - Part I

Course on Data Structure



CS & IT Engineering

Data Structure
Linked List



Lecture Number- 14

By- Pankaj Sir



Topics

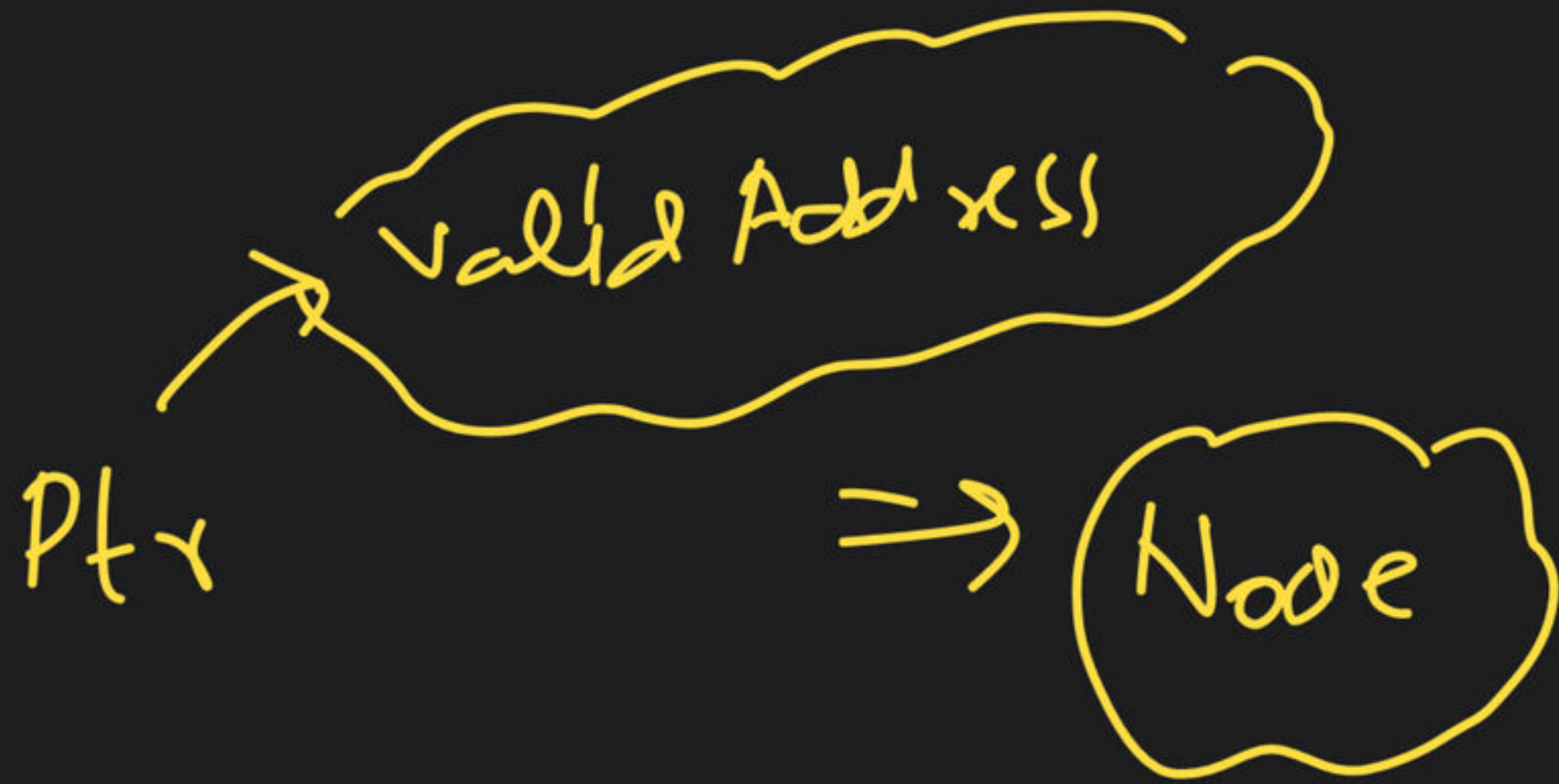
to be covered

1

Linked List



Traversal



$\Rightarrow plx \Rightarrow \text{NULL}$

Last node

while (ptr->Next != NULL)

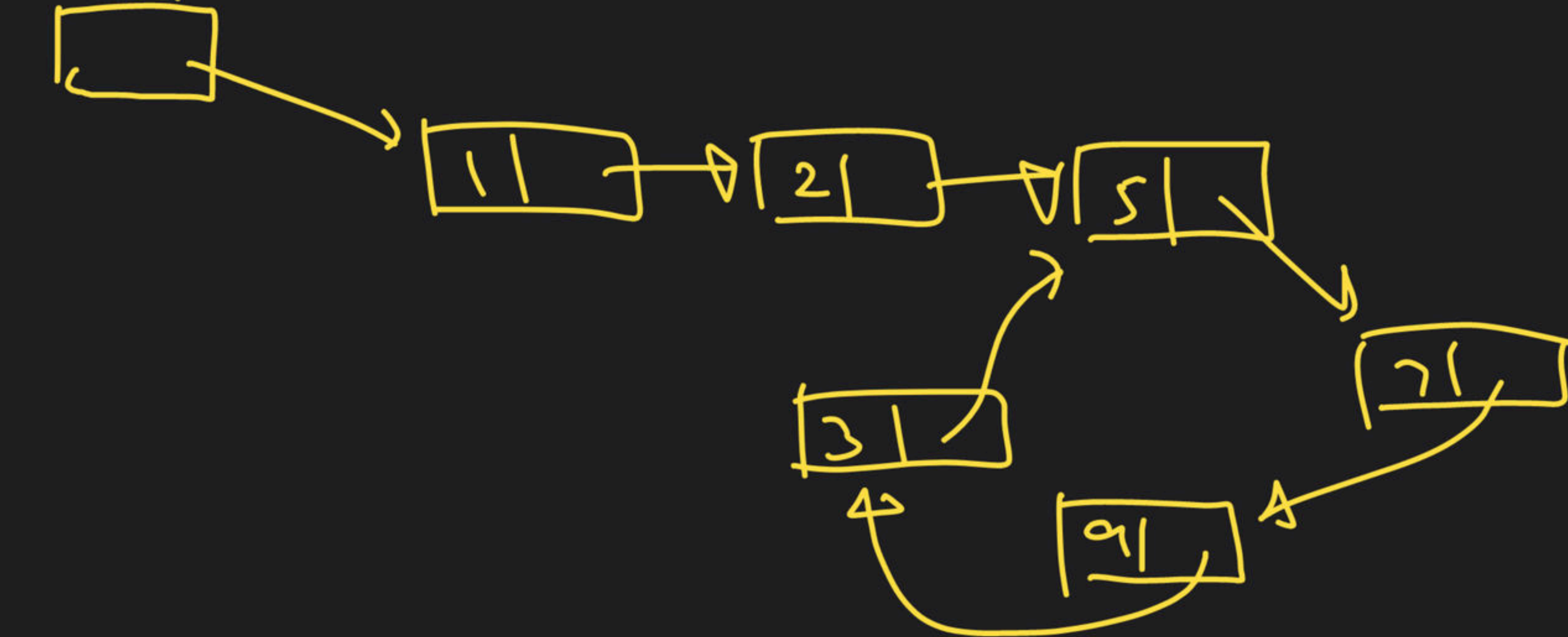
linked list

uses

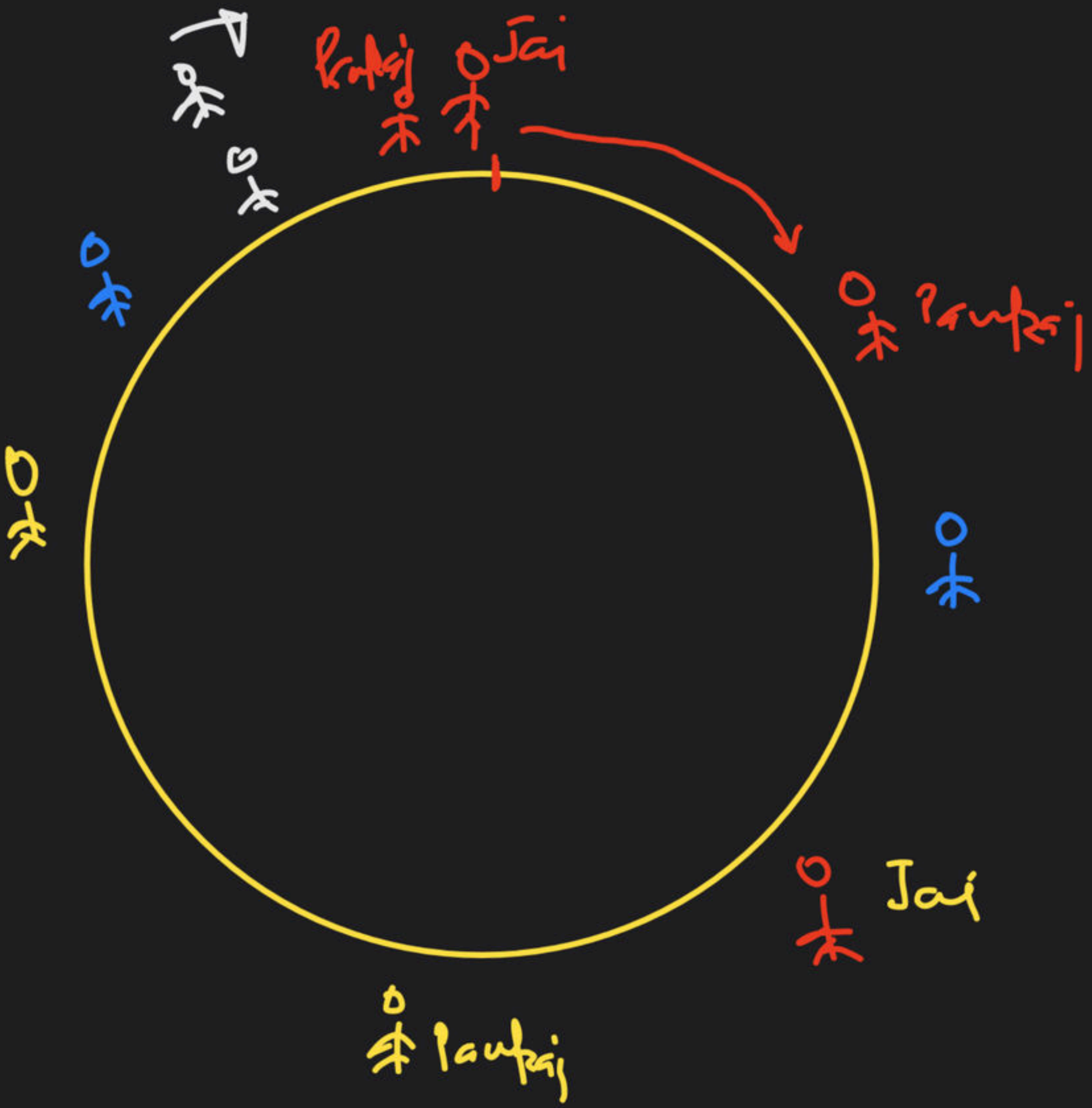
elevator
c++
srl

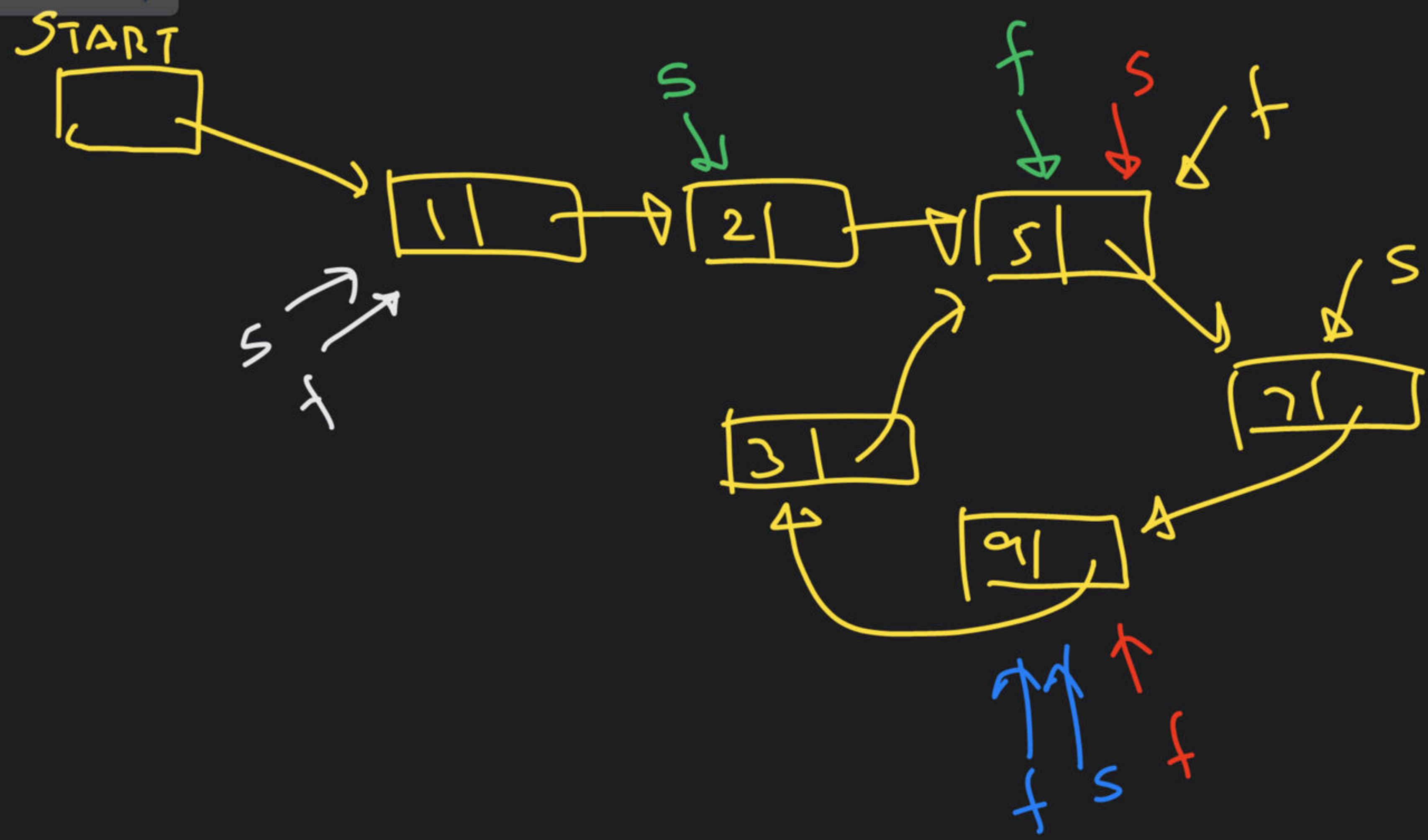
Given a linked list, detect whether it contains a loop or not.

START



Slow
fast





```
while (
```

```
{
```

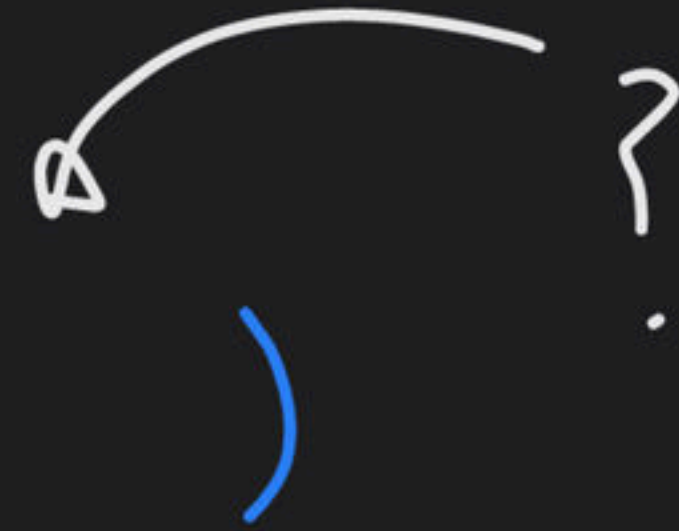
```
    S = S → Next;
```

```
    f = f → Next → Next;
```

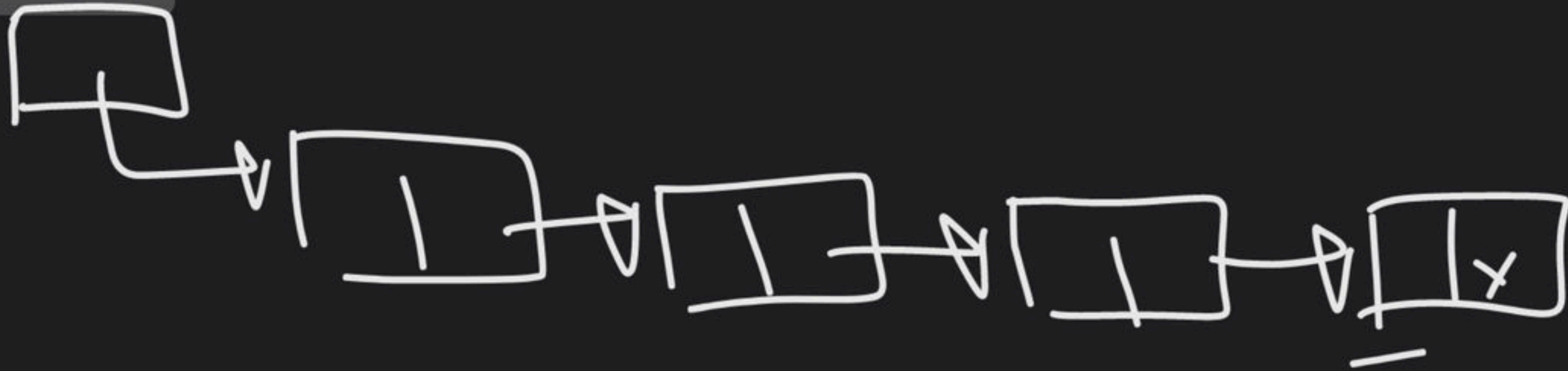
```
    if (S == f)
```

```
        return 1;
```

```
}
```



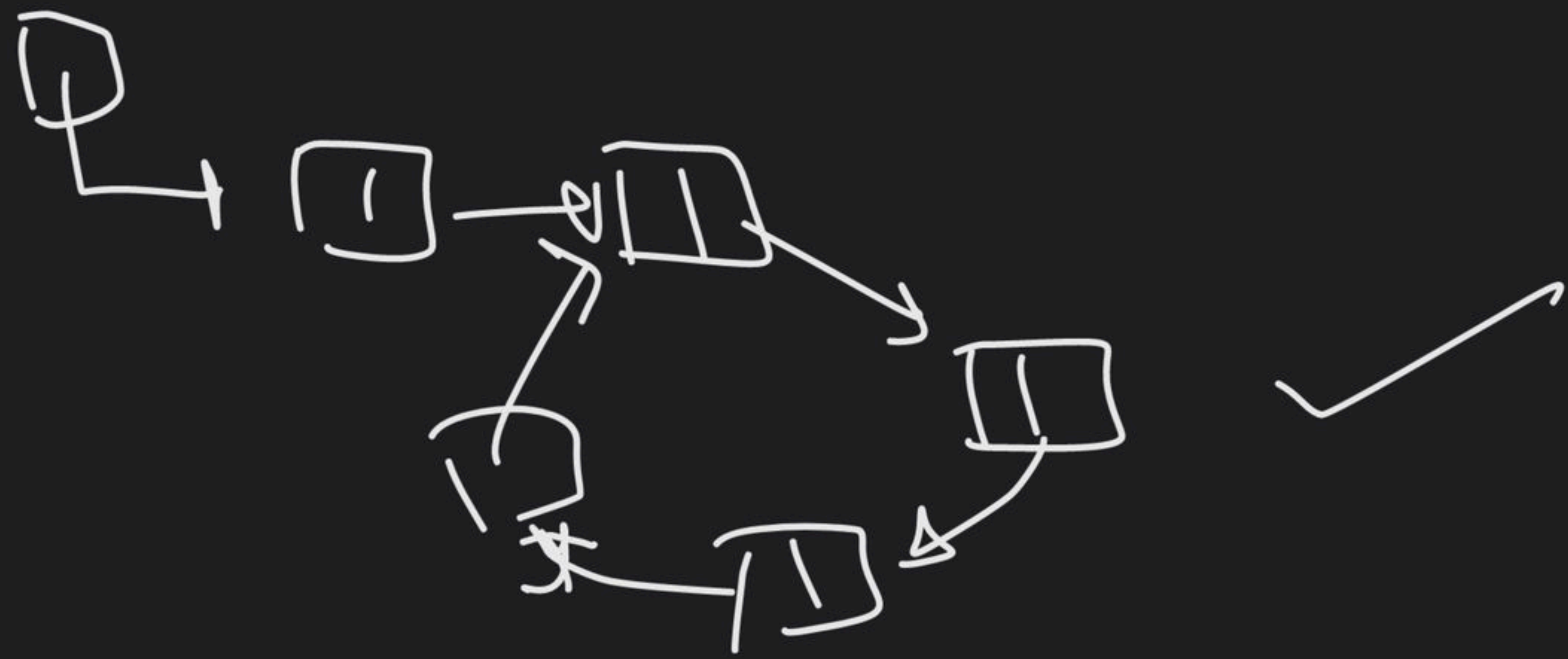
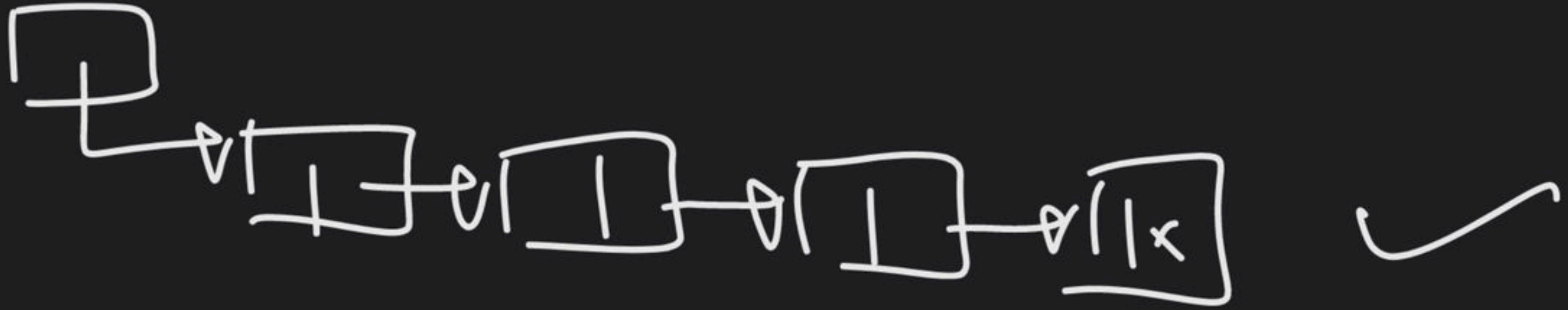
→ Cycle in L.L.

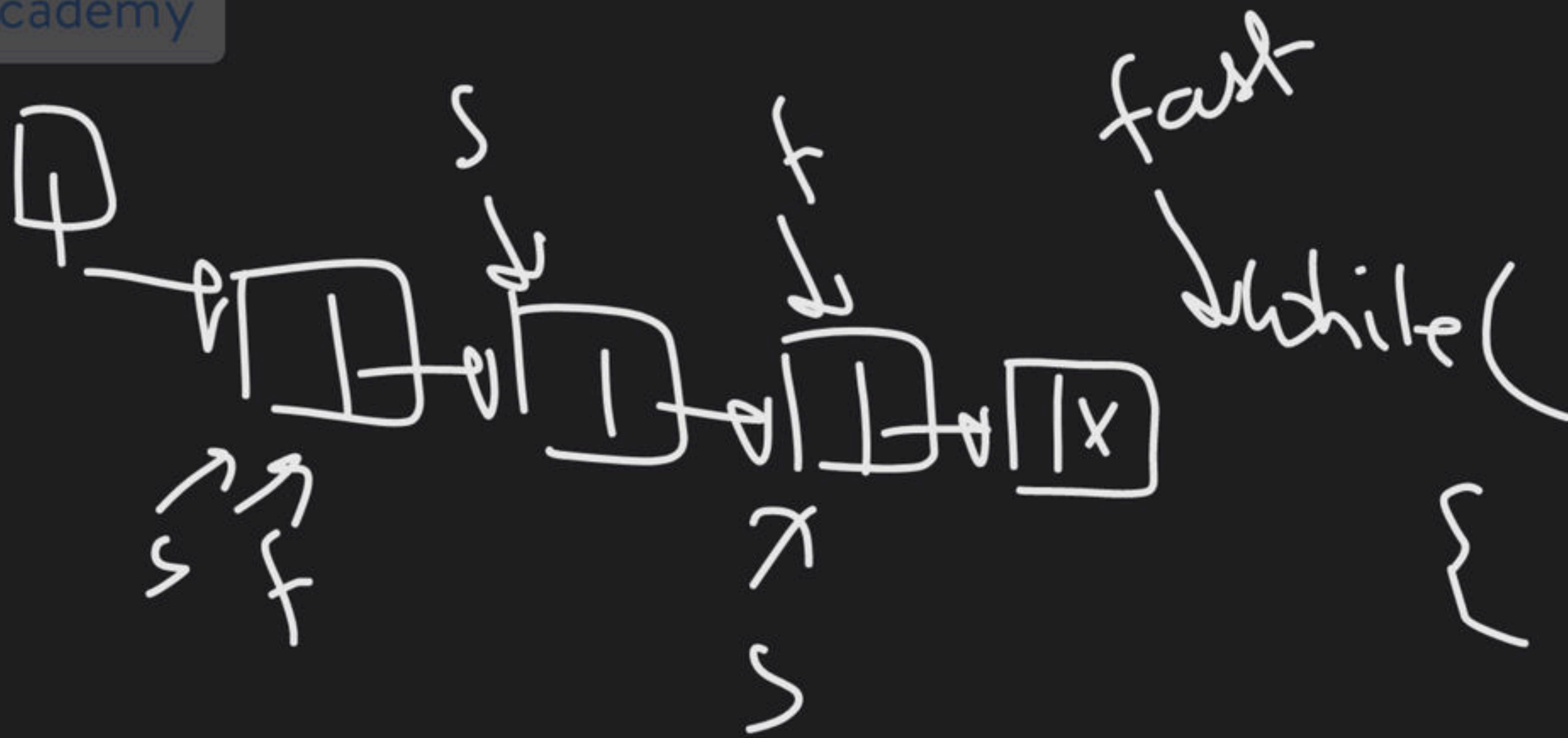


```

while (fast != NULL && fast->Next != NULL)
{
    s = s->Next;
    f = f->Next->Next;
    if (s == f) return 1;
}
return 0;
  
```


Pinne



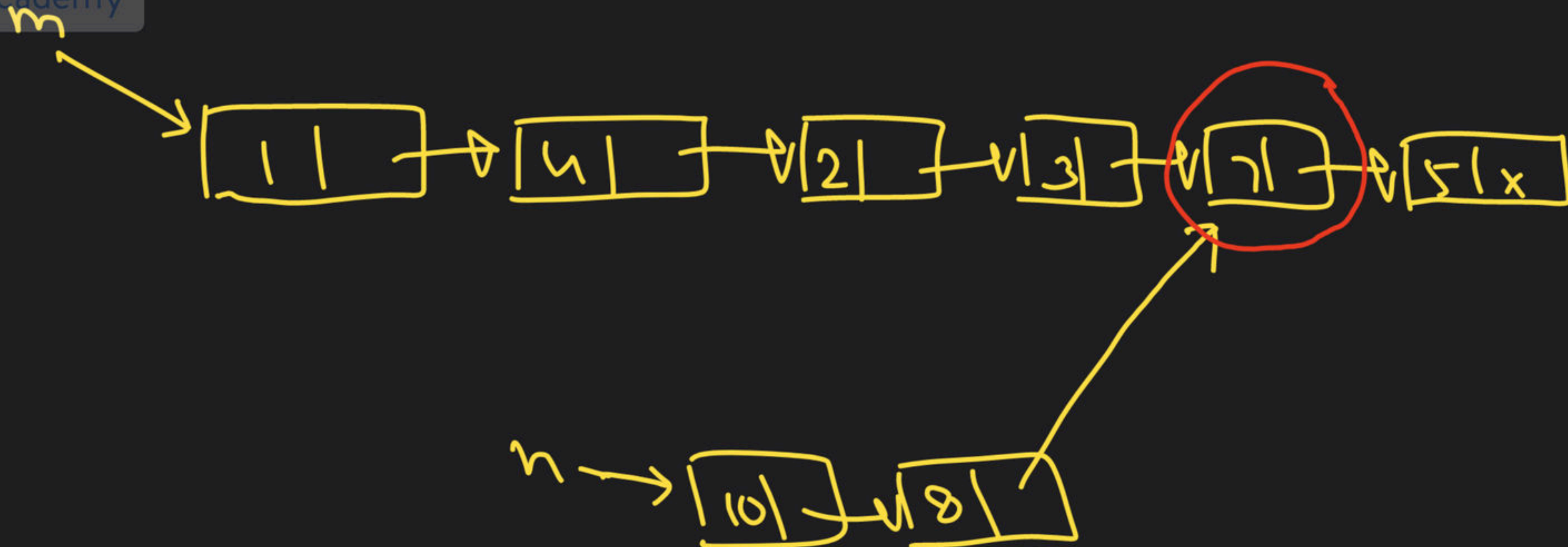


```

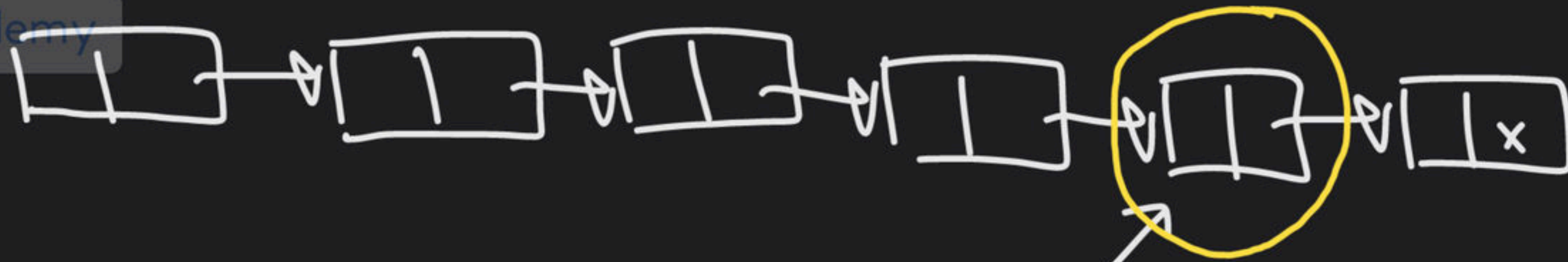
s = s -> Next;
f = f -> Next -> Next;
if (s == f) return 1;

```

}



✱



Main

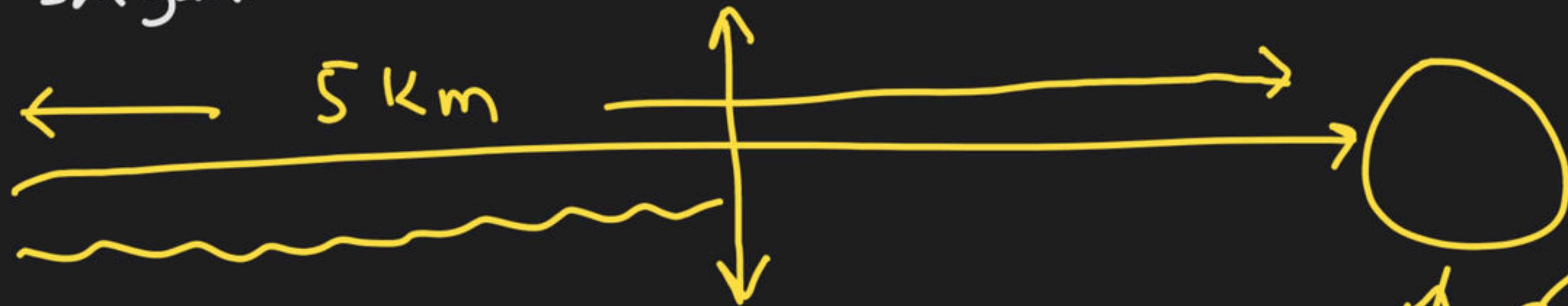
✱



16 min

Satyam

✱



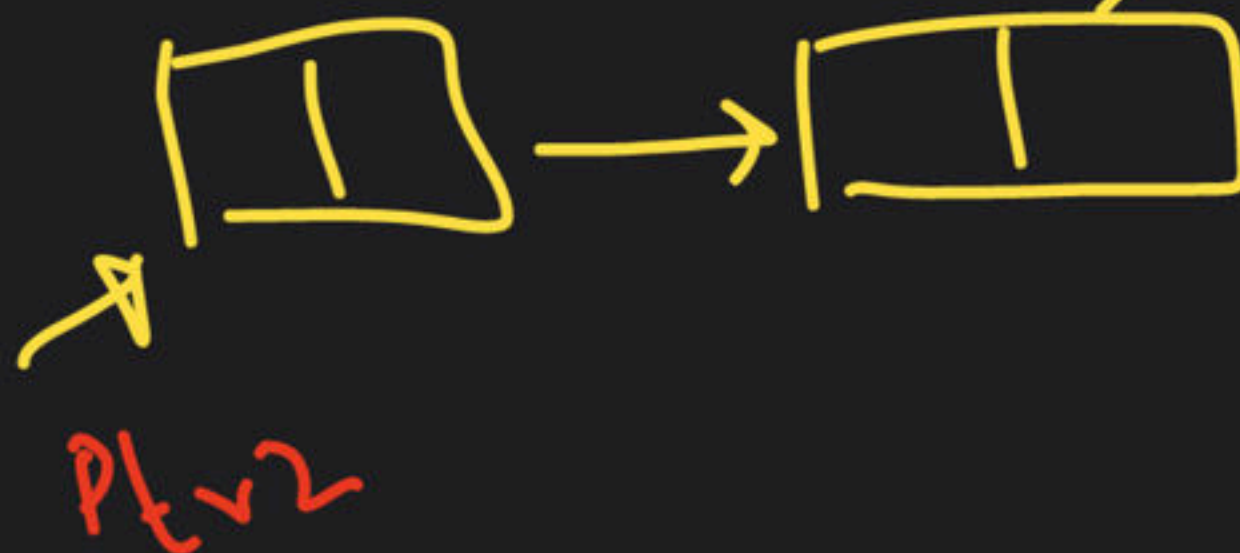
↑ 9:20

8:30

✱



9:00



$m \Rightarrow l_1$
 $n \Rightarrow l_2$

$$\text{diff} = l_1 - l_2$$

$$6 - 4$$

$$= \textcircled{2} \Rightarrow$$


```

struct Node *ptr1 = head1;
struct Node *ptr2 = head2;
int l1 = 0, l2 = 0;

```

```

while (ptr1 != NULL)
{
    l1++;
    ptr1 = ptr1 -> Next;
}

```

```

while (ptr2 != NULL) { l2++;
    ptr2 = ptr2 -> Next;
}

```

```

ptr1 = head1; ptr2 = head2;
int diff;

```

```

diff = abs(l1 - l2);
if (l1 > l2) {

```

```

    for (i = 1; i <= diff; i++)
        ptr1 = ptr1 -> Next;
}

```

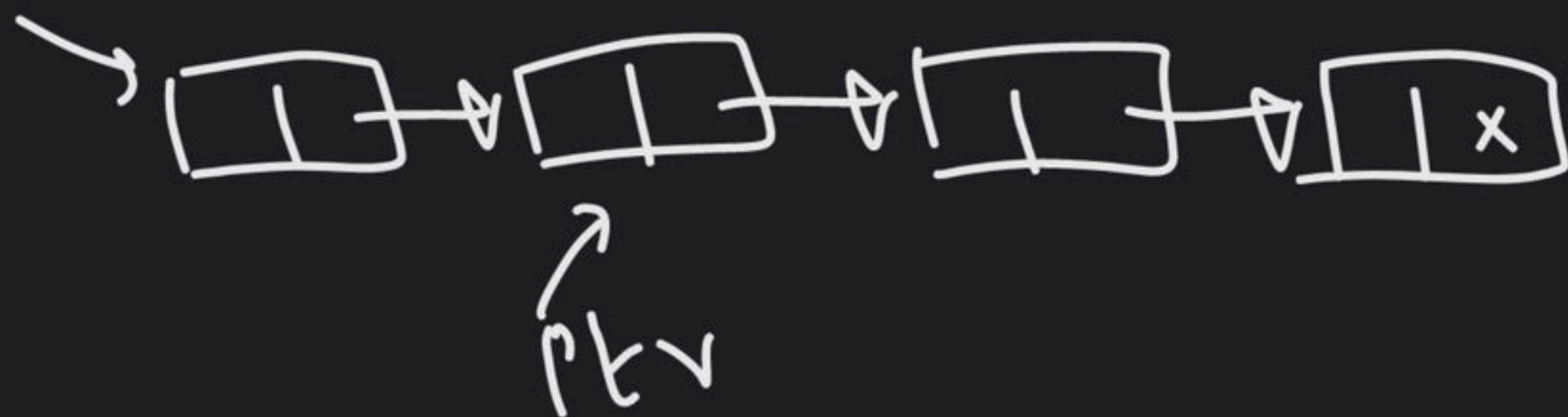
```

else {
    for (i = 1; i <= diff; i++)
        ptr2 = ptr2 -> Next;
}

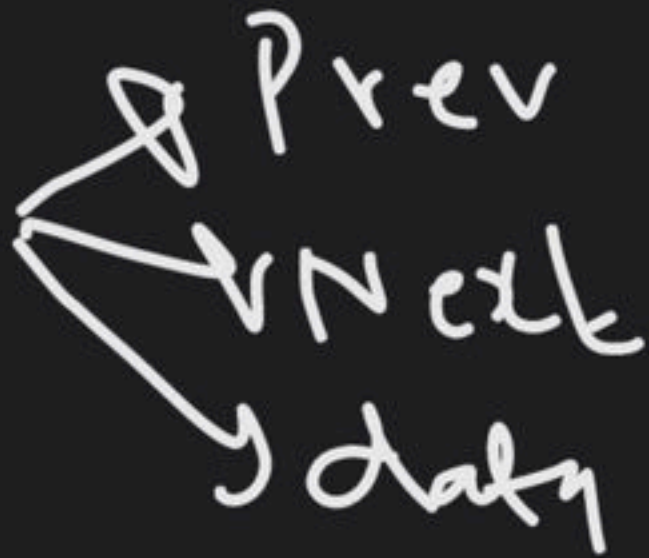
```


Types of Linked List

① Singly L.L:

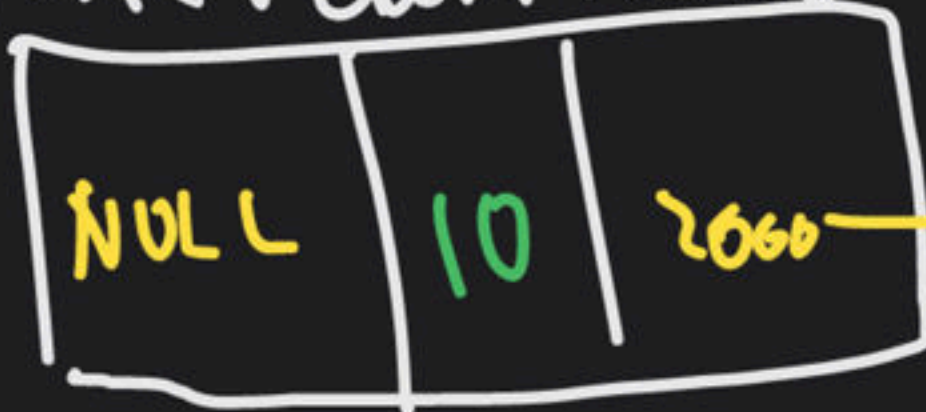


② Doubly LinkedList: Node



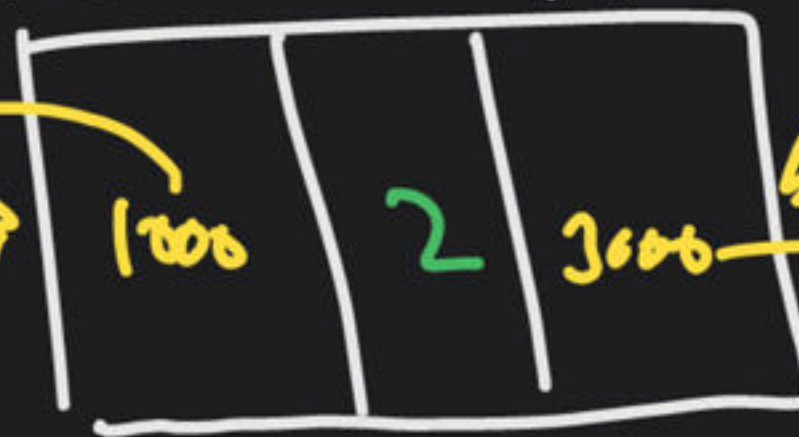
head

prev data Next



1000

prev data Next



2000

prev data Next



3000

```

struct Node{

```

```

    struct Node* prev;

```

```

    int data;

```

```

    struct Node* Next;
}

```

prev data Next



4000

Insert - begin

→ create a Node

```
struct Node *temp;
```

```
temp = malloc(sizeof(struct Node));
```

```
temp->data = key;
```

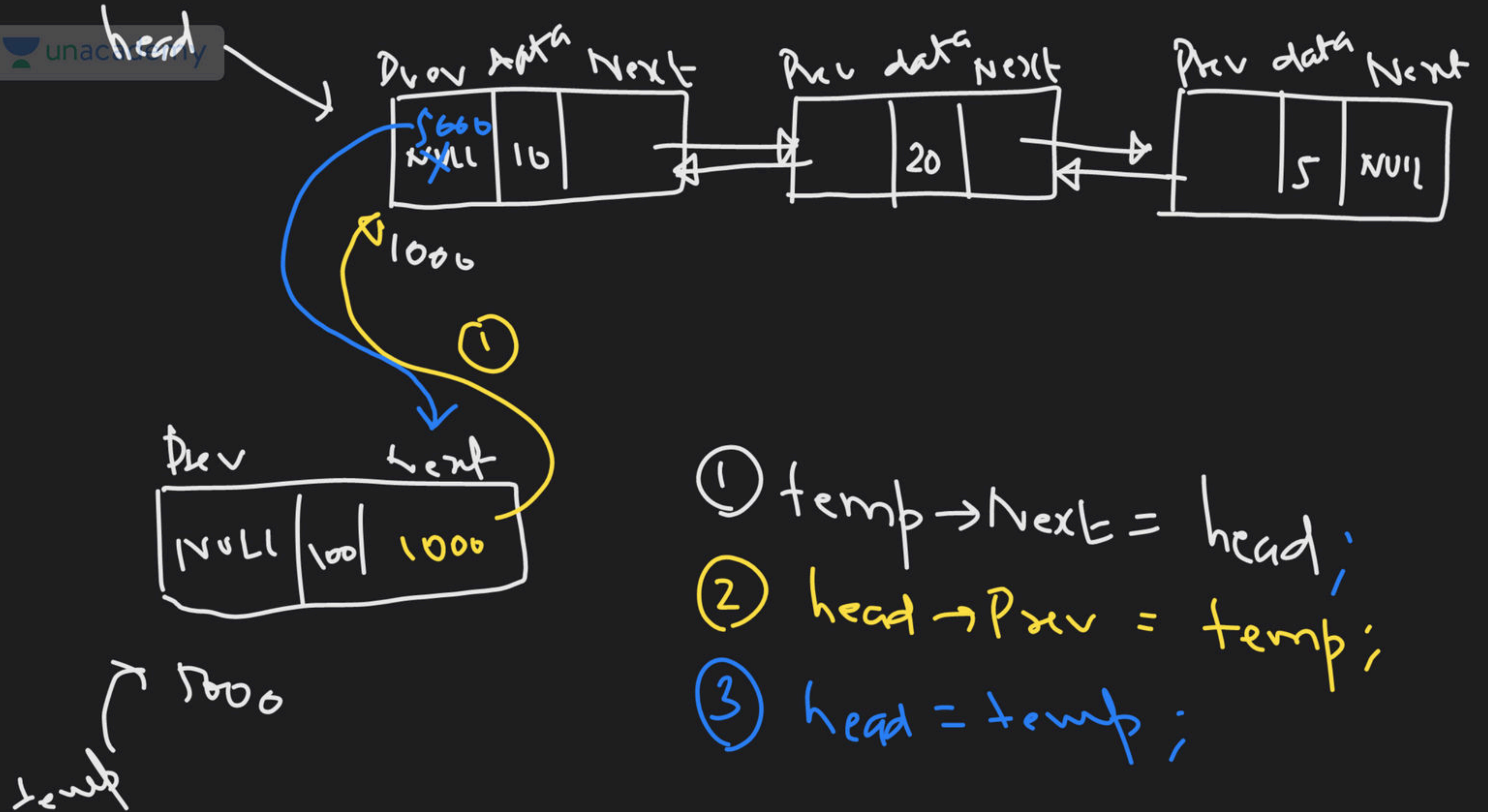
```
temp->prev = NULL; (1st Node)
```

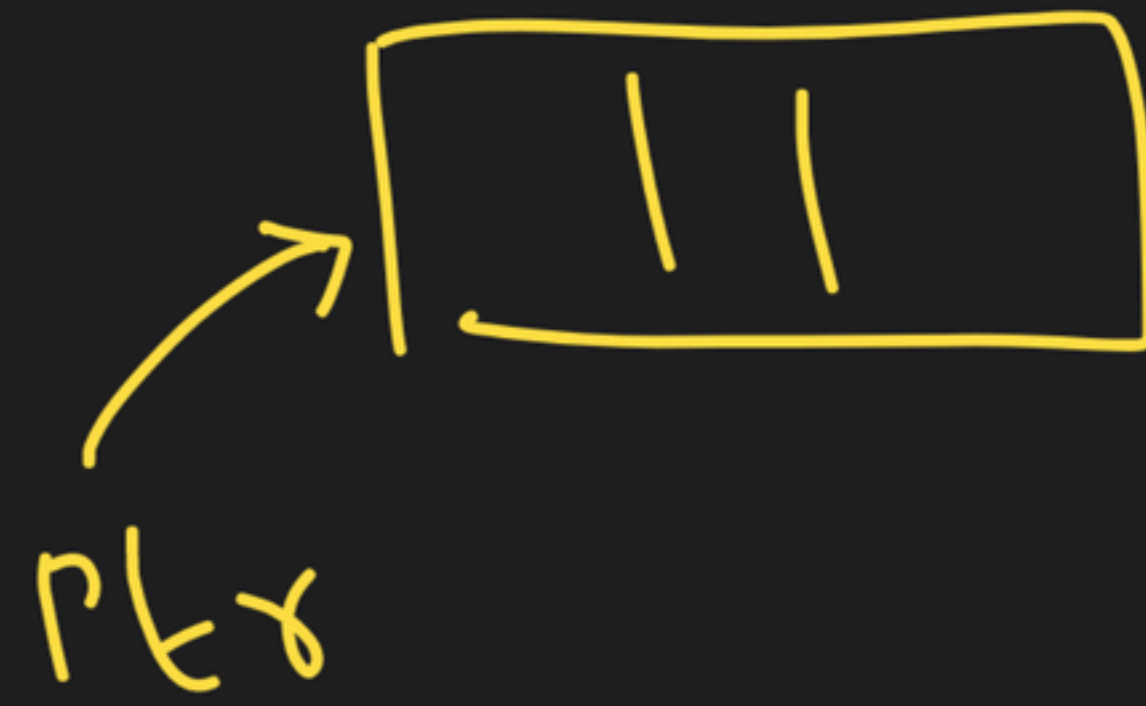


```
if (START == NULL) {  
    temp->Next = NULL;  
    START = temp;  
    return;  
}
```

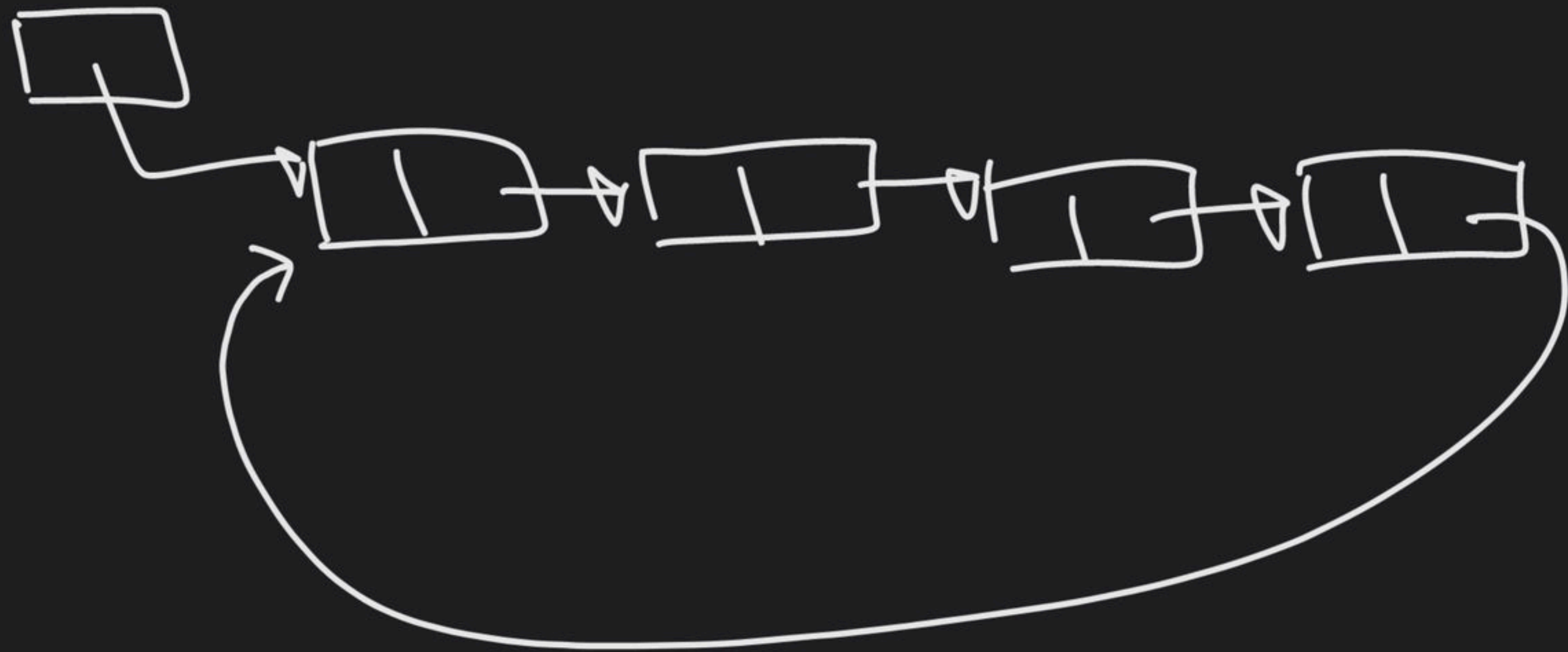


atleast 1 node is
already present in
L.L.

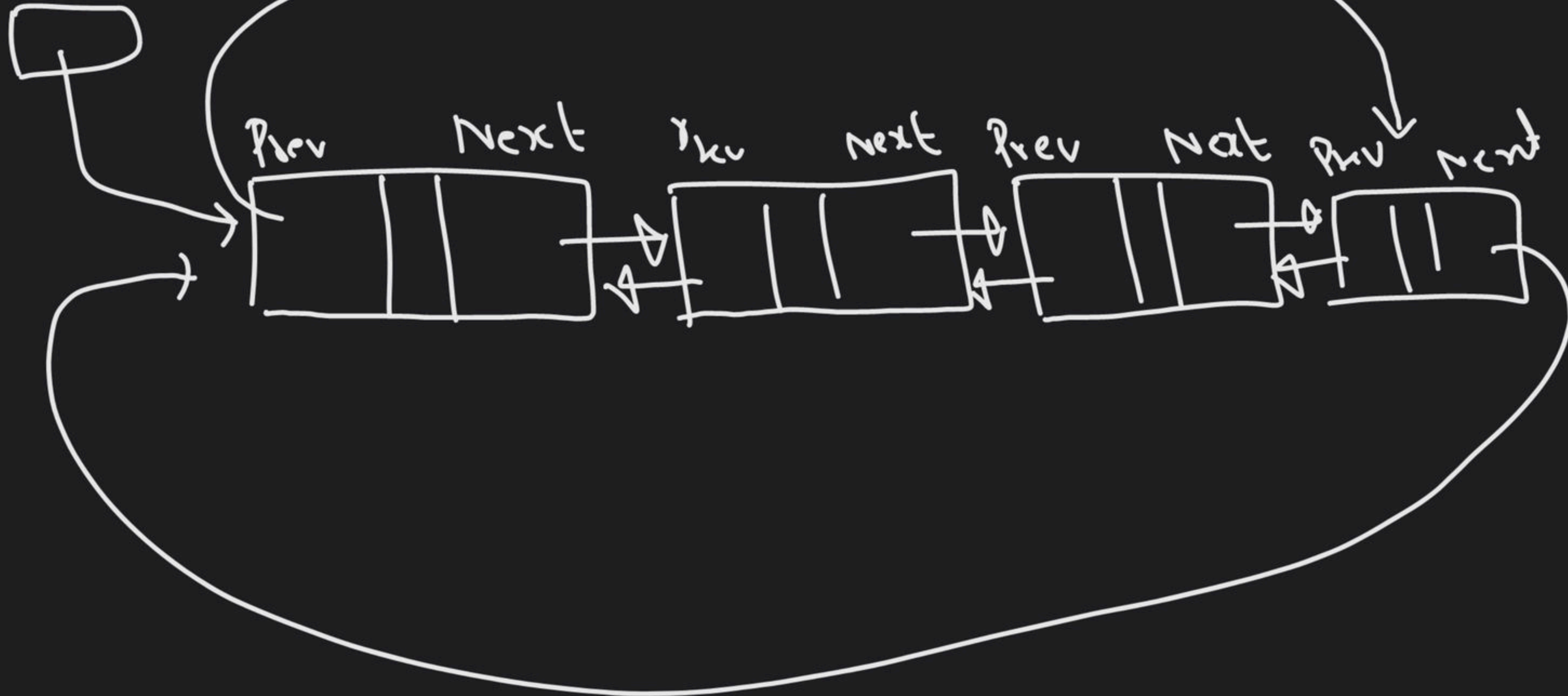




Circular Linked List



head



header L.L

\Rightarrow

header node

head

data



Doubt?

Given a pointer to
a node

LL
→ insert



Types of Linked List



THANK YOU!

Here's to a cracking journey ahead!