

Linked List - Part IV

Course on Data Structure



CS & IT Engineering

Data Structure
Linked List



Lecture Number- 10

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▲ 3 • Asked by Anubhav

sir in this q shouldn't the first row have 2 eles?

Handwritten notes and a matrix on a digital whiteboard.

Left side notes:

- $(i-1)$ with an arrow pointing to A_{11}
- $1, 2 \rightarrow 0$
- $-3 - (-5) = 2$
- $1, i$
- $1, i$
- $1, i$

Matrix (enclosed in a red box):

	-5	-4	-3	-2	-1	0	1
-3	X	0	0	0	0	0	0
-2	X	X	0	0	0	0	0
-1	X	X	X	0	0	0	0
0	X	X	X	X	0	0	0
1	X	X	X	X	X	0	0
2	X	X	X	X	X	X	0
3	X	X	X	X	X	X	X

2 • Asked by Anubhav

sir but $-3 > -4$ toh 1st row me 2 non zero eles hona nhee chahiye?

$$\begin{bmatrix} \times & 0 & 0 & 0 & 0 \\ \times & \times & 0 & 0 & 0 \\ \times & \times & \times & 0 & 0 \\ \dots \end{bmatrix}$$

L T M

$$\begin{bmatrix} -3 & \begin{matrix} \xrightarrow{\quad} \end{matrix} & \begin{matrix} \text{---} \end{matrix} \\ \times & 0 & 0 & 0 & \text{---} & 0 \\ \times & \times & 0 & 0 & 0 & \text{---} & 0 \end{bmatrix}$$

Given a linked list ... ?



(i) $START$ is a global variable.

$P_{tr} = \text{NULL}$

$P_{tr} \rightarrow \text{data} ;$
 $P_{tr} \rightarrow \text{Link} ;$



Given a L.L.
traverse it.

START

100

data Next

10 | 200

data Next

20 | 300

data Next

30 | 400

data Next

40 | NULL

Pttr → 100

Pttr → 200

Pttr → 300

Pttr → 400

invalid
add?

struct Node * Pttr;

Pttr = START

(i) valid address?

pf("%.d", Pttr → data);

✓ Pttr = Pttr → Next;

(ii) valid address?

pf("%.d", Pttr → data);

Pttr = Pttr → Next

(iii) valid address?

pf("%.d", Pttr → data);

Pttr = Pttr → Next;

pf("%.d",

Pttr →

Pttr
= Pttr
→ next

✓ valid add → NO

```
while (ptr != NULL)
{
    pf("%d", ptr->data);
    ptr = ptr->Next;
}
```


struct Node {

Global var.

int data;

struct Node *Next;

} *START = NULL

void Traversal() {

struct Node *ptr;

ptr = START;

while (ptr != NULL) {

printf("%d", ptr->data);

ptr = ptr->Next;

}

void main() {

{

Traversal();

}

}

START

NULL

ptr NULL

```
void Traversal() {
```

```
    struct Node * ptr;
```

```
    ptr = START;
```

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

```
        printf("%d", ptr->data);
```

```
        ptr = ptr->next;
```

```
    }
```

ptr != NULL

NULL != NULL

↓
false

```
struct Node {
```

```
};
```

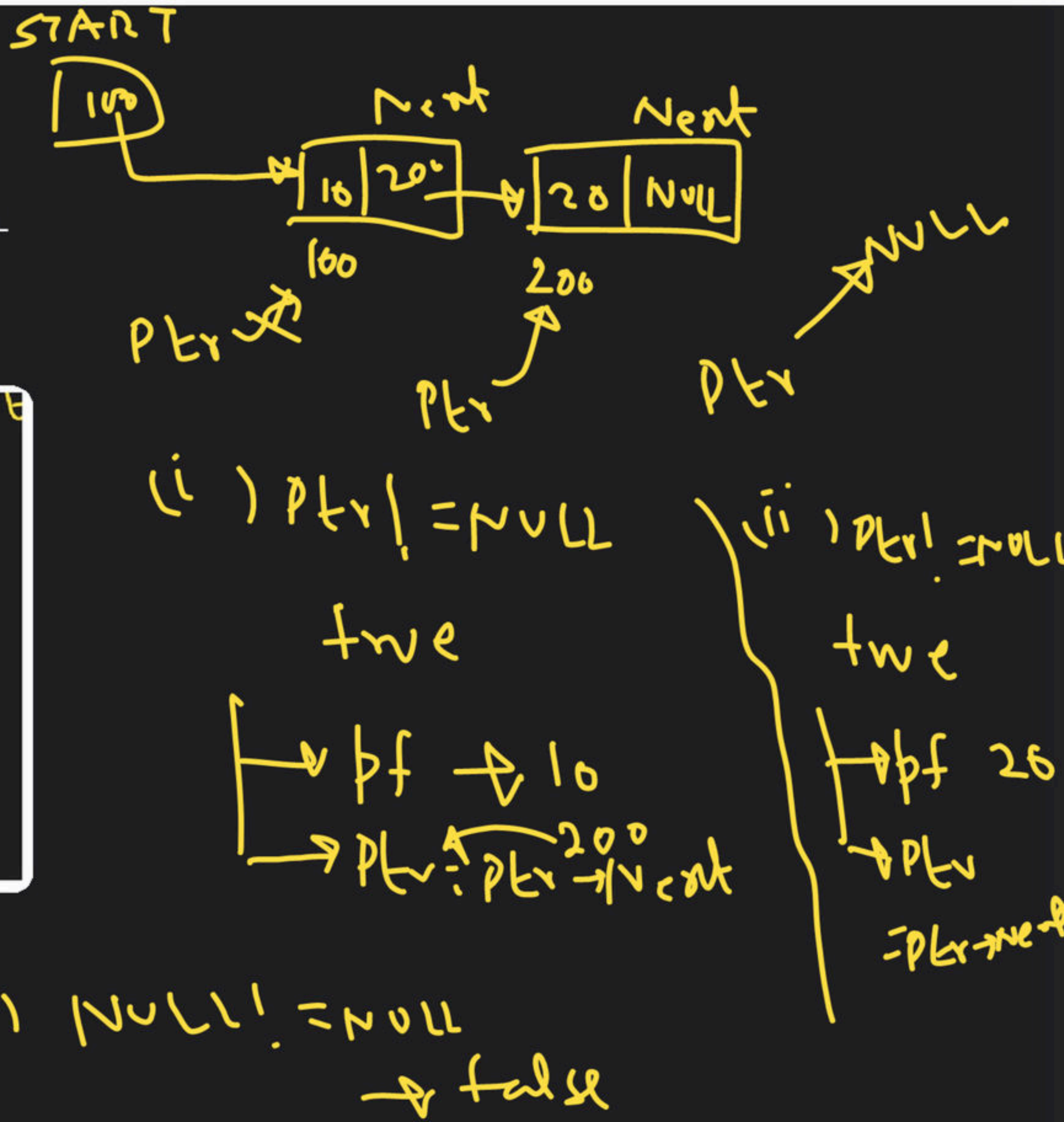
} memory allocate X

```
struct Node *START = NULL;
```

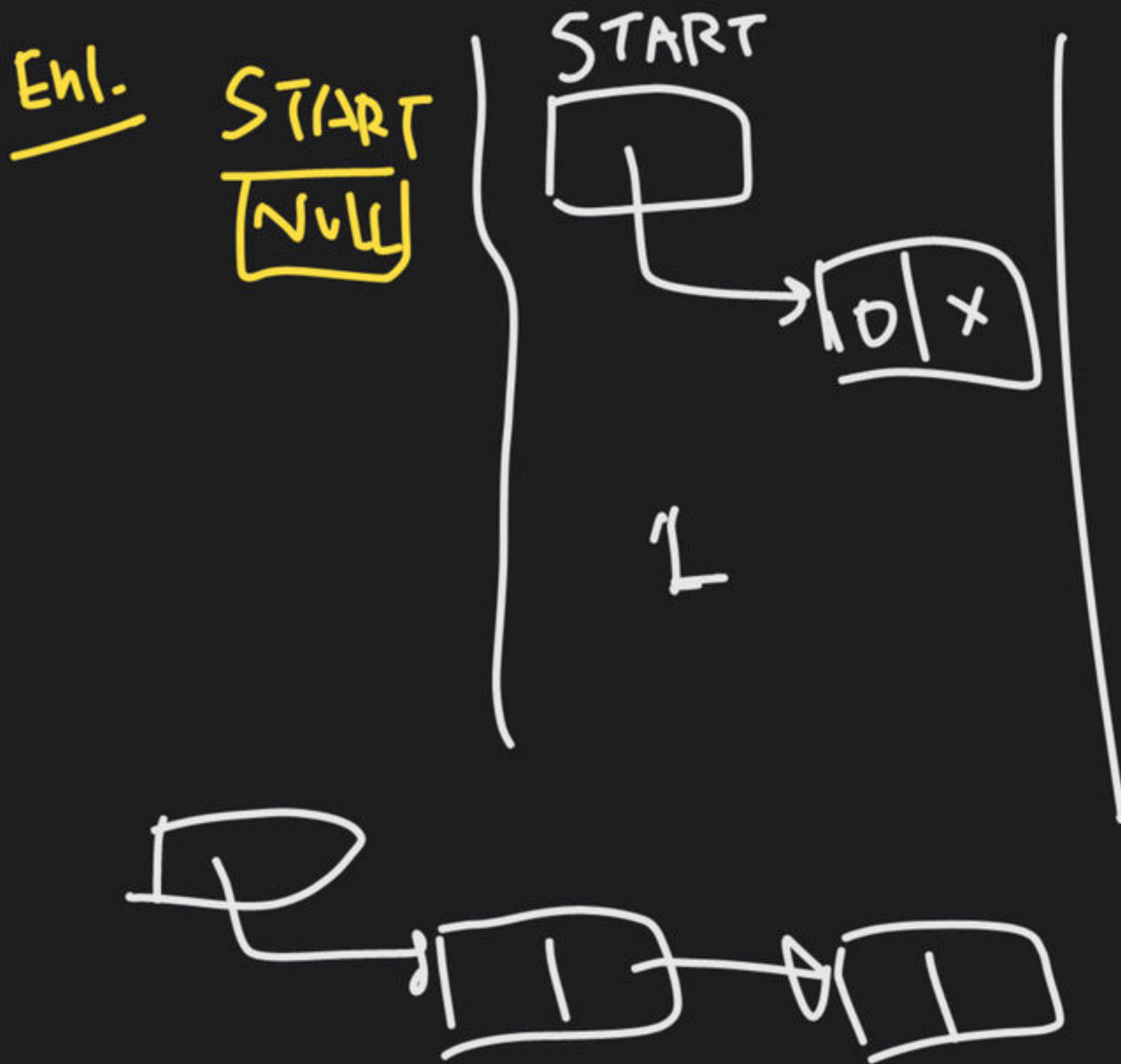

2 • Asked by Parth

sir isme last element kese print hoga as last node par NULL hai to last element to print hone se pehle terminate ho jayega loop

```
void Traversal() {
    struct Node *ptr;
    ptr = START;
    while (ptr != NULL) {
        pf("%d", ptr->data);
        ptr = ptr->next;
    }
}
```



Given a linked list, count the no. of nodes in L.L.



```
ptr = START;
while (ptr != NULL)
```

```
{
```

```
    1 → {
```

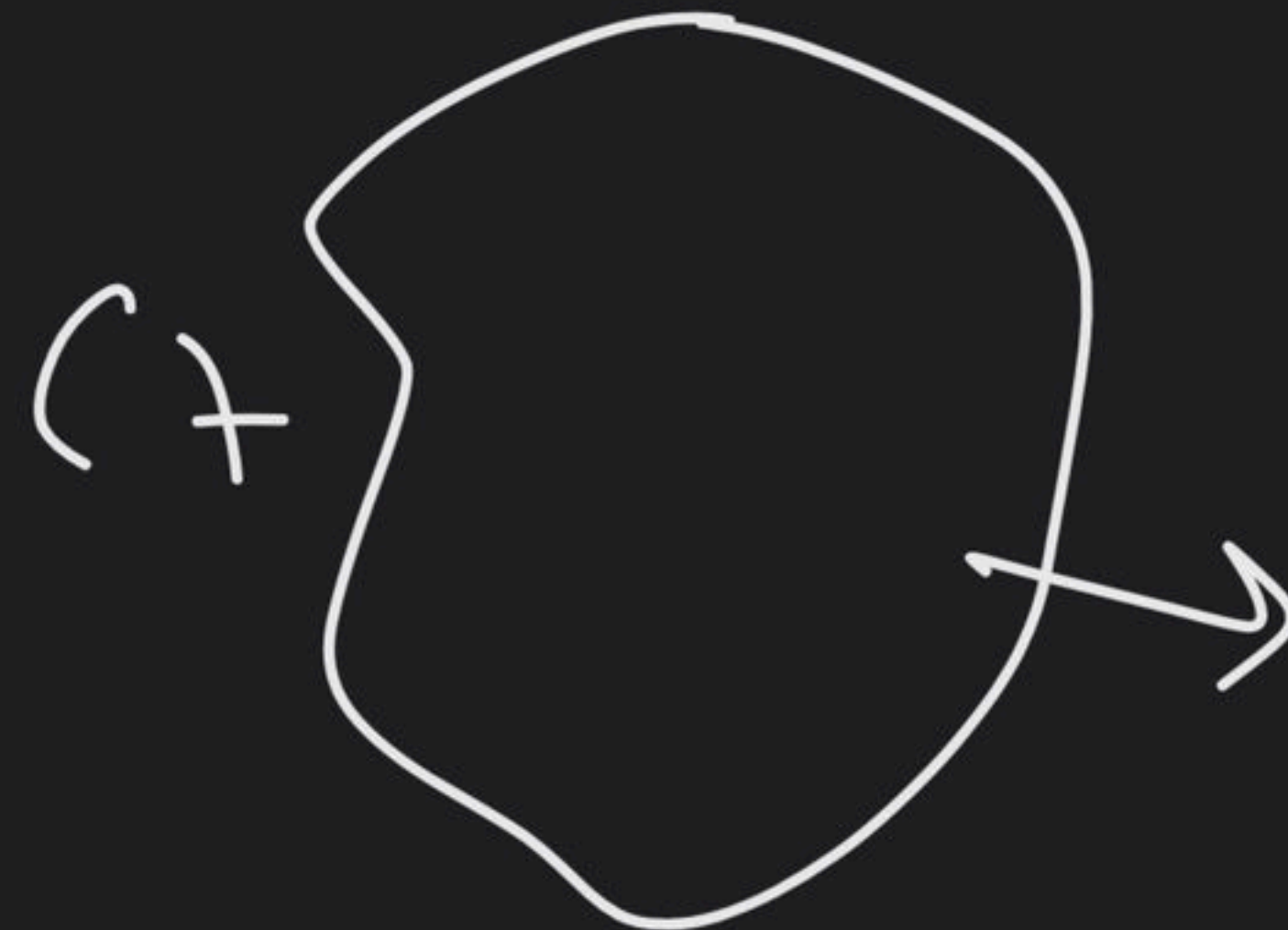
```
        pf("%d", ptr->data);
```

```
        ptr = ptr->next;
```

```
}
```

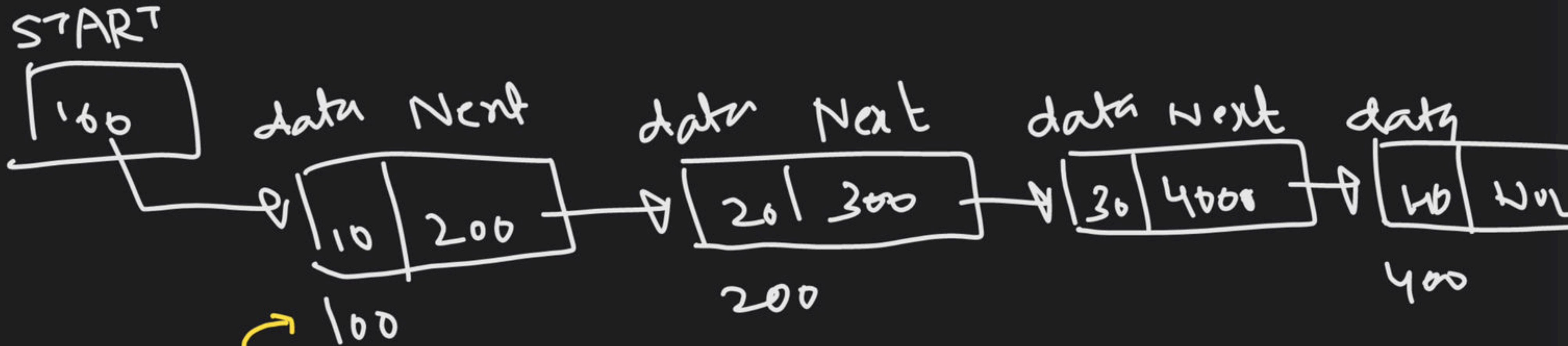
```
int count() {  
    struct Node * ptr;  
    int c = 0;  
    ptr = START;  
    while (ptr != NULL)  
    {  
        c++;  
        ptr = ptr -> next;  
    }  
    return c;  
}
```

$C++ \Rightarrow$ superset of C



C with classes

Given a linked list, print last node data (5 min)

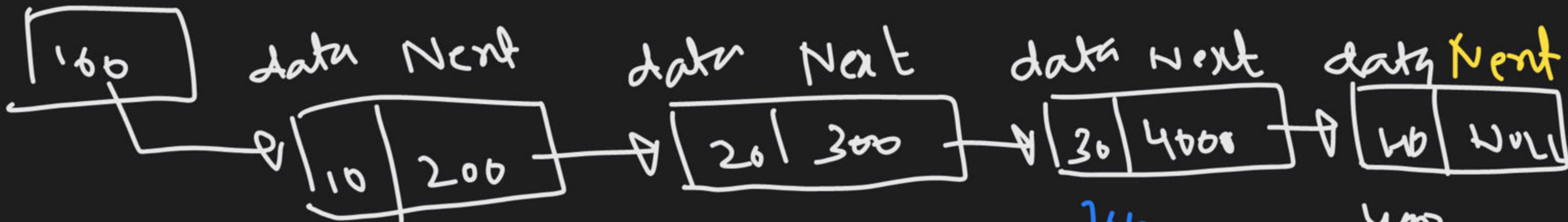


ptr

(i) Is ptr \Rightarrow last node

NO
 \downarrow
 ptr = ptr \rightarrow Next

START



ptr → 100

200

ptr

300

ptr

400

ptr

(i) Is ptr ⇒ last node

↓ NO

ptr = ptr → Next

(iii) Is ptr ⇒ last node

↓ NO

ptr = ptr → Next;

(ii) Is ptr ⇒ last node

↓ NO

ptr = ptr → Next;

Is ptr ⇒ last node

↓ YES

In (over)

```
while ( pEv not reached last node )  
{  
    pEv = pEv → Next;  
}
```

Property of
last node

$Pt \rightarrow Next == NULL$


```
struct Node * ptx;  
ptx = START;
```

In Corred
LL is empty

```
while (ptx → Next != NULL)  
{  
    ptx = ptx → Next;  
}
```

```
struct Node * ptx;  
ptx = START;  
if (START == NULL)  
    return;
```

Ensured
that
at least
1 node
exists →

```
while (ptx → Next != NULL)  
{  
    ptx = ptx → Next;  
}
```


Search in LL

3 code \Rightarrow

{ Given a LL and
a integer value,
find whether
that value is
present in LL
or not -



Topics

to be covered

1

Linked List





THANK YOU!

Here's to a cracking journey ahead!