

# LinkedList

```
In [4]: class Node :
        def __init__(self,value):
            self.value = value
            self.next = None

        class linkedList:
            def __init__(self,value):
                new_node = Node(value)
                self.head = new_node
                self.tail = new_node
                self.length = 1

            def print_list(self):
                temp = self.head
                while temp is not None:
                    print(temp.value)
                    temp = temp.next

            def append(self,value):
                new_node = Node(value)
                if self.length == 0:
                    self.head = new_node
                    self.tail = new_node
                else:
                    self.tail.next = new_node
                    self.tail = new_node
                self.length +=1
                return True

            def pop(self):
                if self.length == 0:
                    return None
                if self.length == 1:
                    self.head = None
                    self.tail = None
                else:
                    temp = self.head
                    prev = self.head
                    while temp.next is not None:
                        prev = temp
                        temp = temp.next
                    self.tail = prev
                    self.tail.next = None
                self.length -=1

                return temp.value

            def prepend(self,value):
                new_node = Node(value)
                if self.length == 0:
                    self.head = new_node
```

```

        self.tail = new_node
    else:
        new_node.next = self.head
        self.head = new_node
    self.length +=1
    return True

def pop_first(self):
    if self.length == 0:
        return None
    temp = self.head
    self.head = self.head.next
    temp.next = None
    self.length -=1
    if self.length == 0:
        self.head == None
        self.tail = None
    return temp.value

def get(self, index):
    if index<0 and index>=self.length:
        return None
    temp = self.head
    for _ in range(index):
        temp = temp.next
    return temp

def set_value(self, index, value):
    temp = self.get(index)
    if temp :
        temp.value= value
        return True
    return False

def insert(self, index, value):
    if index<0 and index>self.length:
        return None
    if index == 0:
        return self.prepend(value)
    if index == self.length:
        return self.append(value)
    new_node = Node(value)
    temp = self.get(index-1)
    new_node.next = temp.next
    temp.next = new_node
    self.length+=1
    return True

def remove(self, index):
    if index < 0 and index >=self.length:
        return None
    if index == 0:
        return self.pop_first()
    if index == self.length-1:
        return self.pop()

```

```

        prev = self.get(index-1)
        temp = prev.next
        prev.next = temp.next
        self.length -=1
        return temp

def reverse(self):
    prev = None
    current = self.head
    while current:
        next_node = current.next
        current.next = prev
        prev = current
        current = next_node
    self.head = prev
    return True

#find middle_node without length attribute

def find_middle_node(self):
    fast = self.head
    slow = self.head
    while fast is not None and fast.next is not None:
        slow = slow.next
        fast = fast.next.next
    return slow

#detect whether LL has loop or not
def has_loop(self):
    slow = self.head
    fast = self.head
    while fast is not None and fast.next is not None:
        slow = slow.next
        fast = fast.next.next
        if fast == slow:
            return True
    return False

#find kth element from end without length attribute

def find_kth_from_end(ll,k):
    slow = ll.head
    fast = ll.head
    for _ in range(k):
        if fast is None:
            return None
        fast = fast.next

    while fast :
        slow = slow.next
        fast = fast.next
    return slow

# Partition List

def partition_list(self,x):

```

```

if self.head ==None:
    return None
dummy1 = Node(0)
dummy2 = Node(0)
prev1 = dummy1
prev2 = dummy2
current = self.head
while current is not None:
    if current.value < x:
        prev1.next = current
        prev1 = current
    else:
        prev2.next = current
        prev2 = current
    current = current.next
prev2.next = None
prev1.next = None
prev1.next = dummy2.next
self.head = dummy1.next

```

*#removes duplicat*

```

def remove_duplicates(self):
    values = set()
    prev = None
    curr = self.head
    while curr is not None:
        if curr.value in values:
            prev.next = curr.next
            self.length -= 1
        else:
            values.add(curr.value)
            prev = curr
        curr = curr.next

```

*#binary to decimal*

```

def binary_to_decimal(self):
    num = 0
    current = self.head
    while current:
        num = num * 2 + current.value
        current = current.next
    return num

```

*#reverse between m and n*

```

def reverse_between(self,m,n):
    if self.length<=1:
        return None
    dummy= Node(0)
    dummy.next = self.head
    prev = dummy
    for i in range(m):
        prev = prev.next
    curr = prev.next

```

```

for i in range(n-m):
    # temp' will point to the next node in line that we want to reverse
    temp = curr.next
    # Disconnect 'temp' from the list and point 'current' to the next node
    curr.next = temp.next
    # Prepare to insert 'temp' to its new position. Connect 'temp' to the next node
    temp.next = prev.next
    # Now, connect 'prev' to 'temp' completing its new placement in the list
    prev.next = temp
    # If m was 0, then we reversed from the start and we need to update the head
    self.head = dummy.next

```

## interview question

### 1. Find middle node

```

In [ ]: def find_middle_node(self):
        fast = self.head
        slow = self.head
        while fast is not None and fast.next is not None:
            slow = slow.next
            fast = fast.next.next
        return slow

```

### 2. has loop

```

In [ ]: def has_loop(self):
        slow = self.head
        fast = self.head
        while fast is not None and fast.next is not None:
            slow = slow.next
            fast = fast.next.next
            if fast == slow:
                return True
        return False

```

### 3. find\_kth\_from\_end

```

In [22]: def find_kth_from_end(ll, k):
        slow = ll.head
        fast = ll.head
        for _ in range(k):
            if fast is None:
                return None
            fast = fast.next
        while fast :

```

```
        slow = slow.next
        fast = fast.next
    return slow
```

#### 4. Partition List

```
In [ ]: def partition_list(self,x):
        if self.head ==None:
            return None
        dummy1 = Node(0)
        dummy2 = Node(0)
        prev1 = dummy1
        prev2 = dummy2
        current = self.head
        while current is not None:
            if current.value < x:
                prev1.next = current
                prev1 = current
            else:
                prev2.next = current
                prev2 = current
            current = current.next
        prev2.next = None
        prev1.next = None
        prev1.next = dummy2.next
        self.head = dummy1.next
```

#### 5. remove duplicates

```
In [ ]: def remove_duplicates(self):
        values = set()
        prev = None
        curr = self.head
        while curr is not None:
            if curr.value in values:
                prev.next = curr.next
                self.length -= 1
            else:
                values.add(curr.value)
                prev = curr
            curr = curr.next
```

#### 6. binary to decimal

```
In [ ]: def binary_to_decimal(self):
        num = 0
        current = self.head
        while current:
            num = num * 2 + current.value
            current = current.next
        return num
```

## 7. Reverse Between

```
In [ ]: def reverse_between(self,m,n):
        if self.length<=1:
            return None
        dummy= Node(0)
        dummy.next = self.head
        prev = dummy
        for i in range(m):
            prev = prev.next
        curr = prev.next
        for i in range(n-m):
            # temp' will point to the next node in line that we want to reverse
            temp = curr.next
            # Disconnect 'temp' from the list and point 'current' to the node before temp
            curr.next = temp.next
            # Prepare to insert 'temp' to its new position. Connect 'temp' to the node before prev
            temp.next = prev.next
            # Now, connect 'prev' to 'temp' completing its new placement in the list
            prev.next = temp
            # If m was 0, then we reversed from the start and we need to update the head
            if m == 0:
                self.head = dummy.next
```

## Doubly Linked List

```
In [176... class Node:
    def __init__(self,value):
        self.value = value
        self.next = None
        self.prev = None

class doublyLinkedList:
    def __init__(self,value):
        new_node = Node(value)
        self.head = new_node
        self.tail = new_node
        self.length = 1

    def print_list(self):
        temp = self.head
        while temp is not None:
            print(temp.value)
            temp = temp.next

    def append(self,value):
        new_node = Node(value)
        if self.length == 0:
            self.head = new_node
            self.tail = new_node
        else:
            self.tail.next = new_node
            new_node.prev = self.tail
            self.tail = new_node
```

```

        self.length+=1
        return True

def pop(self):
    if self.length == 0:
        return None
    temp = self.tail
    if self.length == 1:
        self.head = None
        self.tail = None
    else:
        self.tail = self.tail.prev
        self.tail.next = None
        temp.prev = None
    self.length -=1
    return temp

def prepend(self,value):
    new_node = Node(value)
    if self.length == 0:
        self.head = new_node
        self.tail = new_node
    else:
        new_node.next = self.head
        self.head.prev = new_node
        self.head = new_node
    self.length +=1
    return true

def pop_first(self):
    temp = self.head
    if self.length == 0:
        return None
    elif self.length == 1:
        self.head = None
        self.tail = None
    else:
        self.head = self.head.next
        self.head.prev = None
        temp.next = None
    self.length -=1
    return temp

def get(self,index):
    if index<0 and index>=self.length:
        return False
    temp = self.head
    if index < self.length/2:
        for _ in range(index):
            temp = temp.next
    else:
        temp = self.tail
        for _ in range(self.length -1,index,-1):
            temp = temp.prev
    return temp.value

```



```

def set_value(self, index, value):
    temp = self.get(index)
    if temp:
        temp.value = value
        return True
    return False

def insert(self, index, value):
    if index < 0 and index > self.length:
        return False
    if index == 0:
        return self.prepend(value)
    if index == self.length:
        return self.append(value)
    new_node = Node(value)
    before = self.get(index-1)
    after = before.next
    new_node.prev = before
    new_node.next = after
    before.next = new_node
    after.prev = new_node
    self.length += 1
    return True

def remove(self, index):
    if index < 0 and index >= self.length:
        return None
    if index == 0:
        return self.pop_first()
    if index == self.length-1:
        return self.pop()
    temp = self.get(index)
    temp.next.prev = temp.prev
    temp.prev.next = temp.next
    temp.next = None
    temp.prev = None
    self.length -= 1
    return temp

```

## interview question

1. Swap the values of the first and last node

```

In [ ]: def swap_first_last(self):
        if self.head is None or self.head == self.tail:
            return
        self.head.value, self.tail.value = self.tail.value, self.head.value

```

2. Reverses the order of the nodes in the list

```
In [ ]: def reverse(self):
        # Initialize 'current_node' to the starting node of the doubly linked list
        curr = self.head
        # Traverse through each node of the doubly linked list.
        while curr:
            # Swap the 'next' and 'prev' pointers of the current node. This effectively reverses the
            # direction of the node's pointers.
            curr.prev, curr.next = curr.next, curr.prev
            # Since the 'next' and 'prev' pointers of the 'current_node'
            # have been swapped, we move to what was originally the 'prev'
            # node to continue the reversal.
            # Note: In a reversed scenario, 'prev' becomes 'next', hence we
            curr = curr.prev
        # After all nodes have been reversed, the original head becomes the
        # and the original tail becomes the head. Swap the 'head' and 'tail'
        self.head, self.tail = self.tail, self.head
```

### 3. Palindrome Checker

```
In [ ]: def is_palindrome(self):
        if self.length <= 1:
            return True
        else:
            forward_node = self.head
            backward_node = self.tail
            for _ in range(self.length//2):
                if forward_node.value != backward_node.value:
                    return False
                forward_node = forward_node.next
                backward_node = backward_node.prev
            return True
```

### 4. Swap Nodes in Pairs

```
In [ ]: #for doublylinked list having next and prev
def swap_pairs(self):
    dummy = Node(0)
    dummy.next = self.head
    prev = dummy
    while self.head and self.head.next:
        first_node = self.head
        second_node = self.head.next
        prev.next = second_node
        first_node.next = second_node.next
        second_node.next = first_node
        second_node.prev = prev
        first_node.prev = second_node
        if first_node.next:
            first_node.next.prev = first_node
        self.head = first_node.next
        prev = first_node
    self.head = dummy.next
```

```

    if self.head:
        self.head.prev = None

```

```

In [ ]: # for linked list having only next      (NEETCODE 10)
def swap_pairs(self):
    dummy = Node(0)
    curr = self.head
    prev = dummy
    while curr and curr.next:

        #save ptrs
        nxtPair = curr.next.next
        second = curr.next

        #reverse pair
        second.next = curr
        curr.next = nxtPair
        prev.next = second

        #update ptrs
        prev = curr
        curr = nxtPair

    return dummy.next

```

## Stack

```

In [217... class Node :
    def __init__(self,value):
        self.value = value
        self.next = None

class Stack:
    def __init__(self,value):
        new_node = Node(value)
        self.top = new_node
        self.height = 1

    def print_stack(self):
        temp = self.top
        while temp is not None:
            print(temp.value)
            temp = temp.next

    def push(self,value):
        new_node = Node(value)
        if self.height == 0:
            self.top = new_node
        else:
            new_node.next = self.top
            self.top = new_node
            self.height += 1

    def pop(self):

```

```

if self.height == 0:
    return None
temp = self.top
if self.height == 1:
    self.top = None
else:
    self.top = self.top.next
    temp.next = None
self.height -= 1
return temp

```

## Queue

In [278...

```

class Node :
    def __init__(self,value):
        self.value = value
        self.next = None

class Queue:
    def __init__(self,value):
        new_node = Node(value)
        self.first = new_node
        self.last = new_node
        self.length = 1

    def print_queue(self):
        temp = self.first
        while temp:
            print(temp.value)
            temp = temp.next

    def enqueue(self,value):
        new_node = Node(value)
        if self.length == 0:
            self.first = new_node
            self.last = new_node
        else:
            self.last.next = new_node
            self.last = new_node
        self.length += 1

    def dequeue(self):
        if self.length == 0:
            return None
        temp = self.first
        if self.length == 1:
            self.first = None
            self.last = None
        else:
            self.first = self.first.next
            temp.next = None

```

```
self.length -=1
return temp
```

## Interview question

### 1. Implement Stack Using a List

```
In [295... class Stack:
    def __init__(self):
        self.stack_list = []

    def print_stack(self):
        for i in range(len(self.stack_list)-1, -1, -1):
            print(self.stack_list[i])

    def push(self, value):
        self.stack_list.append(value)

    def peek(self):
        if self.is_empty():
            return None
        else:
            return self.stack_list[-1]

    def is_empty(self):
        return len(self.stack_list) == 0

    def pop(self):
        if not self.is_empty():
            return self.stack_list.pop()
        else:
            return None
```

### 2. Parentheses Balanced using stack class

```
In [ ]: def is_balanced_parentheses(p):
        stack = Stack()
        for ch in p:
            if ch == "(":
                stack.push(ch)
            elif ch == ")":
                if stack.is_empty():
                    return False
                stack.pop()
        return stack.is_empty()
```

### 3. Reversed string using stack class

```
In [ ]: def reverse_string(str):
        stack = Stack()
        for ch in str:
            stack.push(ch)
        reversed = ""
        while not stack.is_empty():
            reversed += stack.pop()
        return reversed
```

#### 4. Sort Stack

```
In [ ]:
```

#### 5. Enqueue using Stacks

```
In [ ]: def enqueue(self, value):
        for _ in range(len(self.stack1)):
            self.stack2.append(self.stack1.pop())
        self.stack1.append(value)
        for _ in range(len(self.stack2)):
            self.stack1.append(self.stack2.pop())
```

### TREES

```
In [40]: class Node:
        def __init__(self,value):
            self.value = value
            self.right = None
            self.left = None

        class BinarySearchTree:
            def __init__(self):
                self.root = None

            def insert(self,value):
                new_node = Node(value)
                if self.root == None:
                    self.root = new_node
                    return True
                temp = self.root
                while (True) :
                    if new_node == temp.value:
                        return False
                    if new_node.value < temp.value:
                        if temp.left is None:
                            temp.left = new_node
                            return True
                        temp = temp.left
                    else:
                        if temp.right is None:
                            temp.right = new_node
                            return True
```

```

        temp = temp.right

def contains(self,value):
    temp = self.root
    while temp is not None:
        if value < temp.value:
            temp = temp.left
        elif value > temp.value:
            temp = temp.right
        else:
            return True
    return False

#Breadth First Search

def BFS(self):
    current_node = self.root
    queue = []
    result = []
    queue.append(current_node)
    while len(queue)>0:
        current_node = queue.pop(0)
        result.append(current_node.value)
        if current_node.left is not None:
            queue.append(current_node.left)
        if current_node.right is not None:
            queue.append(current_node.right)
    return result

#Depth First Search (Pre-order)

def DFS_pre_order(self):
    results = []
    #Traverse recursion method
    def traverse(current_node):
        results.append(current_node.value)
        if current_node.left is not None:
            traverse(current_node.left)
        if current_node.right is not None:
            traverse(current_node.right)
    traverse(self.root)
    return results

#Depth First Search (post-order)

def DFS_post_order(self):
    results = []
    #Traverse recursion method
    def traverse(current_node):
        if current_node.left is not None:
            traverse(current_node.left)
        if current_node.right is not None:
            traverse(current_node.right)
        results.append(current_node.value)
    traverse(self.root)

```

```

        return results

#Depth First Search (in-order)

def DFS_in_order(self):
    results = []
    #Traverse recursion method
    def traverse(current_node):
        if current_node.left is not None:
            traverse(current_node.left)
        results.append(current_node.value)
        if current_node.right is not None:
            traverse(current_node.right)
    traverse(self.root)
    return results

```

## Interview

### A) BST: Validate BST

```

In [ ]: def is_valid_bst(self):
        bst = self.dfs_in_order()
        for i in range(1, len(bst)):
            if bst[i] <= bst[i-1]:
                return False
        return True

```

### B) BST: Kth Smallest Node

```

In [ ]: def kth_smallest(self, k):
        stack = []
        node = self.root

        while stack or node:
            while node:
                stack.append(node)
                node = node.left
            node = stack.pop()
            k -= 1
            if k == 0:
                return node.value
            node = node.right
        return None

```

```

In [41]: my_ll = BinarySearchTree()
my_ll.insert(47)
my_ll.insert(21)
my_ll.insert(76)
my_ll.insert(18)
my_ll.insert(27)
my_ll.insert(52)
my_ll.insert(82)

```



Out[41]: True

```
In [42]: my_ll.DFS_post_order()
```

Out[42]: [18, 27, 21, 52, 82, 76, 47]

## Hash Table

```
In [414... class HashTable:
    def __init__(self, size = 7):
        self.data_map = [None] * size

    def __hash(self, key):
        my_hash = 0
        for letter in key:
            my_hash = (my_hash + ord(letter) * 23) % len(self.data_map)
        return my_hash

    def print_table(self):
        for i, val in enumerate(self.data_map):
            print(i, ": ", val)

    def set_item(self, key, value):
        index = self.__hash(key)
        if self.data_map[index] == None:
            self.data_map[index] = []
        self.data_map[index].append([key, value])

    def get_item(self, key):
        index = self.__hash(key)
        if self.data_map[index] is not None:
            for i in range(len(self.data_map[index])):
                if self.data_map[index][i][0] == key:
                    return self.data_map[index][i][1]
            return None

    def keys(self):
        all_keys = []
        for i in range(len(self.data_map)):
            if self.data_map[i] is not None:
                for j in range(len(self.data_map[i])):
                    all_keys.append(self.data_map[i][j][0])
        return all_keys
```

## Interview Question

### 1. Sub Array sum

```
In [430... def subarray_sum(nums, target):
    hashmap = {}
    currsum = 0
    for n in enumerate(nums):
```

```

        currsum += n
        if currsum == target:
            return [0,i]
        if currsum - target in hashmap:
            return [hashmap[currsum - target] + 1 ,i]
        hashmap[currsum] = i
    return []

nums = [1, 2, 3, 4, 5]
target = 9
print ( subarray_sum(nums, target) )

nums = [-1, 2, 3, -4, 5]
target = 0
print ( subarray_sum(nums, target) )

nums = [2, 3, 4, 5, 6]
target = 3
print ( subarray_sum(nums, target) )

nums = []
target = 0
print ( subarray_sum(nums, target) )

```

```

[1, 3]
[0, 3]
[1, 1]
[]

```

## Sets

A) Sets are similar to dictionaries except that instead of having key/value pairs they only have the keys but not the values.

B) Sets can only contain unique elements (meaning that duplicates are not allowed).

C) They are useful for various operations such as finding the distinct elements in a collection and performing set operations such as union and intersection.

D) They are defined by either using curly braces {} or the built-in set()

## Graph

```

In [468... class Graph:
    def __init__(self):
        self.adj_list = {}

    def print_graph(self):
        for vertex in self.adj_list:

```

```

        print(vertex, ":", self.adj_list[vertex])

    def add_vertex(self, vertex):
        if vertex not in self.adj_list.keys():
            self.adj_list[vertex] = []
            return True
        return False

    def add_edge(self, v1, v2):
        if v1 in self.adj_list.keys() and v2 in self.adj_list.keys():
            self.adj_list[v1].append(v2)
            self.adj_list[v2].append(v1)
            return True
        return False

    def remove_edge(self, v1, v2):
        if v1 in self.adj_list.keys() and v2 in self.adj_list.keys():
            try:
                self.adj_list[v1].remove(v2)
                self.adj_list[v2].remove(v1)
            except ValueError:
                pass
            return True
        return False

    def remove_vertex(self, vertex):
        if vertex in self.adj_list.keys():
            for other_vertex in self.adj_list[vertex]:
                self.adj_list[other_vertex].remove(vertex)
            del self.adj_list[vertex]
            return True
        return False

```

```

In [469... my_graph = Graph()
my_graph.add_vertex('A')
my_graph.add_vertex('B')
my_graph.add_vertex('C')
my_graph.add_vertex('D')
my_graph.add_edge('A', 'B')
my_graph.add_edge('B', 'C')
my_graph.add_edge('C', 'A')
my_graph.add_edge('A', 'D')

```

Out[469... True

```

In [472... my_graph.print_graph()

```

```

A : ['C', 'D']
C : ['A']
D : ['A']

```

## Heap

```

In [487... class MaxHeap:
    def __init__(self):

```

```

self.heap = []

def _left_child(self, index):
    return 2*index+1

def _right_child(self, index):
    return 2 * index + 2

def _parent(self, index):
    return (index - 1)// 2

def _swap(self, index1, index2):
    self.heap[index1], self.heap[index2] = self.heap[index2], self.heap[index1]

def insert(self, value):
    self.heap.append(value)
    current = len(self.heap)-1
    while current>0 and self.heap[current] > self.heap[self._parent(current)]:
        self._swap(current, self._parent(current))
        current = self._parent(current)

def _sink_down(self, index):
    max_index = index
    while True:
        left_index = self._left_child(index)
        right_index = self._right_child(index)

        if (left_index < len(self.heap) and self.heap[left_index] > self.heap[max_index]):
            max_index = left_index

        if (right_index < len(self.heap) and self.heap[right_index] > self.heap[max_index]):
            max_index = right_index

        if max_index != index:
            self._swap(index, max_index)
            index = max_index
        else:
            return

def remove(self):
    if len(self.heap) == 0:
        return None
    if len(self.heap) == 1:
        return self.heap.pop()
    max_value = self.heap[0]
    self.heap[0] = self.heap.pop()
    self._sink_down(0)

    return max_value

```

Interview question

## 1. Heap: Kth Smallest Element in an Array

```
In [ ]: def find_kth_smallest(nums, k):
        max_heap = MaxHeap()
        for num in nums:
            max_heap.insert(num)
            if len(max_heap.heap) > k:
                max_heap.remove()

        return max_heap.remove()
```

## 2. Heap: Maximum Element in a Stream

```
In [495... def stream_max(nums):
            max_heap = MaxHeap()
            max_stream = []

            for num in nums:
                max_heap.insert(num)
                max_stream.append(max_heap.heap[0])

            return max_stream
```

## Recursion

### A) factorial

```
In [507... def factorial(n):
            if n == 1:
                return n
            return n * factorial(n-1)
```

```
In [508... factorial(5)
```

```
Out[508... 120
```

### B) Recursive contains Binary Search Tree

```
In [510... def __r_contains(self, current_node, value):
            if current_node == None:
                return False
            if value == current_node.value:
                return True
            if value < current_node.value:
                return self.__r_contains(current_node.left, value)
            if value > current_node.value:
                return self.__r_contains(current_node.right, value)
```

```
def r_contains(self,value):
    return self.__r_contains(self.root,value)
```

### C) Recursive insert Binary Search Tree

```
In [511... def __r_insert(self,current_node,value):
    if current_node == None:
        return Node(value)
    if value < current_node.value:
        current_node.left = self.__r_insert(current_node.left,value)
    if value > current_node.value:
        current_node.right = self.__r_insert(current_node.right,value)
    return current_node

def r_insert(self,value):
    if self.root == None:
        self.root = Node(value)
    self.__r_insert(self.root,value)
```

### D) Recursive Delete Binary Search Tree

```
In [ ]: def __r_delete(self,current_node,value):
    if current_node == None:
        return None
    if value < current_node.value:
        current_node.left = self.__r_delete(self.current_node.left,value)
    elif value > current_node.value:
        current_node.right = self.__r_delete(self.current_node.right,value)
    else:
        return current_node #incomplete
```

## Sorting

### A) Bubble Sort

```
In [514... def bubble_sort(my_list):
    for i in range(len(my_list)-1,0,-1):
        for j in range(i):
            if my_list[j] > my_list[j+1]:
                my_list[j],my_list[j+1] = my_list[j+1],my_list[j]
    return my_list
list = [4,5,6,3,1,2]
bubble_sort(list)
```

Out[514... [1, 2, 3, 4, 5, 6]

### B) Selection Sort

```
In [528... def selection_sort(my_list):
    for i in range(len(my_list)):
        min_index = i
        for j in range(i,len(my_list)):
            if my_list[j]<my_list[min_index]:
```

```

        min_index = j
        my_list[min_index],my_list[i] = my_list[i],my_list[min_index]
    return my_list

list = [4,5,6,3,1,2,5,5,9,8]
selection_sort(list)

```

Out[528... [1, 2, 3, 4, 5, 5, 5, 6, 8, 9]

### C) Insertion Sort

```

In [547... def insertion_sort(my_list):
    for i in range(len(my_list)):
        j = i-1
        while j >=0 and my_list[i]<my_list[j]:
            my_list[i],my_list[j] = my_list[j],my_list[i]
            i = j
            j-=1
    return my_list
my_list = [4,5,6,3,1,2,5,5,9,8]
insertion_sort(my_list)

```

Out[547... [1, 2, 3, 4, 5, 5, 5, 6, 8, 9]

## Interview Question

A) Bubble sort : The method sorts the linked list in place.

```

In [548... def bubble_sort(self):
    if self.length < 2:
        return
    sorted_until = None
    while self.head.next != sorted_until:
        curr = self.head
        while curr.next != sorted_until:
            next_node = curr.next
            if curr.value > next_node.value:
                curr.value,next_node.value = next_node.value,curr.value
            curr = curr.next
        sorted_until = curr

```

B) Selection Sort : The method sorts the linked list in place.

```

In [550... def selection_sort(self):
    if self.length < 2:
        return
    current = self.head
    while current.next is not None:
        smallest = current
        inner_current = current.next
        while inner_current is not None:
            if inner_current.value < smallest.value:
                smallest = inner_current
            inner_current = inner_current.next

```

```

        if smallest != current:
            current.value, smallest.value = smallest.value, current.value
            current = current.next
        self.tail = current

```

### C) Insertion Sort

In [551]:

```

def insertion_sort(self):
    if self.length < 2:
        return

    sorted_list_head = self.head
    unsorted_list_head = self.head.next
    sorted_list_head.next = None

    while unsorted_list_head is not None:
        current = unsorted_list_head
        unsorted_list_head = unsorted_list_head.next

        if current.value < sorted_list_head.value:
            current.next = sorted_list_head
            sorted_list_head = current
        else:
            search_pointer = sorted_list_head
            while search_pointer.next is not None and current.value > search_pointer.next.value:
                search_pointer = search_pointer.next
            current.next = search_pointer.next
            search_pointer.next = current

    self.head = sorted_list_head
    temp = self.head
    while temp.next is not None:
        temp = temp.next
    self.tail = temp

```

### Merge Sort

```

In [1]: def merge(list1, list2):
        combined = []
        i = 0
        j = 0
        while i < len(list1) and j < len(list2):
            if list1[i] < list2[j]:
                combined.append(list1[i])
                i += 1
            else:
                combined.append(list2[j])
                j += 1
        while i < len(list1):
            combined.append(list1[i])
            i += 1
        while j < len(list2):
            combined.append(list2[j])
            j += 1
        return combined

```



```
def merge_sort(my_list):
    if len(my_list) == 1:
        return my_list
    mid_index = int(len(my_list)/2)
    left = merge_sort(my_list[:mid_index])
    right = merge_sort(my_list[mid_index:])
    return merge(left, right)
```

In [2]: `merge_sort([1,2,7,8,3,4,5,6])`

Out[2]: `[1, 2, 3, 4, 5, 6, 7, 8]`

## **\*\*Merge Sort Linked List**

```
In [ ]: def merge(self, other_list):
        other_head = other_list.head
        temp = self.head
        dummy = Node(0)
        current = dummy
        while temp is not None and other_head is not None:
            if temp.value < other_head.value:
                current.next = temp
                temp = temp.next
            else:
                current.next = other_head
                other_head = other_head.next
            current = current.next
        while temp is not None:
            current.next = temp
            temp = temp.next
            current = current.next
        while other_head is not None:
            current.next = other_head
            other_head = other_head.next
            current = current.next

        self.head = dummy.next
        self.length += other_list.length

    def find_middle_node(self):
        fast = self.head
        slow = self.head
        while fast is not None and fast.next is not None:
            slow = slow.next
            fast = fast.next.next
        return slow

    #now merge_sort
    def merge_sort(self):
```

```

# Base case: If the list is empty or has only one element, it is already
if self.head is None or self.head.next is None:
    return

# Find the middle of the linked list
middle = self.find_middle_node()

# Split the linked list into two halves
left_half = LinkedList()
left_half.head = self.head
right_half = LinkedList()
right_half.head = middle.next
middle.next = None # Disconnect the two halves

# Recursively sort the two halves
left_half.merge_sort()
right_half.merge_sort()

# Merge the sorted halves back together
self.head = self.merge(left_half.head, right_half.head)

```

## Pivot & Quick Sort

```

In [17]: def swap(my_list, index1, index2):
    temp = my_list[index1]
    my_list[index1] = my_list[index2]
    my_list[index2] = temp

    def pivot(my_list, pivot_index, end_index):
        swap_index = pivot_index
        for i in range(pivot_index+1, end_index+1):
            if my_list[i] < my_list[pivot_index]:
                swap_index += 1
                swap(my_list, swap_index, i)
        swap(my_list, pivot_index, swap_index)
        return swap_index

    def quick_sort_helper(my_list, left, right):
        if left < right:
            pivot_index = pivot(my_list, left, right)
            quick_sort_helper(my_list, left, pivot_index-1)
            quick_sort_helper(my_list, pivot_index+1, right)
        return my_list

    def quick_sort(my_list):
        return quick_sort_helper(my_list, 0, len(my_list)-1)

    my_list = [4, 7, 3, 1, 2, 6, 5, 9, 3, 5, 7, 8, 10, 34, 56, 21, 23]
    quick_sort(my_list)

```

Out[17]: [1, 2, 3, 3, 4, 5, 5, 6, 7, 7, 8, 9, 10, 21, 23, 34, 56]

#### A) List: Remove Element

(Given a list of integers nums and an integer val, write a function remove\_element that removes all occurrences of val in the list in-place and returns the new length of the modified list.)

```
In [ ]: def remove_element(nums, val):  
        i = 0  
        while i < len(nums):  
            if nums[i] == val:  
                nums.pop(i) #important  
            else:  
                i += 1  
        return len(nums)
```

#### B) Find Max Min

(Write a Python function that takes a list of integers as input and returns a tuple containing the maximum and minimum values in the list.)

```
In [ ]: def find_max_min(mylist):  
        maximum = minimum = mylist[0]  
        for num in mylist:  
            if num > maximum:  
                maximum = num  
            elif num < minimum:  
                minimum = num  
        return maximum, minimum
```

#### C) Find Longest String

Write a Python function called find\_longest\_string that takes a list of strings as an input and returns the longest string in the list

```
In [ ]: def find_longest_string(str_list):  
        longest_str = ""  
        for str in str_list:  
            if len(str) > len(longest_str):  
                longest_str = str  
        return longest_str
```

#### D) Remove Duplicates

(Given a sorted list of integers, rearrange the list in-place such that all unique elements appear at the beginning of the list, followed by the duplicate elements. Your function should return the new length of the list containing only unique

elements. Note that you should not create a new list or use any additional data structures to solve this problem. The original list should be modified in-place. )

```
In [ ]: def remove_duplicates(nums):  
    if not nums:  
        return 0  
    i = 1  
    for j in range(1, len(nums)):  
        if nums[j] != nums[j-1]:  
            nums[i] = nums[j]  
            i += 1  
    return i
```

#### E) Max Profit

You are given a list of integers representing stock prices for a certain company over a period of time, where each element in the list corresponds to the stock price for a specific day.

```
In [47]: def max_profit(prices):  
    l = 0  
    r = 1  
    maxProfit = 0  
    while l < r and r < len(prices):  
        while r < len(prices):  
            if prices[l] < prices[r]:  
                profit = prices[r] - prices[l]  
                maxProfit = max(maxProfit, profit)  
            else:  
                l = r  
            r += 1  
        l += 1  
        r += 1  
    return maxProfit
```

#### F) Rotate

You are given a list of  $n$  integers and a non-negative integer  $k$ . Your task is to write a function called `rotate` that takes the list of integers and an integer  $k$  as input and rotates the list to the right by  $k$  steps.

```
In [48]: def rotate(nums, k):  
    k = k % len(nums)  
    nums[:] = nums[-k:] + nums[:-k]
```

#### G) Max Sub Array

Given an array of integers `nums`, write a function `max_subarray(nums)` that finds the contiguous subarray (containing at least one number) with the largest sum and returns its sum. Remember to also account for an array with 0 items.

```
In [49]: def max_subarray(nums):  
    if len(nums)== 0:  
        return 0  
    max_sum=current_sum = nums[0]  
    for i in range(1,len(nums)):  
        current_sum = max(nums[i],current_sum +nums[i])  
        max_sum = max(max_sum,current_sum)  
    return max_sum
```

```
In [ ]:
```