

- ① Middle of linked list ① ceil ② floor
- ② Reverse a linked list (pointer).
- ③ Reverse a linked list (data).
- ④ Palindromic linked list || 2 3 4
- ⑤ 1 4 3 || Reorder list
- ⑥ Reorder → normal
- ⑦ Merge 2 sorted list
- ⑧ Merge K sorted list
- ⑨ Reverse nodes in k groups (25)
- ⑩ 1 4 8 || Sort list
- ⑪ 9 2 || Reverse b/w -
- ⑫ 1 4 1 || cycle detection
- ⑬ 1 4 2 || II cycle II
- ⑭ 1 6 0 Find intersection point
- ⑮ 6 1
- ⑯ 1 9
- ⑰ Segregate even and odd.

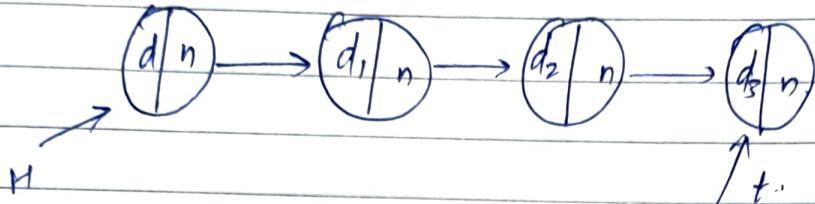
Date.....

#

## (Linked List)

09/09/2020

→ avoid recursion in ll question.



Should

- ① Throw exception.
- ② Code readable.
- ③ Transfer के लिए
- ④ Code adaptive एवं पर्याप्त

### Function of stl.

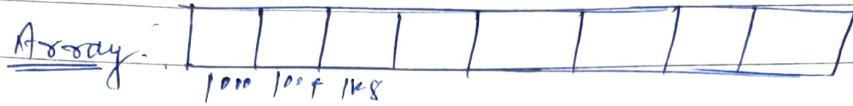
CPP.

- ① push\_front().
- ② push\_back().
- ③ push\_at().
- ④ pop\_.
- ⑤ pop\_.
- ⑥ pop\_.
- ⑦ getx().
- ⑧ size().
- ⑨ isEmpty()

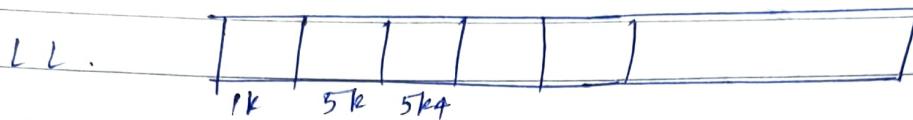
Java

- | CPP.         | Java              |
|--------------|-------------------|
| push_front() | addFirst()        |
| push_back()  | addLast()         |
| push_at()    | addAt()           |
| pop_         | pop removeFirst() |
| pop_         | removeLast()      |
| pop_         | removeAll()       |
| getx()       | getx()            |
| size()       | size()            |
| isEmpty()    | isEmpty           |

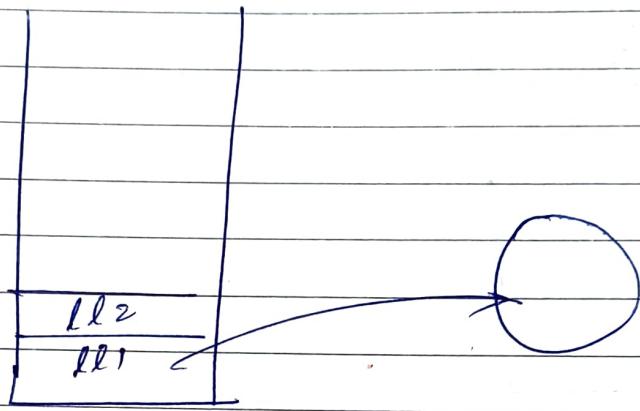
Should have to write industry level code.



contiguous memory location.



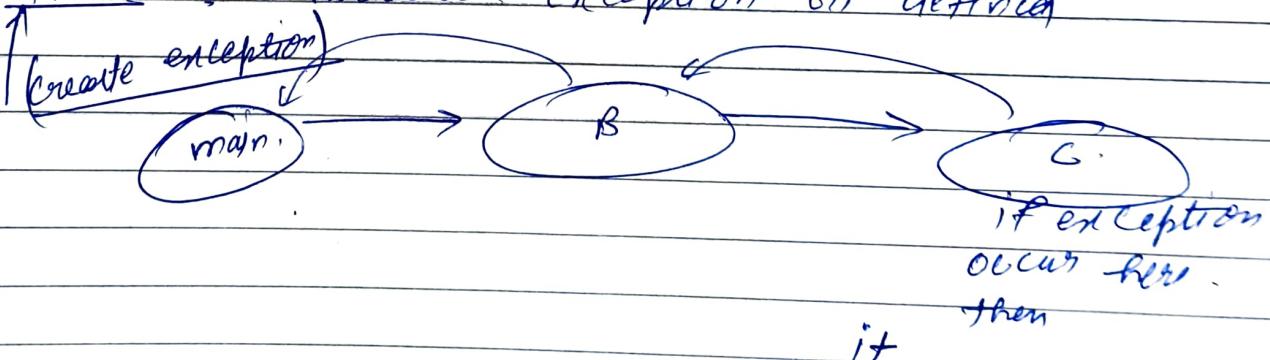
Random memory location.



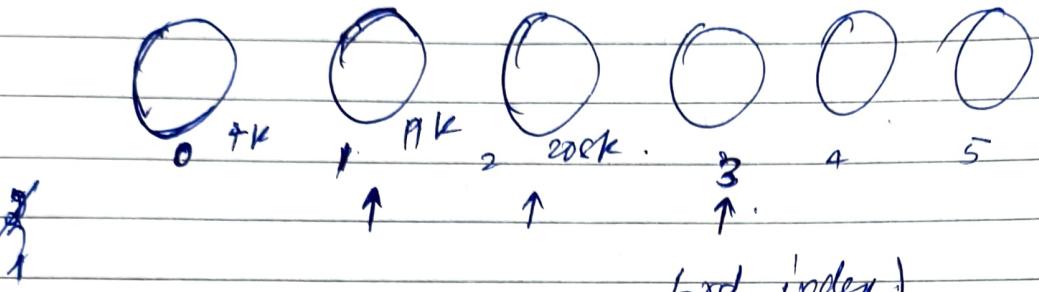
This object ⚡ refer ⚡

\* throws :- fn ⚡ can throw exception than  
can't do

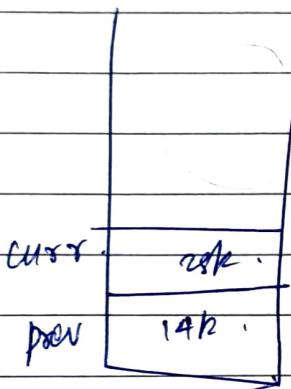
throw :- particular exception is defined



~~linked~~ It's a very easy topic and qn 3rd & interview :-)



$\text{idx} = 0$   
curr head  $\neq \text{None}$



Node (prev) = get Node (idx-1).  
 → pointer and only exist at stack  
 not any relation with heap.

Class ~~and~~ is an interview of concept ~~with~~  
 with interviewer.

① Stack: queue, linked list  
 ↓      ↓      ↓

private, public, encapsulation

means open of concept and only use ~~of~~

# very easy to understand & question ~~and~~.

①  $a \rightarrow 3$

②  $x \rightarrow 3$

③  $g \rightarrow 3$

④ size, empty

① If modification allowed.  $\rightarrow$

(421)

(11 - 09 - 220)

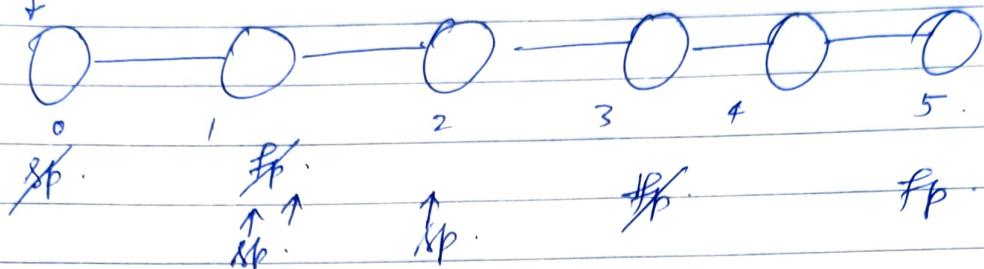
### Linked list question)

#### Agenda-

- ① Middle of linked list → a) ceil b) floor. || 876.
- ② 206 l-c || Reverse a linked list pointer o (3 pointer app).
- ③ Reverse a linked list (data only).
- ④ Palindromic linked list || 234 leetcode
- ⑤ 143 lcc) Reorder list.
- ⑥ Reorder list → normal.
- ⑦ Leetcode - 21. ( Merge two sorted list )
- ⑧ Leetcode - 23. || Merge k sorted list.

Q1 Middle of linked list (M=1 two pointer). [Lec 87c]

[Head]

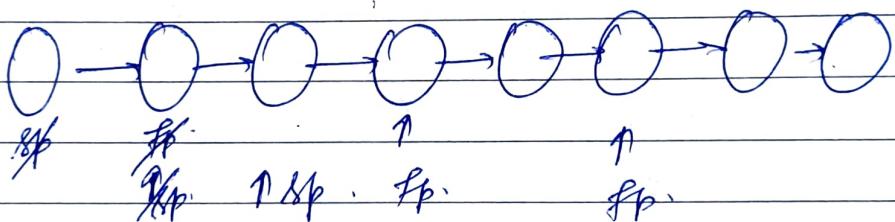


$$S_1 = \frac{d}{t} = S_2 = \frac{d}{t}$$

ds:

Q2

even - case.



\* choose first mid in even case.

\* if qn asked about mid then tell 2nd mid.

M=1

ceil node of middle.

listNode\* middleNode (listNode \*head) {

if (head == nullptr || head->next == nullptr) {

return head;

?.

listNode\* slow = head;

listNode\* fastp = head;

while ( fast != nullptr && fast->next != nullptr ) {

slow = slow->next;

fast = fast->next->next;

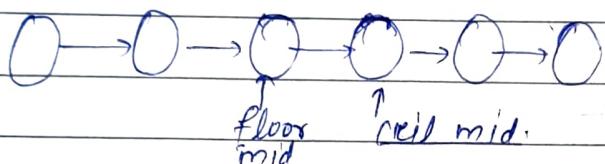
7.

return slow;

$T: O(n)$

$S: O(1)$

M-2. it gives floor mid eg



if anyone ask mid  $\rightarrow$  ceil is mid.

but for question floor mid is imp. and if we need ceil we can give next of our ans.

ListNode\* middleNode2 ( ListNode\* head ) {

if ( head == nullptr || head->next == nullptr ) {

return head;

}

ListNode\* slow = head;

ListNode\* fast = head;

while ( fast->next != nullptr && fast->next->next != nullptr ) {

slow = slow->next;

fast = fast->next->next;

7.

return slow;

7.

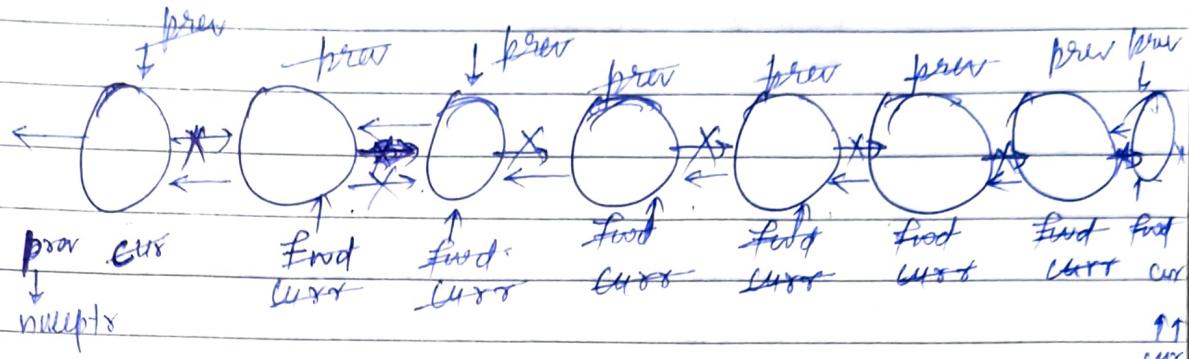
$T: O(n)$

$S: O(1)$

CPP	=	java
Node*	=	Node
nullptr	=	null

Date.....

## Qn. // leetcode (206). Reverse a linked list



Imp

```
if (head == nullptr || head->next == nullptr)
    return head;
}
```

add this line to every linked list code.

// code -

```
listNode* reverseList(listNode* head) {
    if (head == nullptr || head->next == nullptr)
        return head;
```

listNode\* prev = nullptr;

listNode\* fwd = nullptr;

listNode\* curr = head;

while (curr != nullptr) {

fwd = curr->next; // backup

curr->next = prev; // Link.

prev = curr; // move.

curr = fwd;

}

return prev;

}

// Code of Reverselist data Only.

```
void ReverseData ( ListNode * head ) {
```

```
    if ( head == nullptr || head->next == nullptr )
        return;
```

```
    ListNode* mid = middleNode2( head ); // And mid  

    ListNode* tHead = mid->next;
    mid->next = nullptr;
```

```
tHead = reverseList ( tHead );
```

```
ListNode* c1 = head;
```

```
ListNode* c2 = tHead;
```

```
while ( c1 != nullptr && c2 != nullptr ) {
    int temp = c1->val;
    c1->val = c2->val;
    c2->val = temp;
```

```
c1 = c1->next;
```

```
c2 = c2->next;
```

3.

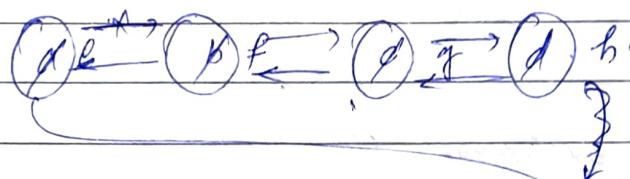
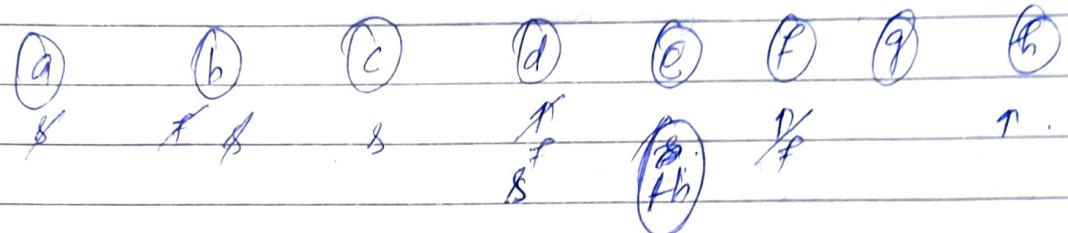
```
tHead = reverseList ( tHead );
```

```
mid->next = tHead;
```

3.

A don't use linear recursion in ll.  
becoz it's best to array b.

On Perverse II in a data : <sup>only</sup>

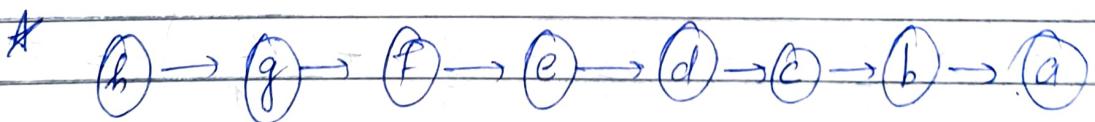


| ten head)

mid तक ताकरी  $\Rightarrow$   $n/2$  other mid वह Reverse करते हैं  
↑  $\rightarrow$   $n/2$  data change होता है  $\rightarrow$  formula same

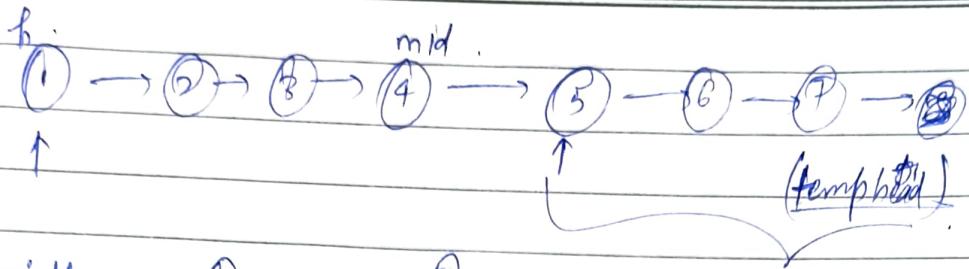
$$\left( \frac{n}{2} + \frac{n}{2} + \frac{n}{2} + \frac{n}{2} \right) = 2n \Rightarrow o(n).$$

$$\text{Time} = O(n).$$



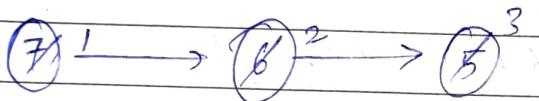
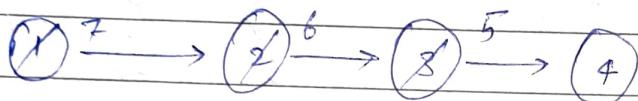
4k	5k	6k	7k	8k	9k	10k		
----	----	----	----	----	----	-----	--	--

Date.....



- Algorithm:
- ① mid  $\leftarrow$  front mid.
  - ② mid  $\leftarrow$  next front  $\Rightarrow$  thead.
  - ③ Reverse front thead front position.

eg.

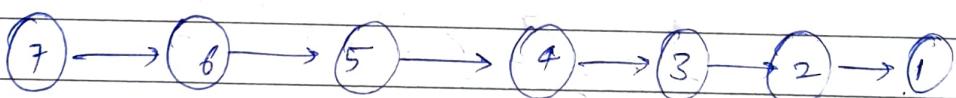


④ SWAP  $\rightarrow$  exchange the values.

⑤ FOR  $\rightarrow$  reverse list call  $\leftarrow$  only for thead position.

⑥  $\text{mid} \rightarrow \text{next} = \text{thead}$  FOR loop

eg



(Reverse only data).

$$T: O\left(\frac{n}{2} + \frac{n}{2} + \frac{n}{2} + \frac{n}{2}\right) = O(2n)$$

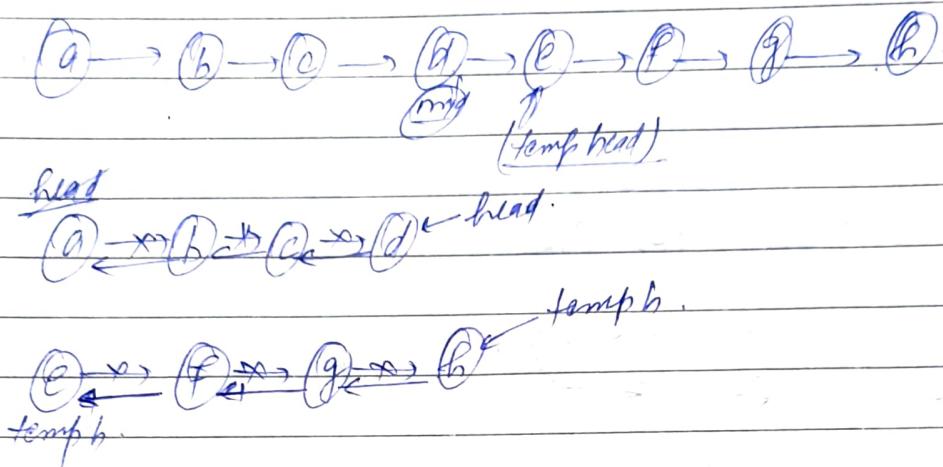
mid front      reverse      3DTI change again reverse

$$T = O(n)$$

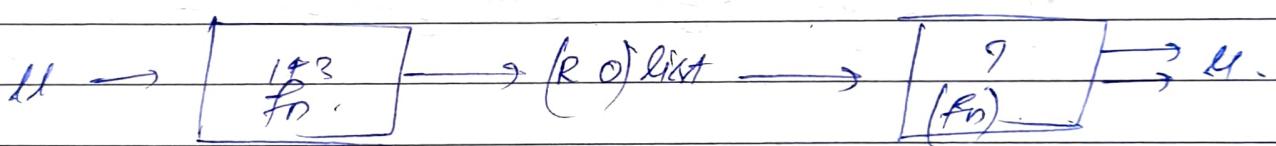
$$\delta : O(1)$$

Date.....

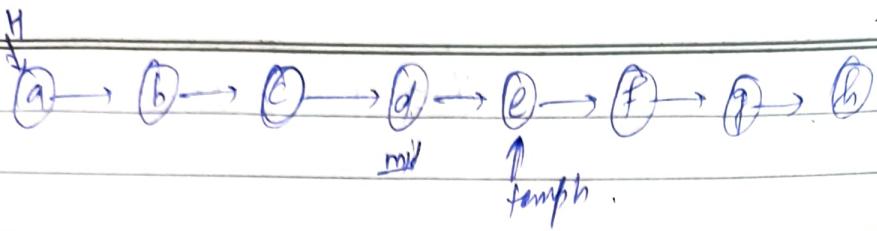
Qn.) Palindrome - Unlinked List // 234 (Lutcode)



143 | Reorder list ,

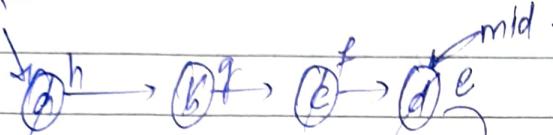


$O(n)$  Time  
 $S = O(1)$ .

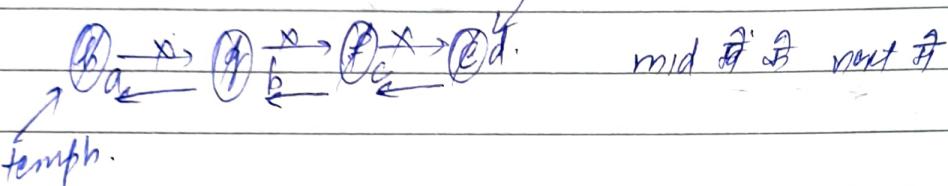


prev qn.  
dry run  
of  
reverse  
data  
linked  
list)

head



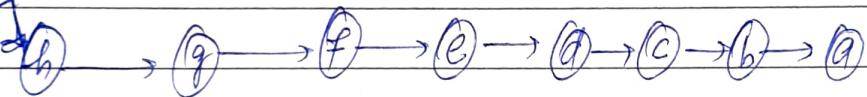
Reverse



temp

Reverse

head



Note Same approach as of prev qn instead of changing data in two half linked list just compare data and if not match return false.

Boolean isPalindrome (ListNode \* head) {

if (head == nullptr || head->next == nullptr) {  
return head; true; }

ListNode \* mid = middleNode2 (head);

ListNode \* tHead = mid->next;

mid->next = nullptr;

tHead = reverseList (tHead);

ListNode \* c1 = head;

ListNode \* c2 = tHead;

bool res = true;

while (c1 != nullptr && c2 != nullptr) {

if (c1->val != c2->val) {

res = false;

break;

}

c1 = c1->next;

c2 = c2->next;

}

tHead = reverseList (tHead);

mid->next = tHead;

return res;

};

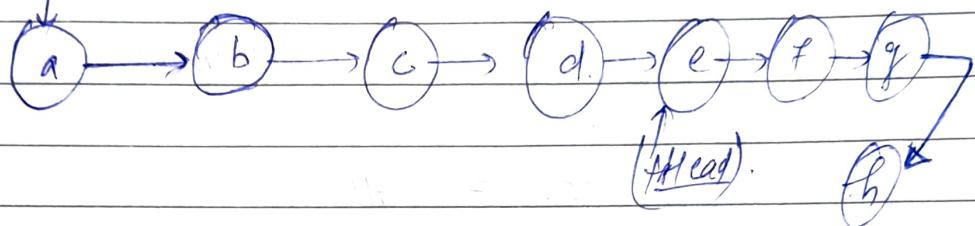
T: O(  $\frac{n}{2} + \frac{n}{2} + \frac{n}{2}$  ) =  $3 \cdot \frac{n}{2} = O(n)$ .

S: O(1).

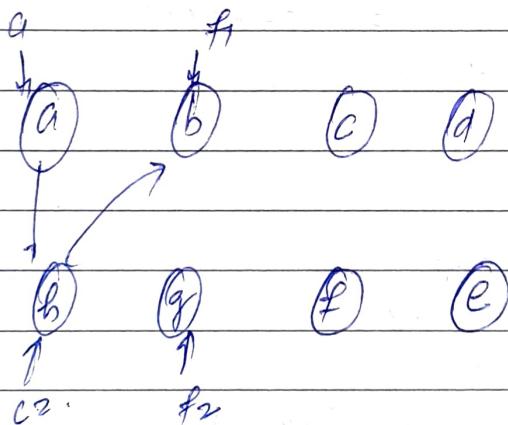
Note Always dry run for  
 ① even  
 ② odd  
 ③ single & 3 elements  $\rightarrow$  int

Qn 148 (Reorder list).

Dry Run := head



- ① middle point
- ② middle on next  $\rightarrow$  fHead assign  
 $mid \rightarrow next = nullptr;$

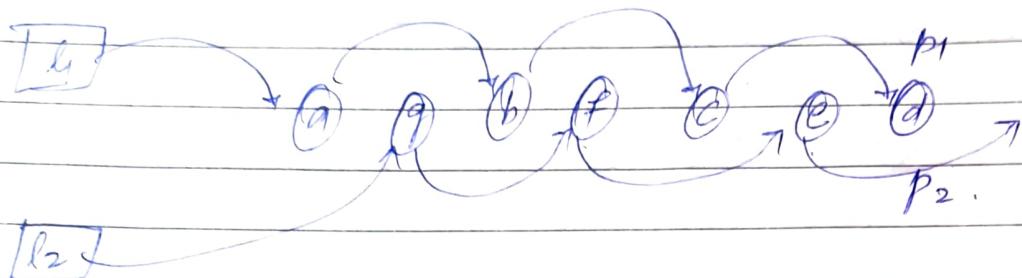


Code // \* void reorderlist (ListNode \* head) {

```
void reorderlist (ListNode * head) {
    if (head == nullptr || head->next == nullptr)
        return;
    ListNode* mid = middleNode2 (head);
    ListNode* fHead = mid->next;
    mid->next = nullptr;
```

Date.....

Q4 Reorder list  $\rightarrow$  Normal linked list



(reverse ( $P_2$ ) and add it to  $P_1$ ).  $T: O(n)$ .  
 $S: O(1)$ .

~~Best and easy~~

~~Method~~ tempH1  $\rightarrow$  A  $\rightarrow$  B  $\rightarrow$  C  $\rightarrow$  D

tempH1  $\rightarrow$  ? C  $\rightarrow$  F  $\rightarrow$  G

$T: O(n)$ .

$S: O(1)$ .

Note It's question fixed & it is very easy to understand & so break it out

Phew 143

thead = reverselist (thead);

ListNode\* c1 = head;

ListNode\* c2 = tHead;

ListNode\* f1 = nullptr;

ListNode\* f2 = nullptr;

~~Code of कर्ता निकले के chance नहीं है~~  
 कर्ता के ~~जिसका एकत्र कोड बनाकर~~ जिसके  
 पर अपने लोगों के लिए उपलब्ध होते हैं).

(~~जिसका~~ competition lies in Interview)

$c_1, c_2 \rightarrow$  current  
 ↓  
 current)

II 148

{ while ( $c_1 \neq \text{nullptr}$  &  $c_2 \neq \text{nullptr}$ ) {  
 $f_1 = c_1 \rightarrow \text{next}; // \text{back up}$ .  
 $f_2 = c_2 \rightarrow \text{next}$

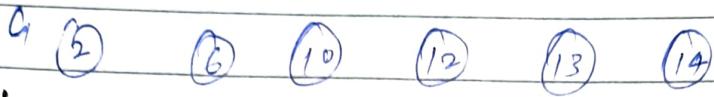
$c_1 \rightarrow \text{next} = c_2; // \text{link}$ .  
 $c_2 \rightarrow \text{next} = f_1; //$ .

$c_1 = f_1; // \text{more}$ .  
 $c_2 = f_2;$

}

? } Fn of loop.

II leetcode - 21. Inplace (without extra space).  
 (Merge two sorted list)



⑯  
⑯  
↓  
prev.

dp, bit

- ← ① Array, String
- ② Range tree,
- ③ dp

T: O(n).

S: O(1).

643 'Div2, B'

Code II.

List Node\* mergeTwoLists (ListNode\* l1, ListNode\* l2) {

if (l1 == nullptr || l2 == nullptr) {

return l1 == nullptr ? l2 : l1;

?.

ListNode\* dummy = new ListNode(-1);

ListNode\* prev = dummy;

ListNode\* c1 = l1;

ListNode\* c2 = l2;

Date.....

while ( $c_1 \neq \text{nullptr}$  ||  $c_2 \neq \text{nullptr}$ )

if ( $c_1 \rightarrow \text{val} < c_2 \rightarrow \text{val}$ ) {

$\text{prev} \rightarrow \text{next} = c_1;$

$c_1 = c_1 \rightarrow \text{next};$

}

else {

$\text{prev} \rightarrow \text{next} = c_2;$

$c_2 = c_2 \rightarrow \text{next};$

}

$\text{prev} = \text{prev} \rightarrow \text{next};$

if ( $c_1 = \text{nullptr}$ ) {

$\text{prev} \rightarrow \text{next} = c_1$

else .

$\text{prev} \rightarrow \text{next} = c_2;$

return  $\text{dummy} \rightarrow \text{next};$

}

} // Fn m7.

(13/09/2020)  
 (linked list question)

### Agenda

- ①
- ② Merge K sorted list (23.)

Reorder → normal list (2nd part of 143).

```
ListNode *th1 = nullptr;
ListNode *th2 = nullptr;
```

```
ListNode *th2 = nullptr;
```

```
ListNode *th2 = nullptr;
```

```
ListNode *th2 = nullptr;
```

fn  
 ①

```
Void addFirst( ListNode *node ) {
  if( th1 == nullptr ) {
    th1 = node;
    th1 = node;
  }
  else {
    node->next = th1;
    th1 = node;
  }
}
```

fn  
 ②

```
Void addLast( ListNode *node ) {
  if( th2 == nullptr ) {
    th2 = node;
    th2 = node;
  }
}
```

```

    else {
        th2->next = node;
        th2 = node;
    }
}

```

Main fn is now writing which will use addFirst and addLast().

// code -

```

ListNode* oddList (ListNode* head) {
    if (head == nullptr || head->next == nullptr)
        return head;
}

```

```

int cnt = 0;
ListNode* curr = head;
while (curr != nullptr) {
    ListNode* fwd = curr->next;
    curr->next = nullptr;
    if (cnt == 0) {
        addLast (curr);
    }
    else {
        addFirst (curr);
    }
    curr = fwd;
    cnt = (cnt + 1) / 2;
}

```

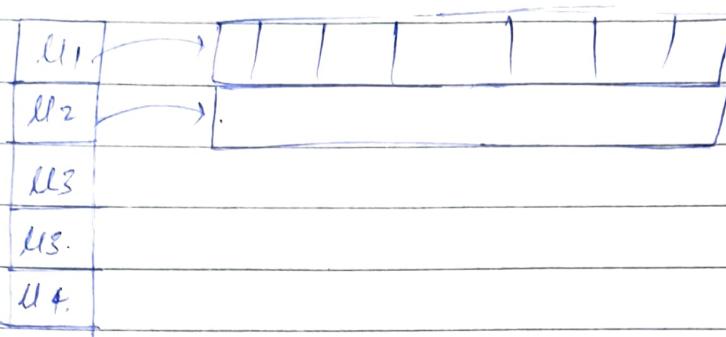
```

th2->next = th1;
return th2;
}
// fn

```

Ques

23.



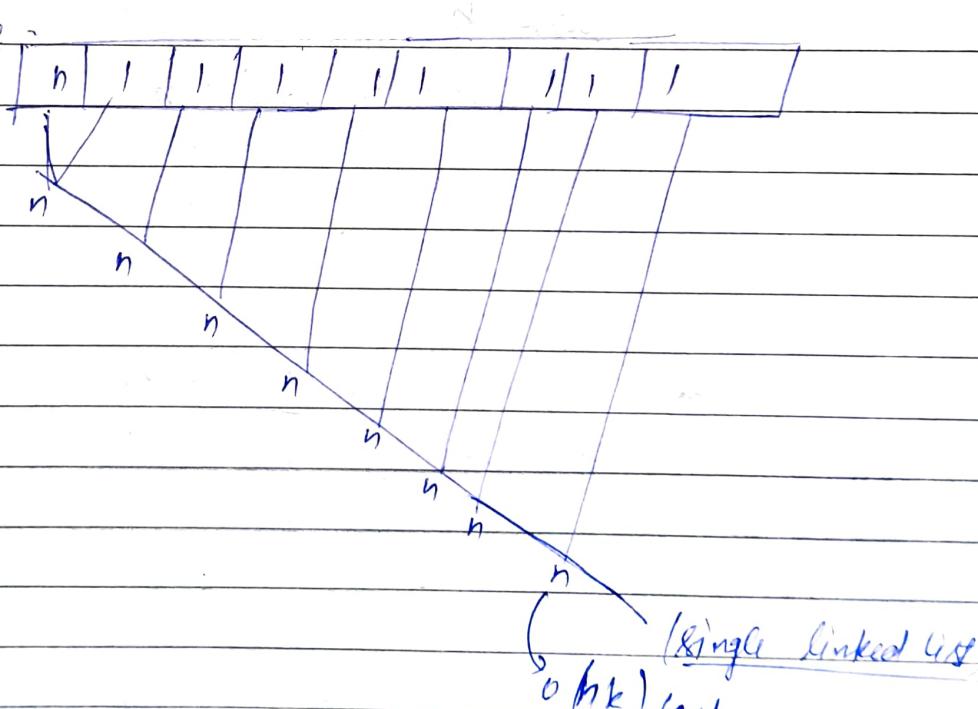
M-1 Heap (Risk of Comparator & pointer).

$$T: O(n \log k)$$

$$\sum n_1 + n_2 + n_3 + \dots + n_k = n$$

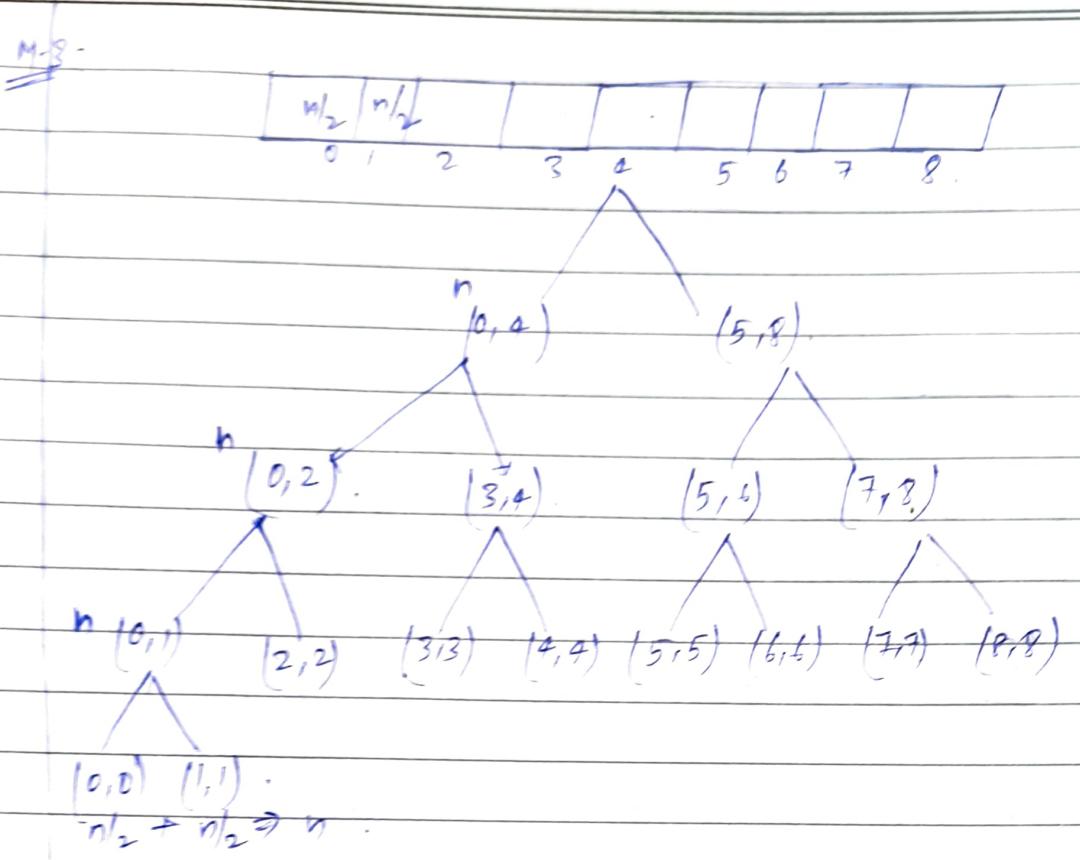
$k$  = no of linked list / size of array.

M-2 Brute Force -



$(kn)$

Date.....



$(\log k) n$

- 1 (height of tree)  $\times n$

- ① mid2
- ② reverse
- ③ ~~reverse~~
- ④ addFirst / addLast

Enough for solving any linked list code

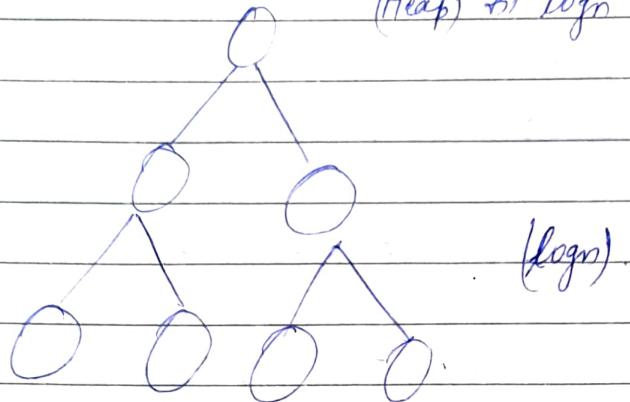
Rate ~~fast~~ <sup>fast</sup> after all these for

$n \log n << n \log k$   
fast fast ~~fast~~ <sup>fast</sup>

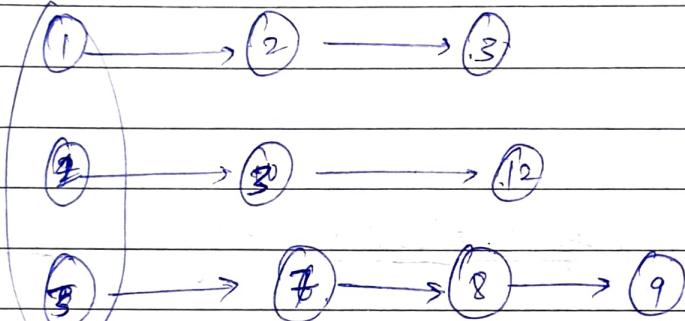
Date.....

Note :-

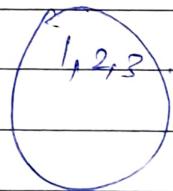
$\log(n)$  fast - searching fast ~~at all~~ &  
 $\because$  of continuous memory location  
(Heap)  $\Rightarrow$   $\log n$  of search.



M1



prev → (1)



when  $arr \rightarrow 104 / 105$  then .

array ~~at all~~ perform better than heap .  
M3 better than M1

Sofn: II NodeM-3 - II 23

`ListNode* mergeKLists (vector<ListNode*> &lists, int si, int ei);`

```
if (si == ei) {
    return lists[si];
}
```

```
int mid = (si + ei) / 2;
```

```
return mergeTwoLists (mergeKLists (lists, si, mid),
                     mergeKLists (lists, mid + 1, ei));
```

{}

II Merge K List - heap Method - using Comparator

class Compare {

public:

```
bool operator() (const ListNode *a, const ListNode *b)
    const {
```

```
return a->val > b->val; // this - other
```

default;

{}

{}

Date.....

listNode\* mergeKLists (vector<listNode\*> &lists) {

if (lists.size() == 0) {

return nullptr;

}

priority queue<listNode\*, Vector<listNode\*>,  
compare > que;

↑ type  
↑ ftype  
contain of that type  
ord all  $\notin$  min data  $\notin$  max data  
 $\notin$  etc - heap.

for (int i=0; i < lists.size(); i++) {

que.push(lists[i]);

}

listNode\* dummy = new listNode(-1);

listNode\* prev = dummy;

while (que.size() != 1) {

listNode\* node = que.top();

que.pop();

listNode\* next = node->next; //back

node->next = nullptr;

prev->next = node; //link;

prev = node;

if (next != nullptr) {

que.push(next); //move

Spiral

Date.....

$\text{prev} \rightarrow \text{next} = \text{que.top();}$   
 $\text{que.pop();}$

$\text{return dummy} \rightarrow \text{next};$

};

Priority queue < Type,

Date  
Page

(13/09/2020)

- ① mid<sub>2</sub> →  $\Delta$   $\Delta$   $\Delta$   $\Delta$
- ② reverse
- ③ Merge 2 LL
- ④ add front / add last

$\Delta$   $\Delta$   $\Delta$   $\Delta$   $\Delta$   $\Delta$   $\Delta$   
k first attempt  $\Delta$   
 $\Delta$   $\Delta$   $\Delta$   $\Delta$

② 5 ~~Agenda:~~

- ① 25 // Reverse nodes in k groups.
- ② 148 // sort list.
- ③ 92 //

array = [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]  
n (1)

APCO  
Date : \_\_\_\_\_  
Page : \_\_\_\_\_

## Derivation for Complexity

Merge sort of two linked list Time complexity derivation.

$$T(n) = T\left(\frac{n}{2}\right) + T\left(\frac{n}{2}\right) + \frac{n}{2} + n$$

↑              ↑              ↑              ↑  
 (half list) . amount half (mid) partition merge

$$\begin{aligned}
 T(n) &= 2T(n/2) + 3n/2 \\
 2T(n/2) &= 2^2T(n/4) + 2\left(\frac{3n}{2}\right)\times\frac{1}{2} \\
 2^2T(n/4) &= 2^3T(n/8) + 2^2\left(\frac{3n}{2}\right)\times\frac{1}{4}.
 \end{aligned}$$

$$2^3 \times T(n/8) = 2^4 \times T(n/16) + 2^5 \left(\frac{3n}{2}\right) \times \left(\frac{1}{8}\right).$$

$$T(n) = 2^{\lambda} T(0) + \left(\frac{3n}{2}\right) \sum_{j=1}^{\lambda}$$

$d = \log n$  (becoz doing half every time).

$$T(n) = 2^{\log_2 n} + \left(\frac{3n}{2}\right) \log_2 n.$$

$$T(n) = n + \frac{3n}{2} \log_2 n.$$

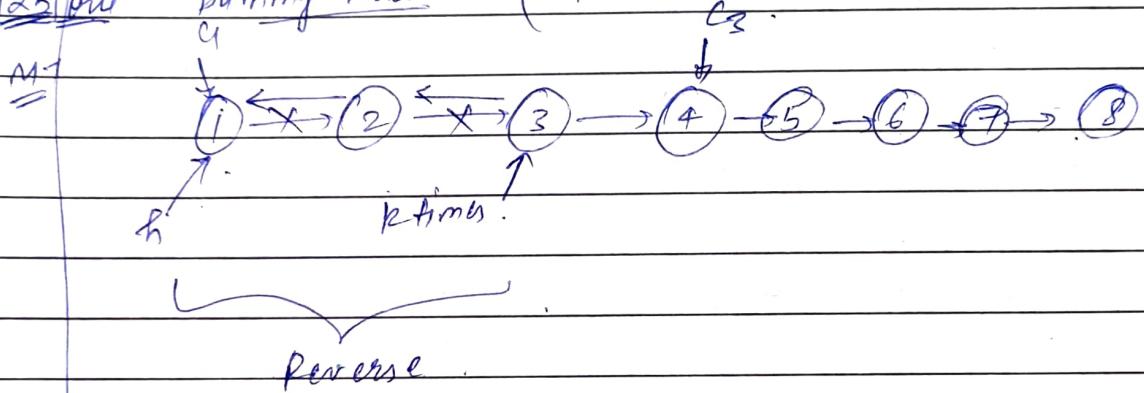
~~\*\* Priority queue (Type, container < type>, greater < type>)~~

only for primitive data

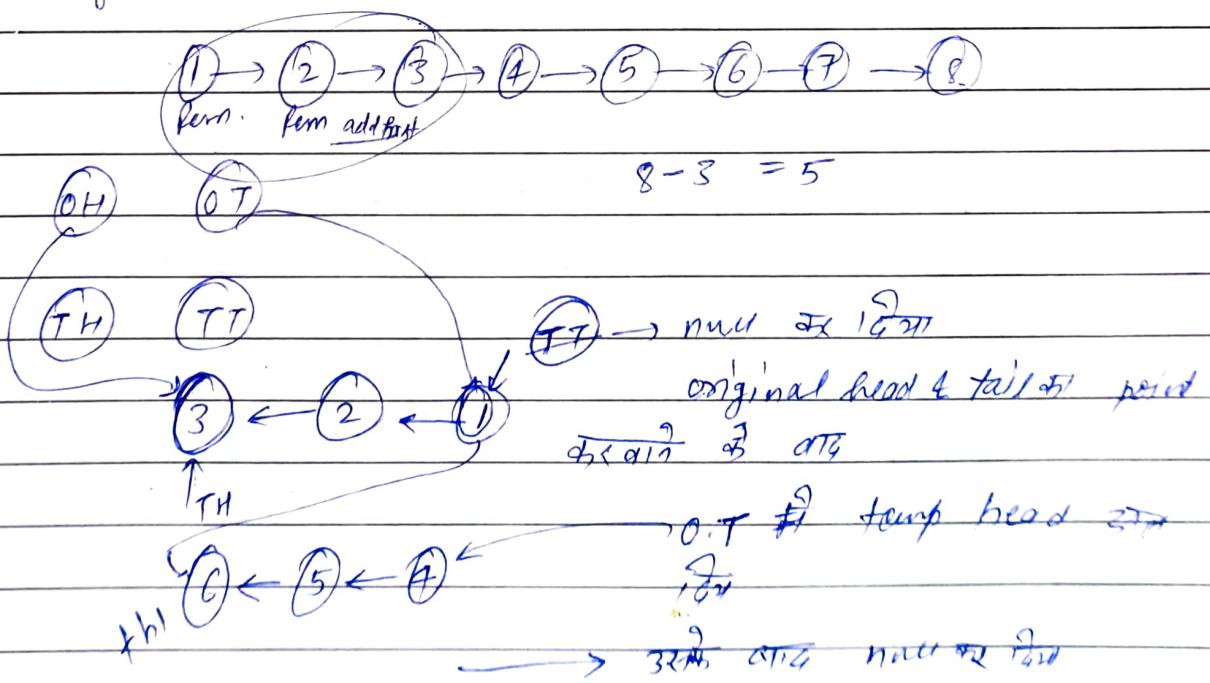
types like, int, char, vector etc.  
work.

But for char, have to write compare class,  
and perform whatever min/max heap of  
that is needed.

M-1 Dummy Node (Reverse k group).



M-2 Using addFirst and addLast



M-2 || Code :

```

int len (listNode * head) {
    int l = 0;
    while (head != nullptr) {
        l++;
        head = head->next;
    }
    return l;
}

```

```

listNode * reverseKGroup (listNode * head, int k) {
    if (head == nullptr || head->next == nullptr)
        return head;
    int l = len(head);
    if (l < k)
        return head;
}

```

listNode \* curr = head;

listNode \* bh = nullptr,  
listNode \* ft = nullptr;

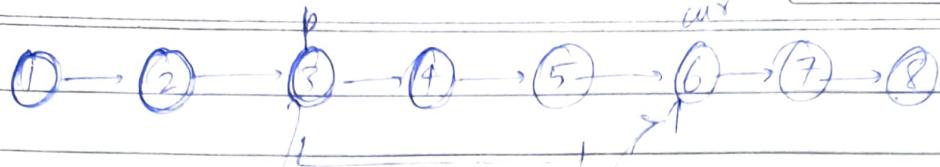
```

int k = k;
while (curr != nullptr && l >= k) {
    while (k-- > 0) {
        listNode * next = curr->next;
        curr->next = nullptr;
        addFirst(curr);
        curr = next;
    }
}

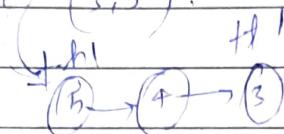
```

1192

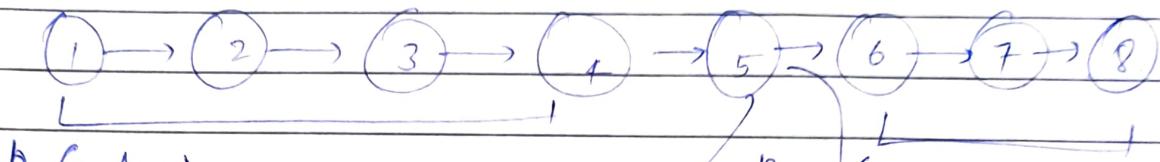
G1



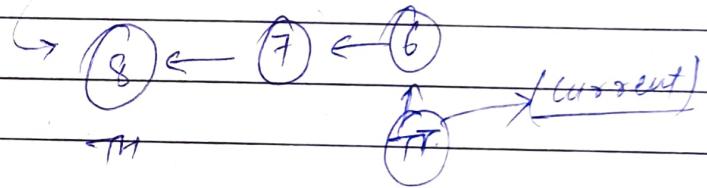
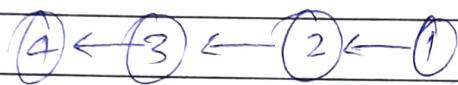
Reverse (3,5).



C-2



P C. (1,4).



11/25 Continue-

if (oh == nullptr) {

    oh = th1;

    ot = th1;

}

else {

    ot->next = th1;

    ot = th1;

}

    th1 = nullptr;

    th1 = nullptr;

    l -= k;

    k = -k;

}

    outer while loop).

    ot->next = currt;

    return oh;

.

|| leetcode 92 -

```
ListNode * reverseBetween(ListNode * head, int m, int n)
{
    if (head == nullptr || head->next == nullptr || m == n)
        return head;
```

```
ListNode * curr = head;
```

```
ListNode * prev = nullptr;
```

```
int idn = 1;
```

```
while (curr != nullptr) {
```

```
    while (idn >= m && idn <= n) {
```

```
        ListNode * next = curr->next;
```

```
        curr->next = nullptr; } (used to
```

return

list);

```
addFirst(curr);
```

```
curr = next;
```

```
idn++;
```

}

```
if (idn > n) {
```

```
    if (prev == nullptr) {
```

```
        head = th1; } }
```

```
else
```

```
    prev->next = th1; }
```

assign  
head & tail.

for diff  
cases.

```
th1->next = curr; }
```

```
break;
```

}

$\text{prev} = \text{curr};$   
 $\text{curr} = \text{curr} \rightarrow \text{next};$   
 $\text{id}++;$

} more fill  
 condition becomes  
 true.

5. Header while loop.  
 return head;

6.

Qn Ques 148 = SortList

$4 \rightarrow 2 \rightarrow 1 \rightarrow 3$ .  
 $1 \rightarrow 2 \rightarrow 3 \rightarrow 4$  (sort).

I/P =  $-1 \rightarrow 5 \rightarrow 3 \rightarrow 4 \rightarrow 0$ .

O/P =  $-1 \rightarrow 0 \rightarrow 3 \rightarrow 4 \rightarrow 5$

↳ ListNode\* sortList(ListNode \*head) {  
 if (head == nullptr || head->next == nullptr) {  
 return head;  
 }

$\text{ListNode}^* \text{mid} = \text{middleNode2}(\text{head});$   
 $\text{ListNode}^* \text{nhead} = \text{mid} \rightarrow \text{next};$   
 $\text{mid} \rightarrow \text{next} = \text{nullptr};$

↳ return mergeTwoLists(sortList(head), sortList(nhead));

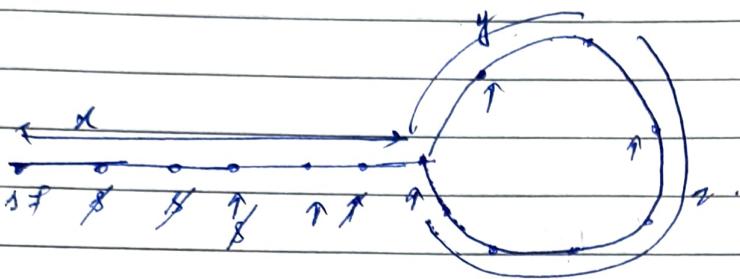
7.

(14/09/2020) (linked list)

## Agenda:

- ① cycle detection // 141 leetcode
- ② // linked list cycle II
- ③ 160 find intersection point
- ④ 61
- ⑤ 19.
- ⑥ segregate even and odd.

①



$$t = \frac{d}{f} \quad s_1 = \frac{d}{f} \quad \Rightarrow t = \left(\frac{d_1}{s_1}\right) = \frac{d}{f}$$

$$t = \frac{d}{s} \quad s_2 = \frac{d_2}{t} \quad \Rightarrow t = \left(\frac{d_1}{s_1}\right) = \left(\frac{d}{s_2}\right)$$

$$t =$$

$$t = \left(\frac{d}{v}\right) \Rightarrow$$

~~X.~~

$$d = v \times t$$

$$d = (2vt)$$

derivation :-

( $d_s$  = dist travel by slow pointer).

$$d_s = \frac{d_s}{t_s}, \quad d_f = \frac{d_f}{t_f} \quad d_f = \text{dist travel by fast pointer}.$$

$$d_s = (x+y), \quad d_f = x + (y+z)m + y$$

$$t_s = t_f$$

$$\frac{x+y}{d_s} = \frac{x + (y+z)m + y}{d_f}$$

$$x(x+y) = x + (y+z)m + y$$

$$(x+y)(x-1) = (y+z)m$$

$$\boxed{(x+y)} = \boxed{(y+z)m} \boxed{\frac{m-1}{x-1}}$$

$$\begin{cases} xy \neq 0 \\ y+z \neq 0 \\ m > 0 \end{cases}$$

$$\boxed{x > 1}$$

$$\boxed{\frac{SF}{88} > 1}$$

$$\boxed{x \in N} \quad A_x$$

2, 3, 4, 5, ...

C2Slow of ~~fast~~ circular ~~at~~ fast

$$ds = (x+y) + (y+z)n$$

$$\begin{aligned} x(x+y) + x(y+z)n &= (x+y) + (y+z)m \\ (x-1)(x+y) &= (m-nx)(y+z) \end{aligned} \quad - \textcircled{1}$$

$$(x+y) = \frac{(m-nx)}{x-1} (y+z)$$

becoz  
if same  
speed &  
if  $\frac{m}{n} < 1$   
then  $x < 1$   
next point  
 $\sqrt{x}$  & from  
so  $x > 1$

$$\begin{aligned} x-1 &\geq 0 \\ x &= 1 \quad (x \neq 1) \end{aligned}$$

$$m-nx \geq 0$$

$$m \geq nx$$

$$x = \frac{m}{n} \quad \uparrow$$

$$\left( \frac{x+y}{x-1} = -1 \right)$$

$$\begin{aligned} x-1 &> 0 \\ x &> 1 \end{aligned}$$

$$m-nx > 0$$

$$\boxed{\frac{m}{n} > x > 1}$$

$$\frac{m}{n} > x > 1$$

cycle finding  
Floyd warshall algorithm)

Cong2

$$x-1 \geq 0$$

$$\underline{x > 1}$$

$$m-nx \geq 0$$

$$\boxed{\frac{m}{n} > 1} \quad \therefore n \text{ be independent}$$

$$m > 1n$$

$$\boxed{m > 0} \quad \text{min to meet slow and fast}$$

fast have to make  
atleast one rotation.

II code - Q(141).

bool hasCycle (ListNode \*head) {

if (head == nullptr || head->next == nullptr) {  
return false;

ListNode \*slow = head;

ListNode \*fast = head;

while (fast != nullptr && fast->next != nullptr),

slow = slow->next;

fast = fast->next->next;

if (slow == fast)

break;

}.

return slow == fast;

3.



Q418-2 11 Linked list cycle 2.

we have

$$(r-1)(x+y) = (y+z)m.$$

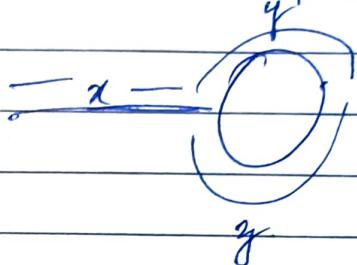
if ( $r=2$ ).

$$x+y = (y+z)m.$$

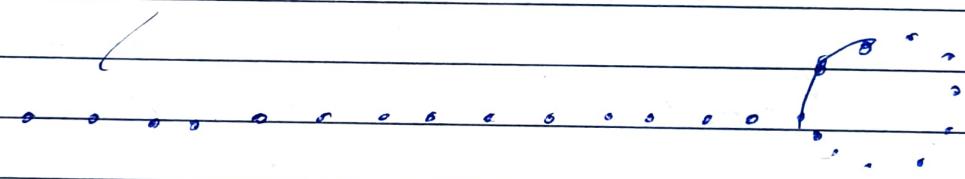
(here 'm' is rotation of fast pointer)

 $m=1$ 

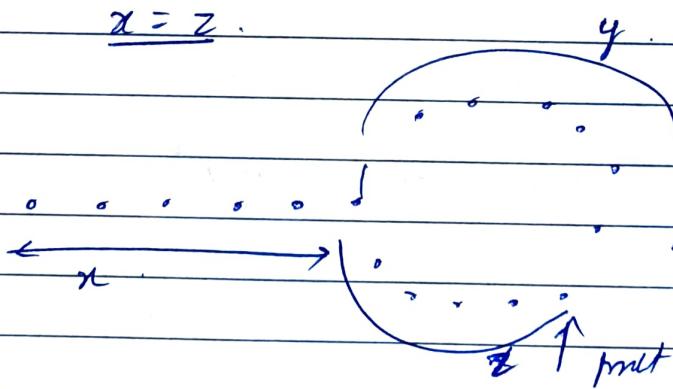
$$x = z.$$

 $m=2$ 

$$\boxed{x = y + (y+z)}.$$

 $m=1$ 

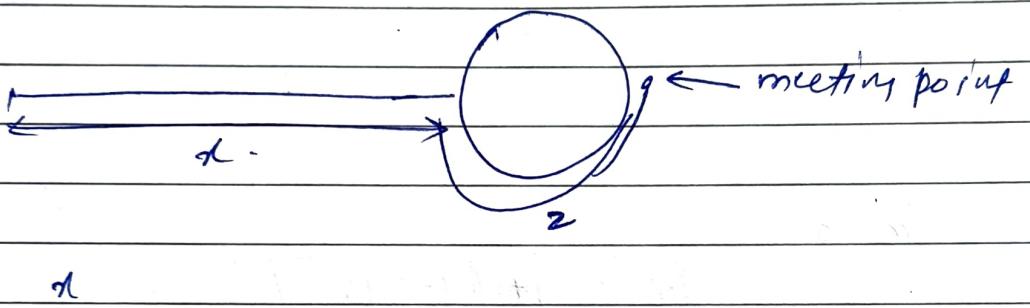
$$x = z.$$



$$x = y + (y+z) m - 1$$

m denotes cycle

m=1  $\Rightarrow$  1 rotation  $\Rightarrow$



$$x = z + (y+z)m - 1$$

clock  
x diff

travel

past

$(m-1)$  rotations +  $z$  count  
travel  $\Rightarrow$  meet

$$(x-1)(x+y) \Rightarrow (y+z)m - 1$$

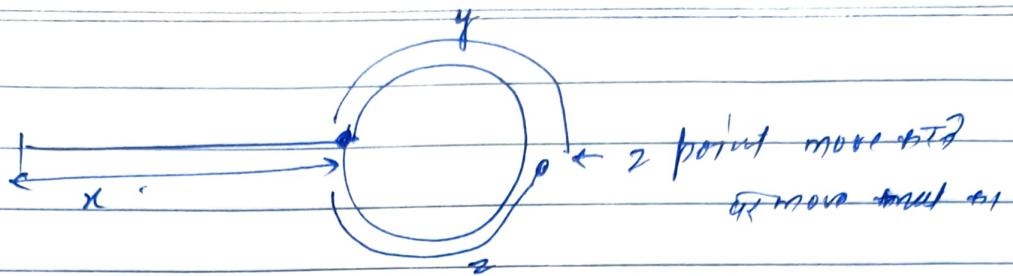
$$x = y + (y+z)(m-1)$$

$m=1$

$x = y$  (means 1 rotation  $\Rightarrow$

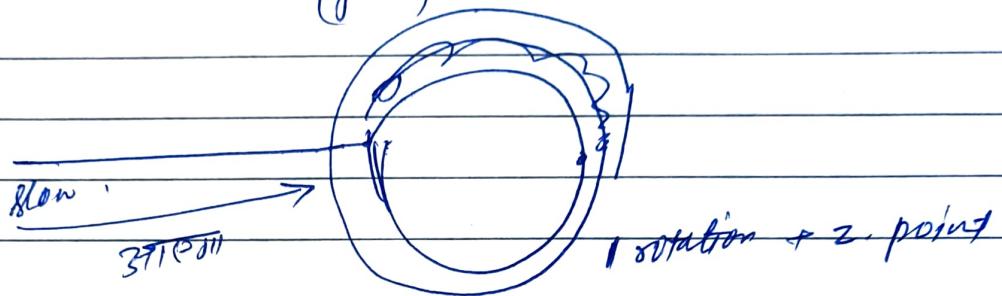
$\frac{y}{2\pi}$  point move  $\frac{y}{2\pi}$  meters

100



$$m = 2.$$

$$x = z + (y+z).$$

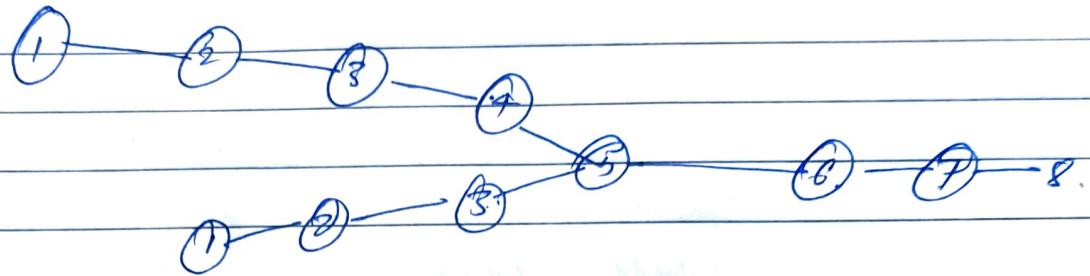


$$ds = dx + dy.$$

- ① cycle of length.
- ② rotation
- ③ x.

(160) Qn.

Find intersection point



$$8 - 7 = 1$$

smaller list  $\Rightarrow$ 

Q1, Q9, segregate odd, even

Linked list  $\Rightarrow$ Note:- 1. Linked list  $\Rightarrow$  सारे fn की  $\sqrt{2}$  लिया दिया

$\rightarrow$  exception  $\Rightarrow$  लिया  $\Rightarrow$  interviewer, user  $\Rightarrow$   
 LIFO  $\Rightarrow$ .

Code 11/60

```
ListNode* getIntersectionNode(ListNode* headA, ListNode* headB)
    if (headA == nullptr || headB == nullptr)
        return nullptr;
```

{

```
ListNode* prev = headA;
```

```
ListNode* curr = headA;
```

```
while (curr != nullptr)
```

```
    prev = curr;
```

```
    curr = curr->next;
```

{

```
prev->next = headB;
```

```
ListNode* ans = detectCycle(headA);
```

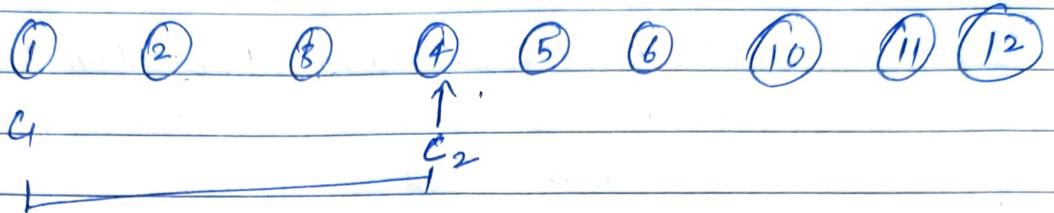
```
prev->next = nullptr;
```

```
return ans;
```

{

(11)

Q) Remove  $n^{th}$  node from last.  $4^{th}$  node



$\Leftarrow$  make gap of  $n$  and run loop till  $C_2$  goes to end

Up Case

when

Remove nth Node from end. // (19) Leetcode

ListNode\* removeNthFromEnd(ListNode\* head, int n){  
if (n == 0 || head == nullptr) {  
return head;  
}

ListNode\* c1 = head;  
ListNode\* c2 = head;

while (n-- > 0) {  
c2 = c2->next;

}

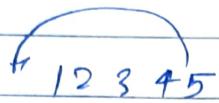
if (c2 == nullptr) return head->next;  
while (c2->next != nullptr) {  
c1 = c1->next;  
c2 = c2->next;

}

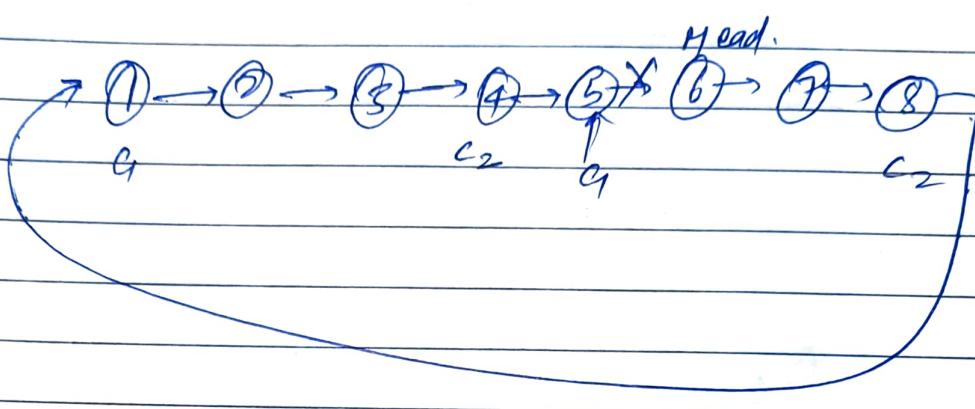
c1->next = c1->next->next;  
return head;

7.

(61)

Rotate Left Right

5 1 2 3 4

K Rotation  $\leftrightarrow$  GTR RTR LR

II Code 61 (rotate Right).

```
ListNode *rotateRight(ListNode *head, int k) {  
    if (head == nullptr || head->next == nullptr ||  
        k == 0) {  
        return head;  
    }
```

```
    int len = 0;
```

```
    ListNode *curr = head;  
    while (curr != nullptr) {  
        curr = curr->next;  
        len++;
```

```
}
```

```
    if (k == 0) return head;  
    ListNode *c1 = head;  
    ListNode *c2 = head;
```

```
    while (k-- > 0)  
        c2 = c2->next;
```

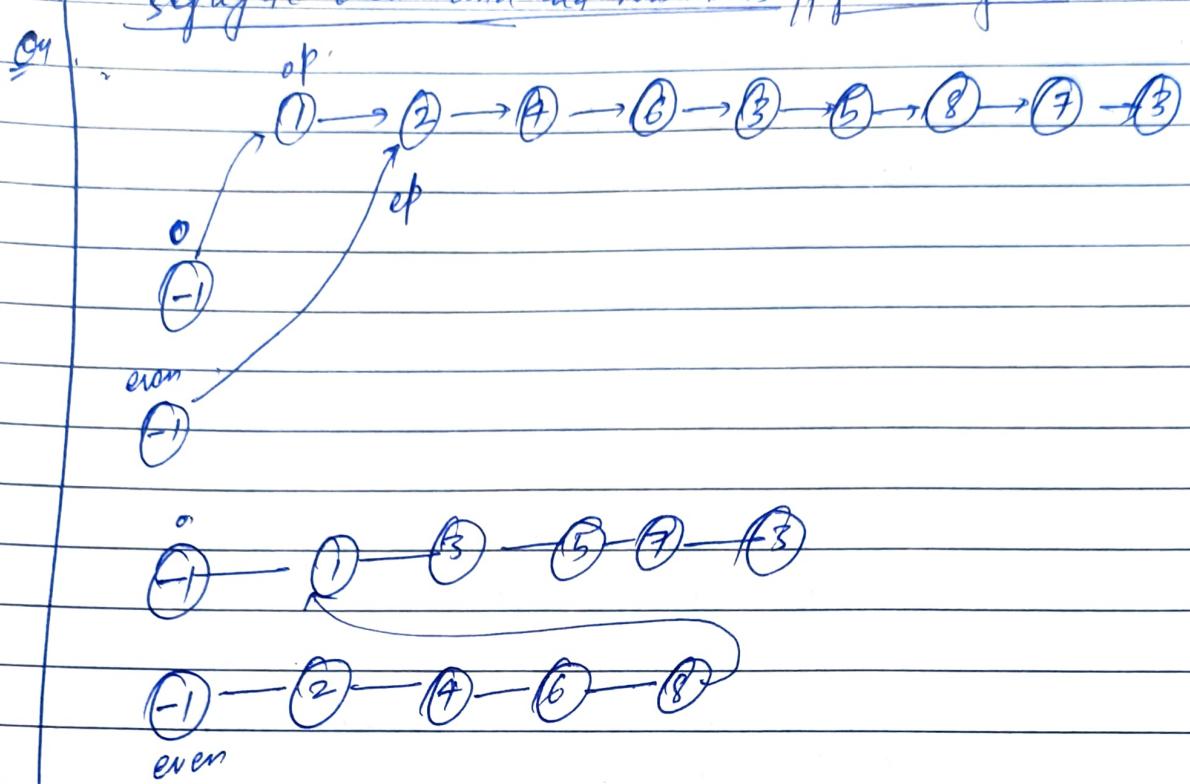
```
    while (c2->next != nullptr) {  
        c1 = c1->next;  
        c2 = c2->next;
```

```
    }
```

```
    c2->next = head;  
    head = c1->next;  
    c1->next = nullptr;  
    return head;
```

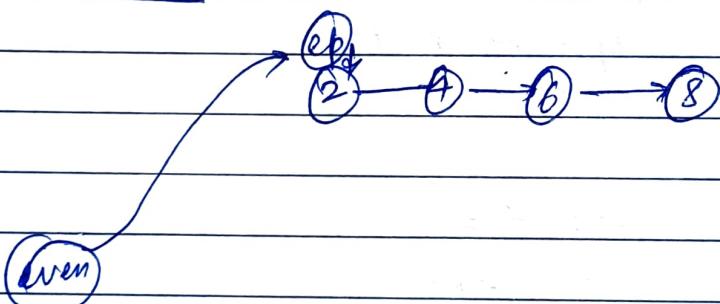
```
}
```

segregate even and odd Numbers || geekfor geeks.

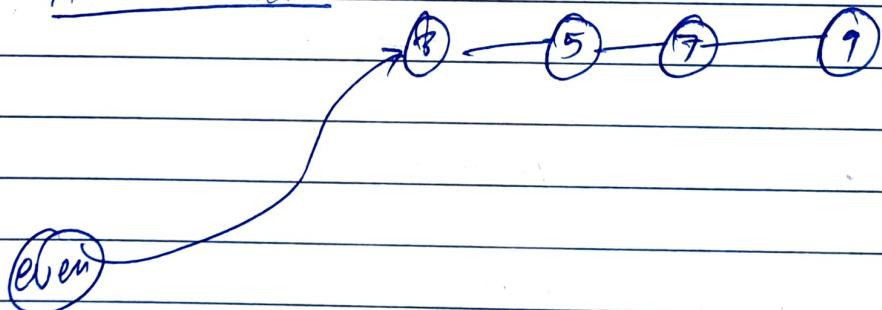


if all even:

[U, dtree]



if all odd:



// Code gets for geeks

```
ListNode* segregateOddEven ( ListNode* head ) {
    if ( head == nullptr || head->next == nullptr )
        return head;
}
```

```
ListNode* even = new ListNode (-1);
ListNode* ep = even;
```

```
ListNode* odd = new ListNode (-1);
ListNode* op = odd;
```

```
ListNode* head = curr;
while ( curr != nullptr ) {
    if ( curr->val % 2 == 0 ) {
        ep->next = curr;
        ep = ep->next;
    }
}
```

```
else {
    op->next = curr;
    op = op->next;
}
```

```
curr = curr->next;
```

```
ep->next = odd->next;
```

```
return even->next;
```

}

## 142 // LinkedList Cycle II.

ListNode\* detectCycle(ListNode \*head) {

if (head == nullptr || head->next == nullptr) {  
return nullptr;

}

ListNode\* slow = ~~slow->next~~;

ListNode\* fast = head;

while (fast != nullptr && fast->next != nullptr) {

slow = slow->next;

fast = fast->next->next;

if (slow == fast)

break;

}

if (slow != fast) {

return nullptr;

}

slow = head;

while (slow != fast) {

slow = slow->next;

fast = fast->next;

}

return slow;

}

## // insight of Y or y Calculation

ListNode\* detectcycle(ListNode\* head) {

if (head == nullptr || head->next == nullptr) {  
    return nullptr;

}

ListNode\* slow = head;

ListNode\* fast = head;

int m = 0, t = 0, y = 0, g = 0;

int distofslow = 0;

while (fast != nullptr && fast->next != nullptr) {

    slow = slow->next;

    fast = fast->next->next;

    distofslow++;

    if (slow == fast)

        break;

}

if (slow != fast) return nullptr;

slow = head;

ListNode\* fastnode = fast;

while (slow != fast) {

    if (fast == node)

        m++;

    t++;

    slow = slow->next;

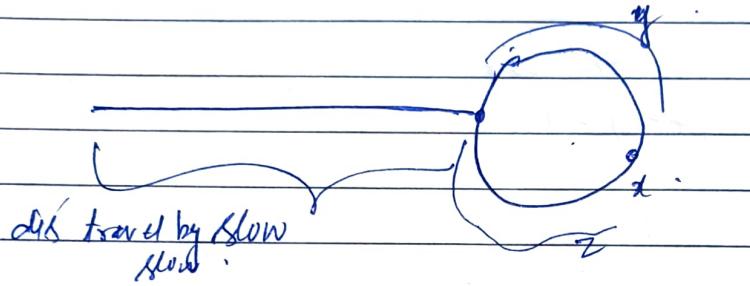
    fast = fast->next;

}

$y = \text{dist} \text{ of slow} - x$   
 return slow;  $\&$

{}

here  $m$  is rotation need or rotation by fast pointer  
 till slow reaches the cut-point.

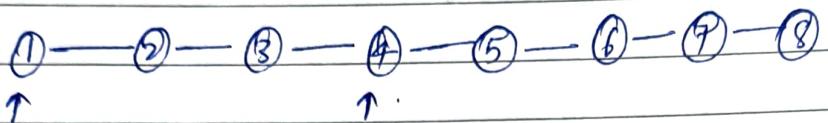


$$m = (z) + (y+z) \quad \text{rotation complete.}$$

slow  
dist

fast pointer dist

conf extra unit

Calculation on number line.

There are four types of diff.

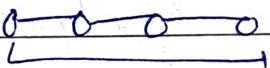
(1) we generally do excluding 1 end

$$(4-1) = 3.$$

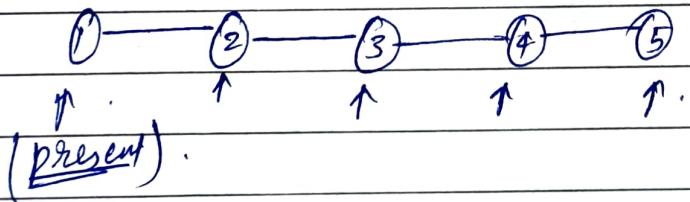
(2) excluding both end.

$$(4-1)-1 = 2.$$

(3) including both end =  $(4-1)+1$   
= 4.

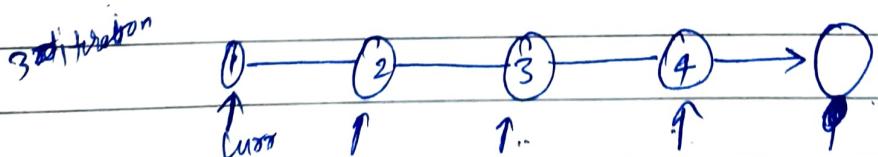
Note

(4) If I'm at any node then by going in which loop 'n' time i go 'n' step ahead from that ~~the~~ point.



move by 4

(5) If there are n node then doing 'n' iteration i will reach to the null or  $(n+1)^{th}$  index.

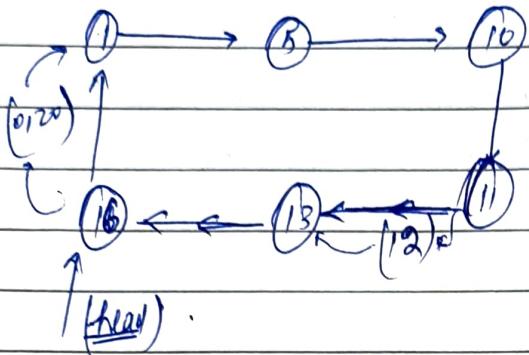


16/09/2020 | Linked)

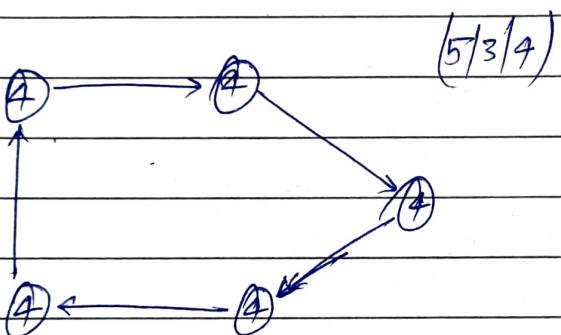
Agenda :- 1.

- ① (708) Insert into a sorted circular linked list || [599 LintCode]
- ② (138) Copy list with random pointer.

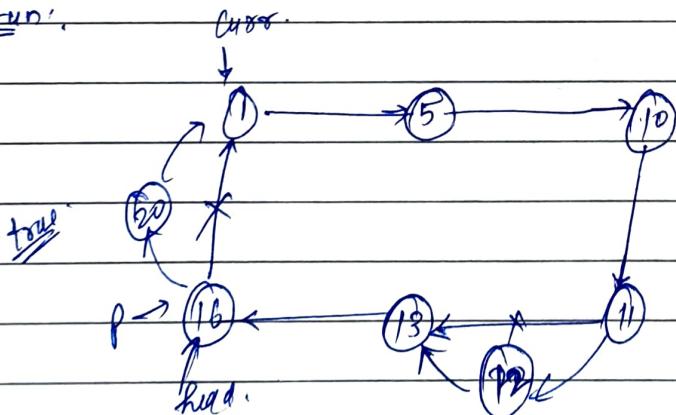
① 708 Insert into a sorted circular linked list



12/20/0

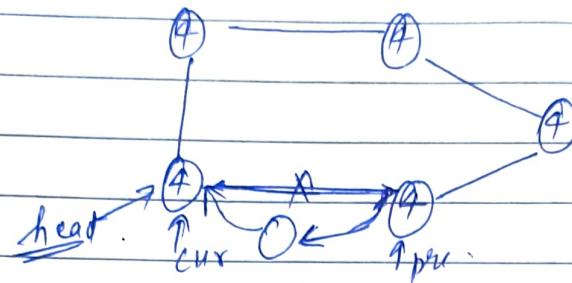


dry run.



insts  $\text{val} > \text{prev} > \text{next}$   
~~p~~ }  $\text{val} < \text{curr}$ .

(3/4/15).



If we go through whole list and do not find insertion point then come out insert p.

```
ListNode* Insert(ListNode* head, int insertVal) {
```

```
    ListNode* node = new ListNode(insertVal);
```

```
    if (head == nullptr) {
```

```
        head->next = node;
```

```
        return node;
```

```
}
```

```
    ListNode* prev = head;
```

```
    ListNode* curr = head->next;
```

```
    bool connect = false;
```

```
    while (curr != head) {
```

```
        if (insertVal >= prev->val && insertVal <= curr->val)
```

```
            connect = true;
```

```
        else if (prev->val > curr->val) {
```

```
            if (insertVal > prev->val || insertVal < curr->val)
```

```
{}
```

```
            connect = true;
```

```
}
```

```
}.
```

```
if (connect)
```

```
break;
```

```
prev = curr;
```

```
curr = curr->next;
```

```
}
```

Prev → next = node;

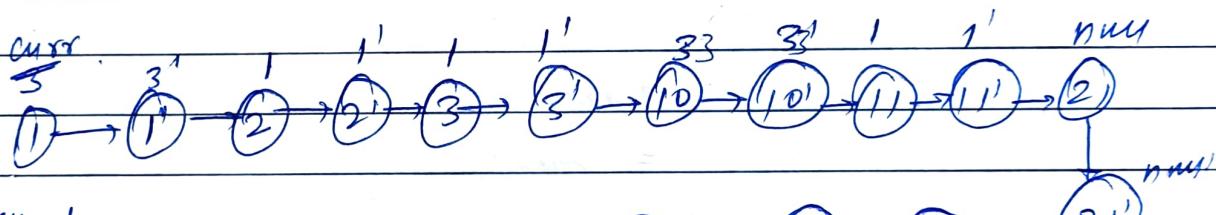
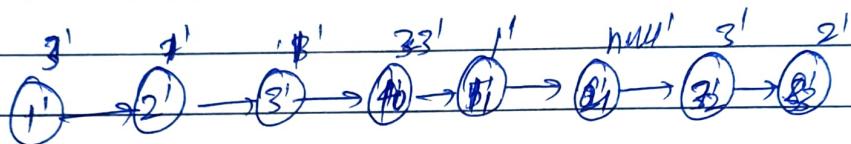
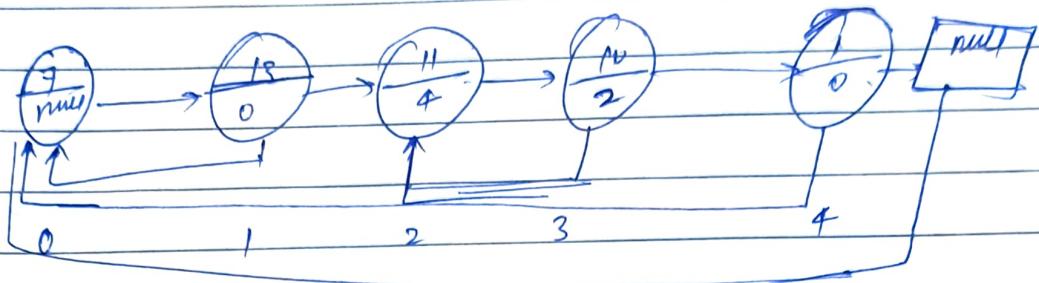
node → next = curr;

return head;

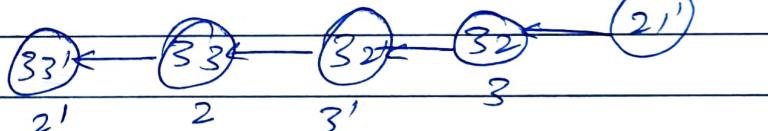
}; // fn end.

~~Vijay Sir~~

Q1 138. Copy list with Random pointer.

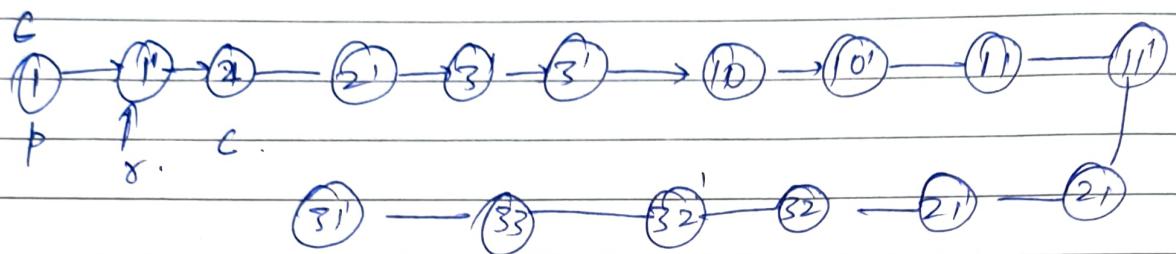
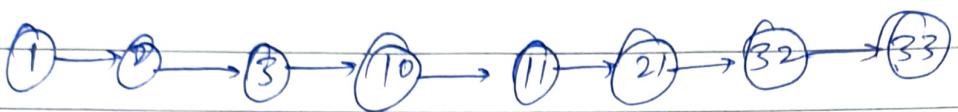


~~curr = prev = dummy~~



$$T : O(3n) = O(n).$$

$$S : O(1) =$$



①    ①'    ②    ②'    ③    ③'

11138

```

① void copyNode (Node* head) {
    Node* curr = head;
    while (curr != nullptr) {
        Node* next = curr->next;
        Node* node = new Node (curr->val);
        curr->next = node;
        node->next = next;
        curr = next;
    }
}

```

}

?

(2)

```
void copyRandomPointers(Node* head) {
```

```
    Node* curr = head;
```

```
    while (curr != nullptr) {
```

```
        if (curr->random != nullptr) {
```

```
            curr->next->random = curr->random->next;
```

```
        curr = curr->next->next;
```

}

}

(3)

```
Node* extractMyself(Node* head) {
```

```
    Node* dummy = new Node(-1);
```

```
    Node* prev = dummy;
```

```
    Node* curr = head;
```

```
    while (curr != nullptr) {
```

```
        prev->next = curr->next; // link.
```

```
        curr->next = curr->next->next;
```

```
        prev = prev->next; // move.
```

```
        curr = curr->next;
```

}

```
return dummy->next;
```

}

② Node\* copyRandomList (Node\* head) {  
 if (head == nullptr) {  
 return head;  
 }

copyNode (head); // O(n)  
copyRandomPointers (head); // O(n)  
return extractMyLL (head); // O(n).

{.