

Review: LINKED LISTS**1.**

(A) List one advantage of using a linked list with a sentinel nodes:

(B) List one advantage of using a linked list with two sentinel nodes:

(C) List one advantage of using a doubly-linked list:

2. One of the most common uses of doubly linked lists is:

(A) multi-linked list insert (B) multi-linked list delete (C) multi-linked list search

3.

(A) For efficiency, searching a linked list should use the binary search: **TRUE / FALSE?**

(B) Storage of files on disk: Linked allocation is essentially a disk-based version of the linked list. With linked list allocation each file is linked list of disk blocks. These disk blocks may be scattered through the disk. A few bytes of each disk block contain the address of the next block. The directory contains a pointer to the first (and last) blocks of the file.

TRUE / FALSE?

(C) One of the linked list applications is the heap storage management: **TRUE / FALSE?**

4. Searching a sorted list. Which one of the following fragments of code is incorrect? Why?

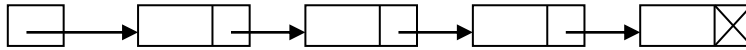
(A) `while((*pCur)->data.key < target && *pCur != NULL)`

(B) `while(*pCur != NULL && (*pCur)->data.key < target)`

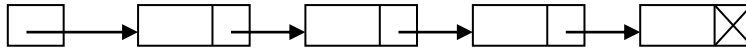
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5. Imagine we have two singly linked lists as shown below. What would happen if we apply the following statements to the two lists? **Draw "the answer".**

list1



list2

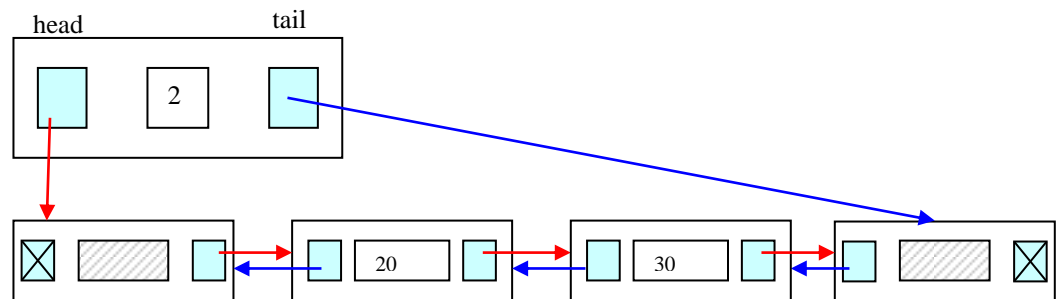


```

pNode = NULL
pWalk = list1
loop( pWalk not NULL )
    pNode = pWalk
    pWalk = pWalk->next
end loop
pNode->next = list2->next

```

6. Write a code oriented pseudocode or a C++ function that swaps two consecutive nodes in a doubly-linked list by changing pointers (the data field inside the linked list node is not to be used); it has one parameter, a positive integer, representing the number of the first node to be swapped (for instance if the number is 2, the 2nd and the 3rd nodes are to be swapped); it returns true if possible, false otherwise. Assume the list has two sentinel nodes.



```

struct Node
{
    Node *back;
    Data data;
    Node *forw;
};

class DList
{
private:
    Node *head;
    int count;
    Node *tail;

public:
    bool swap(int n);
};

```