

DAA Assignment:-Linked List

1. Given the head of a singly linked list, reverse the list, and return *the reversed list*.

Sol:-

class Solution:

```
def reverseList(self, head: Optional[ListNode]) -> Optional[ListNode]:
```

```
    prev=None
```

```
    while head:
```

```
        prev,head.next,head=head,prev,head.next
```

```
    return prev
```

2. Given the head of a singly linked list, return *the middle node of the linked list*.

If there are two middle nodes, return **the second middle** node.

Sol:-

class Solution:

```
def middleNode(self, head: Optional[ListNode]) -> Optional[ListNode]:
```

```
    temp=head
```

```
    c=0
```

```
    while temp:
```

```
        c+=1
```

```
        temp=temp.next
```

```
    temp=head
```

```
    for i in range(c//2):
```

```
        temp=temp.next
```

```
    return temp
```

3. Given the head of a linked list, remove the n^{th} node from the end of the list and return its head.

sol: -

```
def length(head):
```

```
    c=0
```

```

if head==None:
    return c
temp=head
while temp:
    c+=1
    temp=temp.next
return c

def removeKthNode(head, k):
    temp=head
    if head==None:
        return
    n=length(head)
    curr=head
    prev=None

    if n==k:
        return head.next

    for i in range(n-k):
        prev=curr
        curr=curr.next
    prev.next=curr.next
    curr.next=None

    return head

```

4. There is a singly-linked list head and we want to delete a node node in it.

Sol:-

```

class Solution:
    def deleteNode(self, node):
        node.val=node.next.val
        node.next=node.next.next

```

5. Given the heads of two singly linked-lists headA and headB, return *the node at which the two lists intersect*. If the two linked lists have no intersection at all, return null.

Sol: -

```
def findIntersection(h1, h2):
    t1=h1
    t2=h2
    m={}
    while t1!=None:
        if(t1 not in m):
            m[t1]=1

        t1 = t1.next

    while(t2!=None):
        if(t2 in m):
            return t2

        t2 = t2.next

    return None
```

6. Given head, the head of a linked list, determine if the linked list has a cycle in it.

There is a cycle in a linked list if there is some node in the list that can be reached again by continuously following the next pointer. Internally, pos is used to denote the index of the node that tail's next pointer is connected to. **Note that pos is not passed as a parameter.**

Return true *if there is a cycle in the linked list*. Otherwise, return false.

Sol: -

```
def detectCycle(head) :

    if head==None or head.next==None:

        return False
```

```

slow=head

fast=head.next

while slow!=fast:

    if not fast or not fast.next:

        return False

    slow=slow.next

    fast=fast.next.next


return True

```

7. Given the head of a singly linked list, return true *if it is a Palindrome* or false *otherwise*.

Sol: -

```

class Node:
    def __init__(self,data):

        self.data = data
        self.next = None


def isPalindrome(head):
    if head==None:
        return True
    temp=head
    l=[]
    while temp is not None:
        l.append(temp.data)
        temp=temp.next
    n=len(l)

    for i in range(len(l)):
        if l[i]!=l[n-i-1]:
            return False
    return True

```

8. Given the head of a linked list, return *the node where the cycle begins*. If *there is no cycle*, return null.

There is a cycle in a linked list if there is some node in the list that can be reached again by continuously following the next pointer. Internally, pos is used to denote the index of the node that tail's next pointer is connected to (**0-indexed**). It is -1 if there is no cycle. **Note that pos is not passed as a parameter.**

Sol: -

```
def firstNode(head):  
    slow=head  
    fast=head  
    while (slow and slow.next):  
        fast=fast.next  
        slow=slow.next.next  
        if slow==fast:  
            fast=head  
            while fast!=slow:  
                fast=fast.next  
                slow=slow.next  
            return slow  
    return None
```