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Write a function that counts the number of times a given int occurs in a Linked List

Here is a solution.

Algorithm:

1. Initialize count as zero.
2. Loop through each element of linked list:
 - a) If element data is equal to the passed number then increment the count.
3. Return count.

Implementation:

```
#include<stdio.h>
#include<stdlib.h>

/* Link list node */
struct node
{
    int data;
    struct node* next;
};

/* Given a reference (pointer to pointer) to the head
of a list and an int, push a new node on the front
of the list. */
void push(struct node** head_ref, int new_data)
{
    /* allocate node */
    struct node* new_node =
        (struct node*) malloc(sizeof(struct node));

    /* put in the data */
    new_node->data = new_data;

    /* link the old list off the new node */
    new_node->next = (*head_ref);

    /* move the head to point to the new node */
    (*head_ref) = new_node;
}

/* Counts the no. of occurrences of a node
(search_for) in a linked list (head)*/
int count(struct node* head, int search_for)
{
    struct node* current = head;
    int count = 0;
    while (current != NULL)
    {
        if (current->data == search_for)
            count++;
        current = current->next;
    }
    return count;
}

/* Driver program to test count function*/
int main()
{
    /* Start with the empty list */
    struct node* head = NULL;

    /* Use push() to construct below list
```

```

1->2->1->3->1 */
push(&head, 1);
push(&head, 3);
push(&head, 1);
push(&head, 2);
push(&head, 1);

/* Check the count function */
printf("count of 1 is %d", count(head, 1));
getchar();
}

```

Time Complexity: O(n)

Auxiliary Space: O(1)

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veena • 6 months ago

Just a suggestion: Instead of Using an integer Variable to count(Size = 4 bytes in java) why not use the head of the list to hold the data? This will eliminate count variable completely.

```
public int getRepetition(SingleNode head, int numberToCheck){
```

```
if(head.item == numberToCheck){
```

```
head.item = 1;
```

```

}else{

head.item = 0;

}

SingleNode temp = head.link;

while(temp != null){

if(temp.item == numberToCheck){

```

[see more](#)

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Ansuraj Khadanga → [veena](#) • a month ago

Correct. But it will alter the original linked list: may or may not be favorable for all situations.

^ | v • [Reply](#) • [Share](#) ›



piyush • 9 months ago

nice

^ | v • [Reply](#) • [Share](#) ›



sathish → [piyush](#) • 5 months ago

Good one

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Deepesh Panjabi • 9 months ago

<http://ideone.com/fg0BfP>

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SANTOSH KUMAR MISHRA • 10 months ago

```

int CountNumber(node *head,int num)
{
node *ptr = head;
int count = 0;
while(ptr != NULL)
{
if(ptr->data == num)
++count;
ptr = ptr->next;
}
return count;

```

}

4 ^ | v • Reply • Share ›

**deepuanand** • a year ago

Via Tail Recursion...

```

int count_n_in_ll(node_t *head,int n)
{
    static int count = 0;
    if(head == NULL) {
        if(count == 0) {
            printf("either element not present in list or linklist is empty\n");
            return -1;
        }
        return count;
    }
    if(head->data == n)
        count++;
    return count_n_in_ll(head->next,n);
}

```

4 ^ | v • Reply • Share ›

**DS+Algo=Placement** → deepuanand • 8 months ago

What is tail recursion?

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**Adauta Garcia Ariel** → DS+Algo=Placement • 3 months ago

Tail recursion is a way of recursion that some compilers are able to detect this kind of recursion and generate optimized code. There are 2 conditions for consider a function tail recursive.

- 1.the last statement must be the recursive call. (this is why is called "tail recursion")
- 2.the recursive call must not be part of an expression ie. You can't use (+,-,*,etc) and example of this.

```
return 4*recursiveCall(n-1); //avoid this
```

The reason why compilers optimize code is because the 'stack frame' or 'activation record' are overwritten, instead of push a new one on the stack. Sorry for my English. Hope this be useful.

2 ^ | v • Reply • Share ›

**darkprotocol** → Adauta Garcia Ariel • a month ago

Thanks

[^](#) | [v](#) • [Reply](#) • [Share](#) ›**Sandeep** • a year ago

```
public void countRepeated(int n){  
  
    Node main = start;  
  
    int count = 0;  
  
    if(main.getData() == n){ //To check for start node  
        count++;  
    }  
  
    while(main.getLink() != null){ //To check for remaining nodes excluding //last node  
  
        if(main.getData() == n){  
            count++;  
        }  
  
        main = main.getLink();  
    }  
  
    if(main.getData() == n){ //To check for last node  
        count++;  
    }  
  
    System.out.println("The count of repeated number is : " + count);  
  
}
```

[^](#) | [v](#) • [Reply](#) • [Share](#) ›**ravikant** • 5 years ago

Common people post questions like these :P
They spoil such a good site !!

5 [^](#) | [v](#) • [Reply](#) • [Share](#) ›**a.rookie.programmer** → [ravikant](#) • a year ago

this site is for common people.. if u think u are an exceptional programmer either go find a better site or make ur own.. btw thanks gfg for posting this..

13 [^](#) | [v](#) • [Reply](#) • [Share](#) ›**Sudarshan** → [ravikant](#) • 2 years ago

Cool..man ..I have also astonished on this post but its ok...even a single person needs it its ok

8 [^](#) | [v](#) • [Reply](#) • [Share](#) ›

**abhishek08aug** → ravikant · 2 years ago

Wow! This is the most uncommon/retarded comment I came across ever on this site. :D

7 ^ | v · Reply · Share ›

**neha2210** → ravikant · 2 years ago

Common people learn and become good programmers. I believe you think you were never a common person!

14 ^ | v · Reply · Share ›

**student** → ravikant · 4 years ago

what do you mean y common people? Are u a super hero or master of disasters something ? It is because of people like you that good is getting better and bad is getting worst

5 ^ | v · Reply · Share ›

**geeksforgeeks** · 5 years ago@Snehal: Time complexity is definitely $O(n)$ but space complexity is $O(1)$ as we are using constant extra space.

^ | v · Reply · Share ›

**Shailedra** → geeksforgeeks · a year agoi think Space complexity singly linked list is $O(n)$

^ | v · Reply · Share ›

**Prateek Sharma** → geeksforgeeks · 2 years agoI think Auxiliary space is $o(1)$ but space complexity is $o(n)$.../* Paste your code here (You may **delete** these lines **if not** writing code) */

2 ^ | v · Reply · Share ›

**GeeksforGeeks** → Prateek Sharma · 2 years ago

Thanks for pointing this out. We have updated the post.

^ | v · Reply · Share ›

**Snehal** · 5 years agoI didnt get how it is $O(1)$?

anyway we need to traverse the complete linked list to count the occurrence of the element ?if you are assuming

 $n = \text{constant}$ and so it is $o(1)$, then it is wrong assumption,becoz at worst/base/avg case u need to move till end of the ll in the approach used by u

^ | v · Reply · Share ›

**geeksforgeeks** · 5 years ago



@Shikha: Thanks very much for pointing this out. We have corrected the space complexity.

^ | v • Reply • Share ›



Shikha • 5 years ago

Hi,

Space complexity is $O(1)$ not $O(n)$ here. (<http://geeksforgeeks.org/?p=85...>)

^ | v • Reply • Share ›



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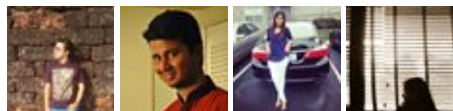
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You saved my time :)

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Why so many LOCs, if I'm not wrong (please...

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