



# Linked Lists Code Walkthrough - 1

**NXT**  
**wAVE**

Powered by



Agenda for Today's Session

# Competitive Programming (CP)

## Code Walkthrough

- ✓ Find Middle Element of Linked List

**NXT**  
**wAVE**

Powered by  
  
iB HUBS

# Find Middle Element of Linked List

TOPIC

Linked Lists



UNIT

Coding  
Assignment - 3



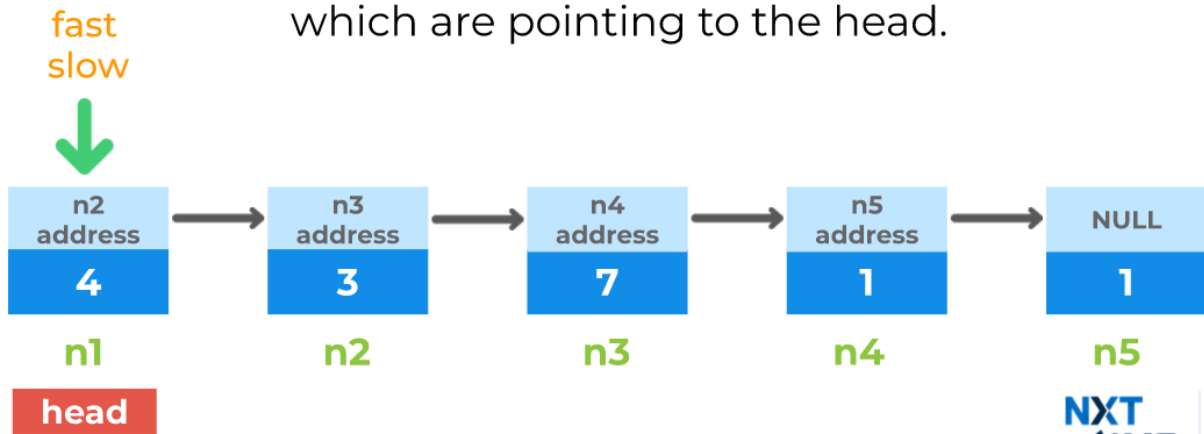
QUESTION

Find Middle  
Element of  
Linked List

## Find Middle Element of Linked List

### Steps

Initialize two pointers slow and fast which are pointing to the head.

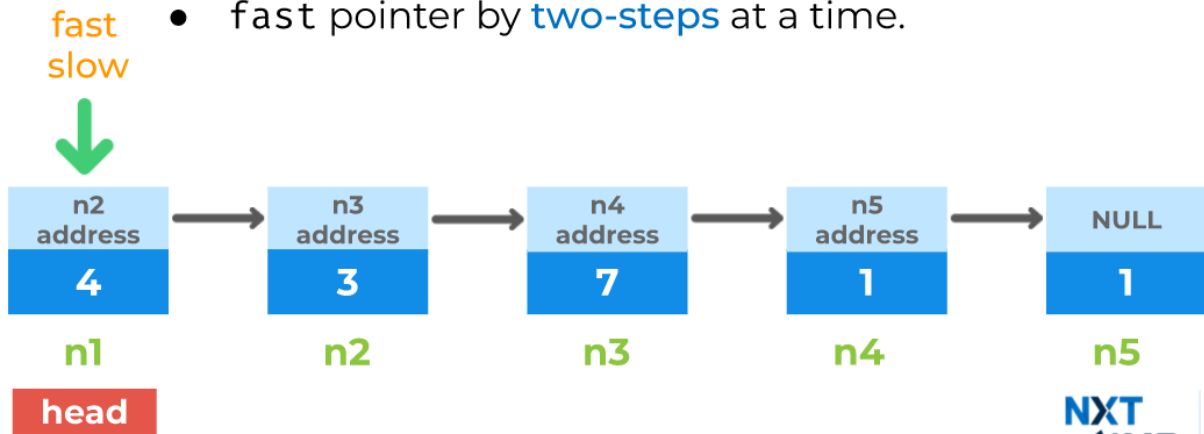


## Find Middle Element of Linked List

### Steps

In each iteration, move

- slow pointer by **one-step** at a time.
- fast pointer by **two-steps** at a time.



Powered by

**NXT**  
**wAVE**

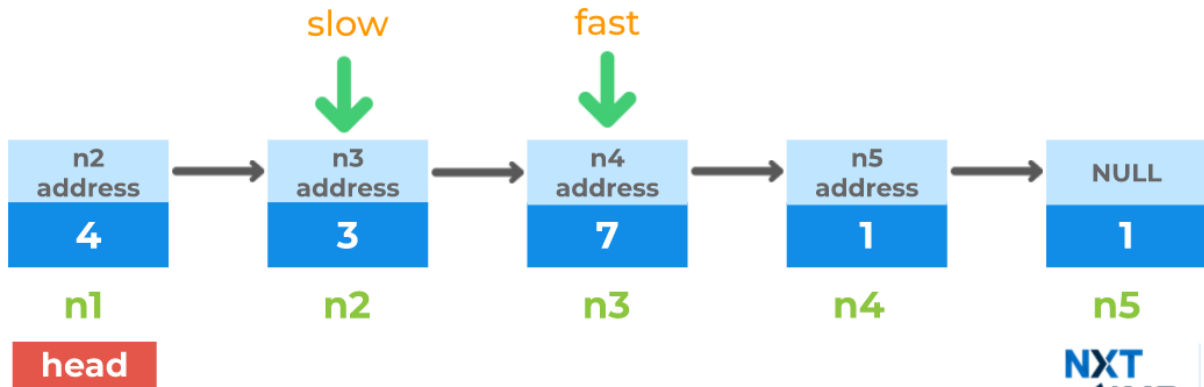


## Find Middle Element of Linked List

### Steps

In each iteration, move

- slow pointer by **one-step** at a time.
- fast pointer by **two-steps** at a time.



Powered by

**NXT**  
**wAVE**

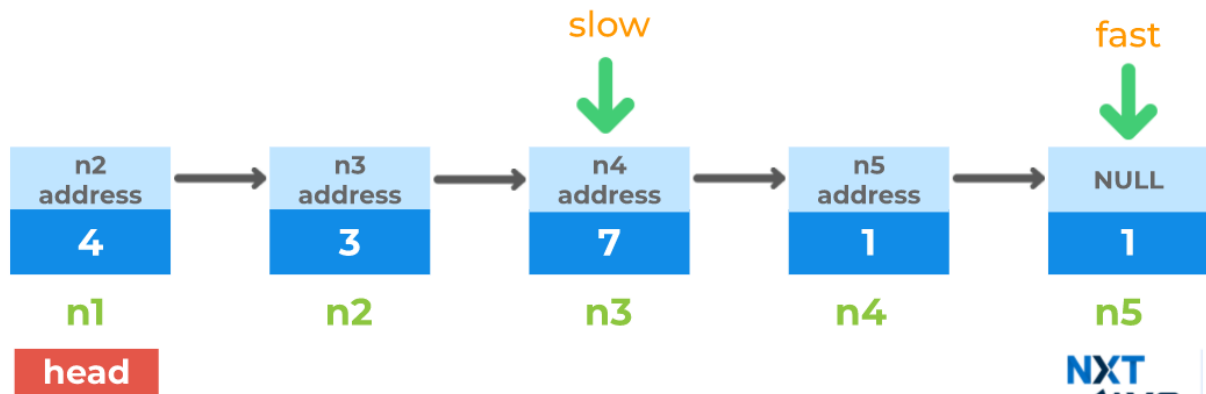


## Find Middle Element of Linked List

### Steps

We stop iterating when

`fast == NULL` or `fast→next == NULL`

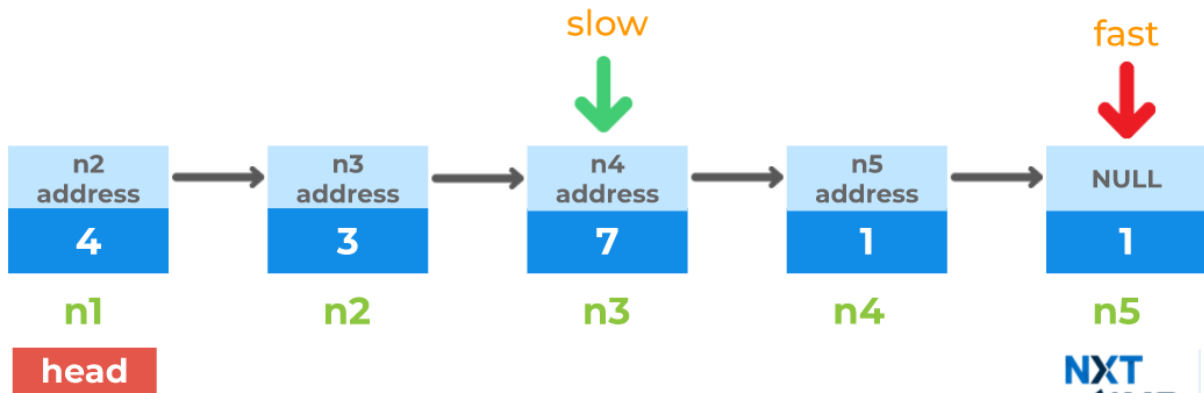


## Find Middle Element of Linked List

### Steps

We stop iterating when

`fast == NULL` or `fast→next == NULL`



Powered by

**NXT**  
**wAVE**

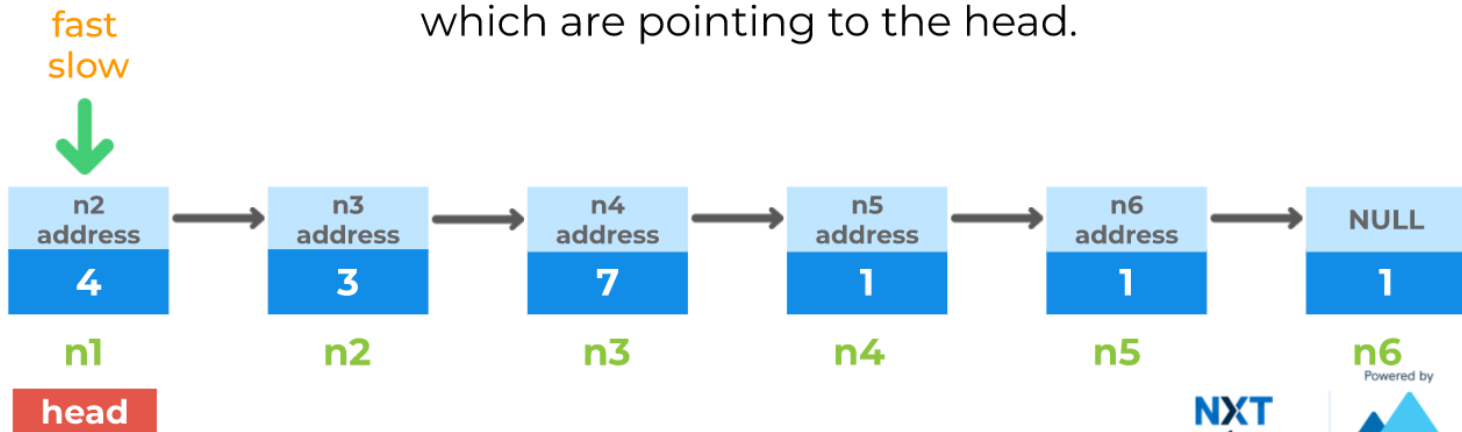




Find Middle Element of Linked List

## Even Length Array

Initialize two pointers slow and fast  
which are pointing to the head.

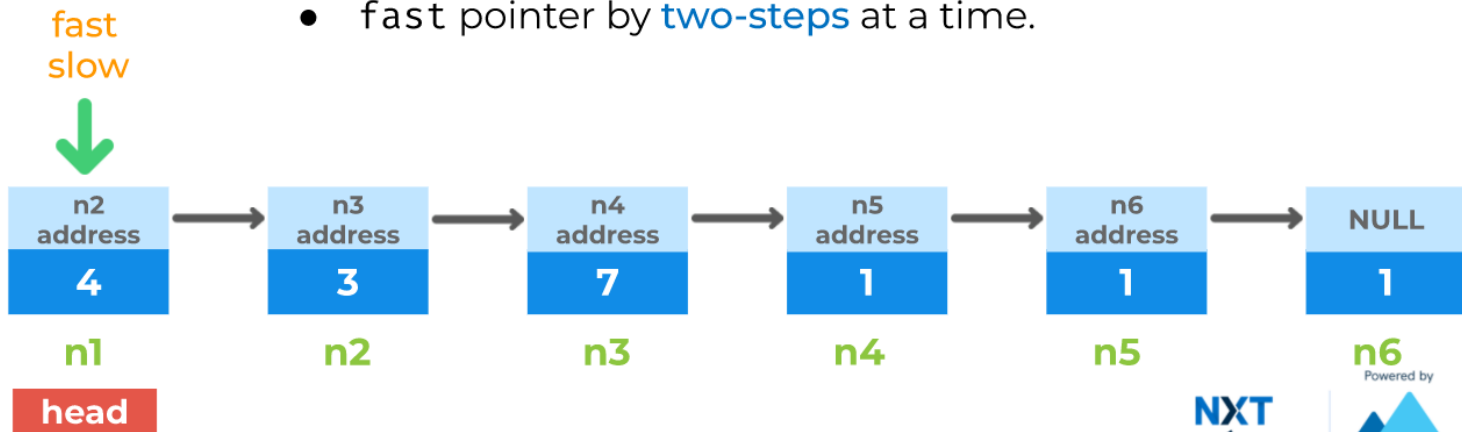


## Find Middle Element of Linked List in Even Length Array

### Steps

In each iteration, we move

- slow pointer by **one-step** at a time.
- fast pointer by **two-steps** at a time.

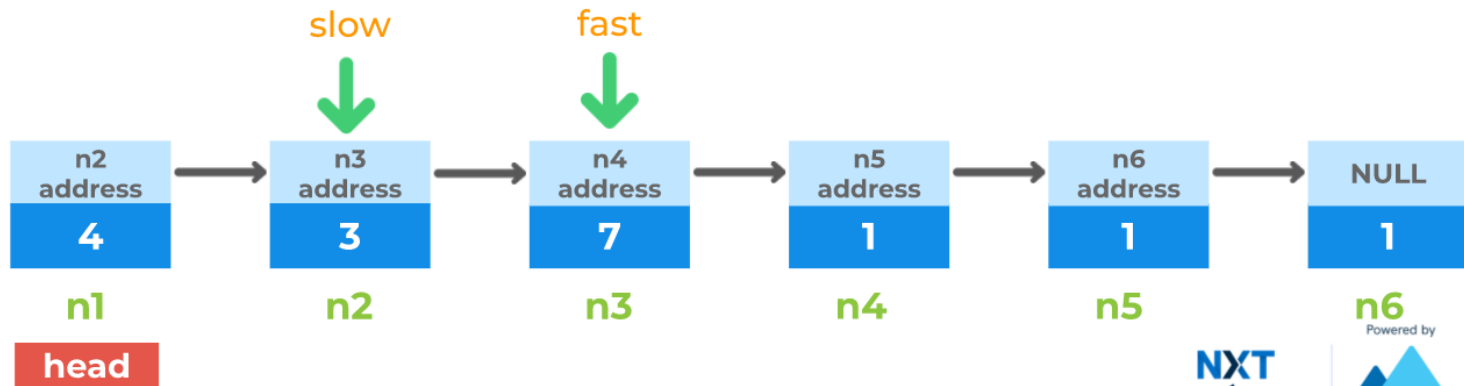


## Find Middle Element of Linked List in Even Length Array

### Steps

In each iteration, we move

- slow pointer by **one-step** at a time.
- fast pointer by **two-steps** at a time.

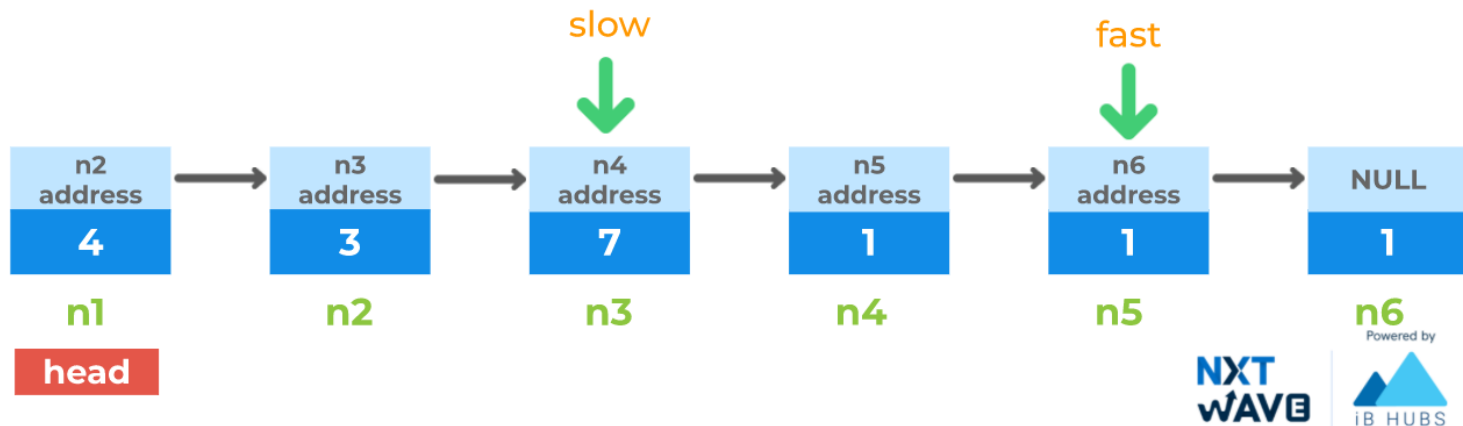


## Find Middle Element of Linked List in Even Length Array

### Steps

We stop iterating when

`fast = NULL` or `fast→next = NULL`

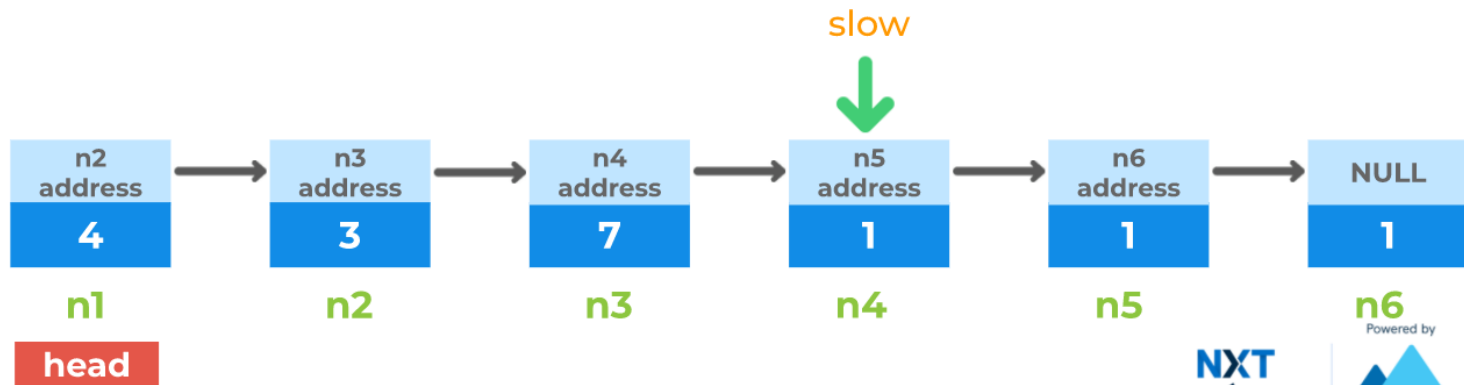


## Find Middle Element of Linked List in Even Length Array

### Steps

We stop iterating when

`fast = NULL` or `fast→next = NULL`



fast pointer will be pointing to NULL after traversing n6 node.

# Key Takeaways

## Code Walkthrough

- ✓ Find Middle Element of Linked List



**NXT**  
**wAVE**

Powered by  
  
iB HUBS

Press **Esc** to exit full screen



# Linked Lists Code Walkthrough - 2

**NXT**  
**wAVE**

Powered by



Agenda for Today's Session

# Competitive Programming (CP)

## Code Walkthrough

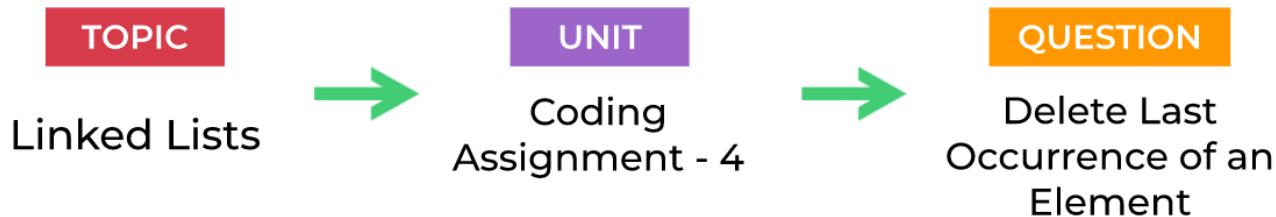
- ✓ Delete Last Occurrence of an Element

**NXT**  
**wAVE**

Powered by  
  
iB HUBS

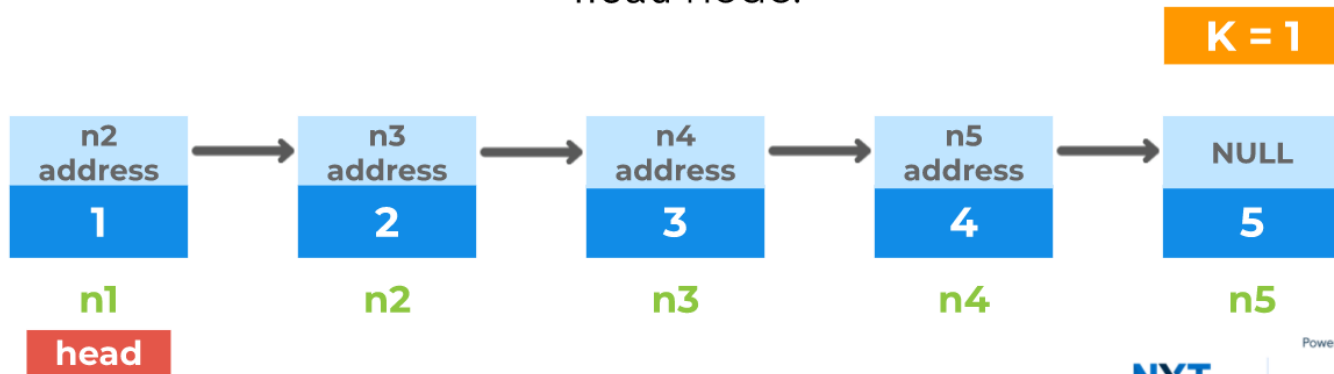


# Delete Last Occurrence of an Element



## Case - 1

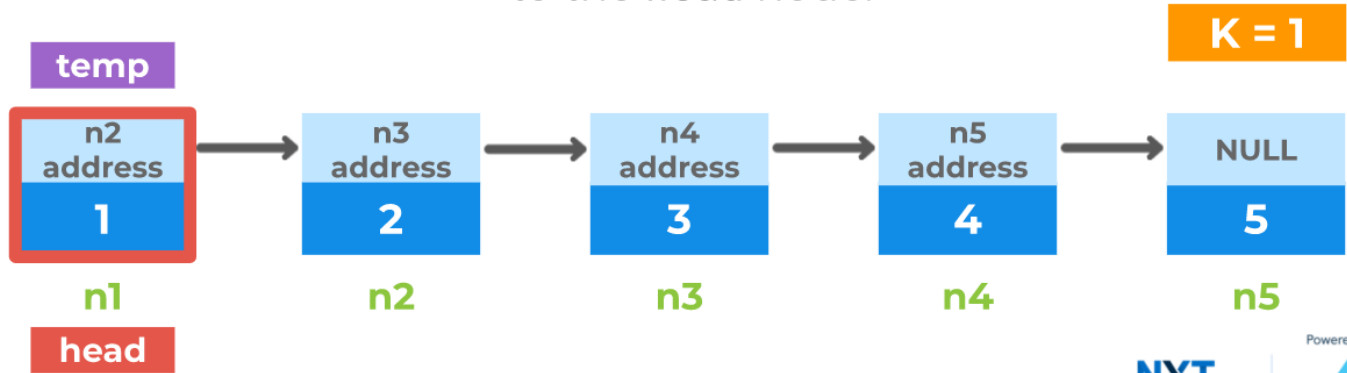
If the node to be deleted is the head node.



## Delete Last Occurrence of an Element

### Case - 1

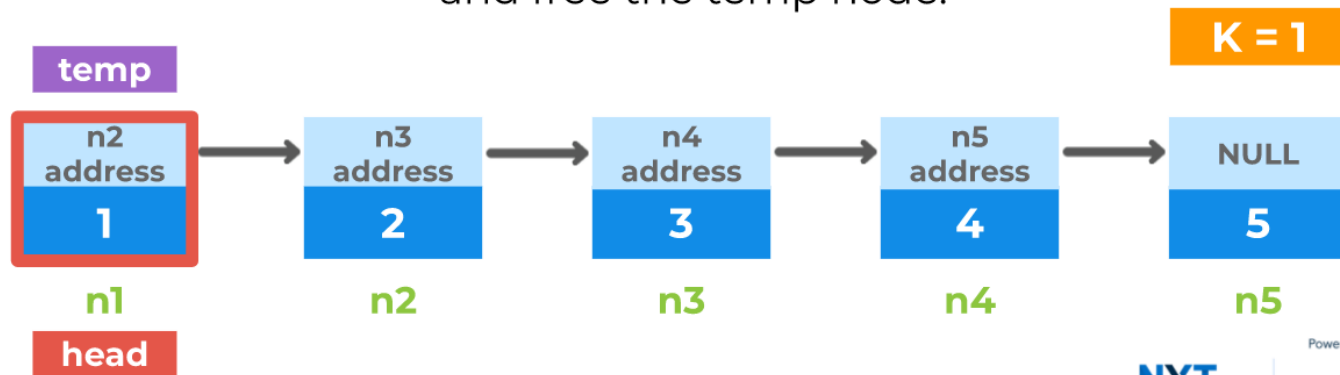
Create a new node temp pointing to the head node.



## Delete Last Occurrence of an Element

### Case - 1

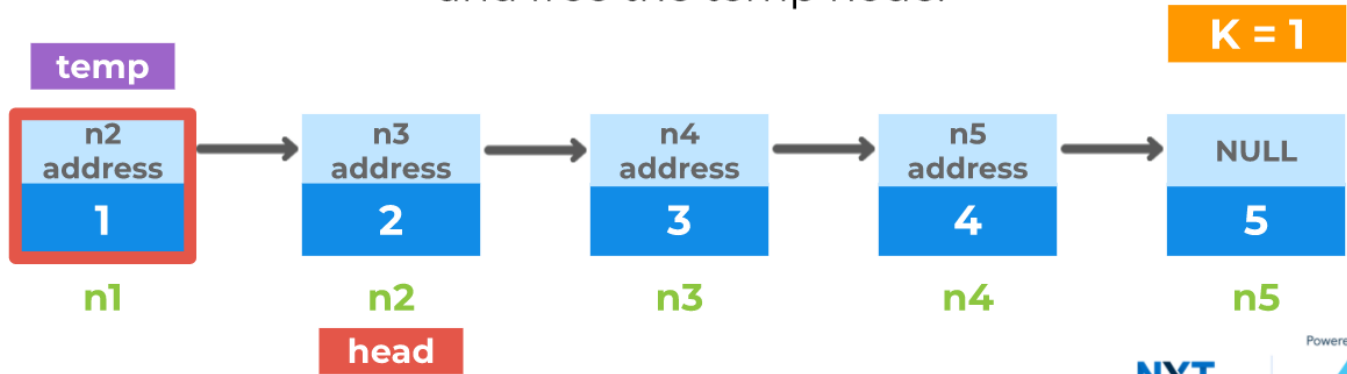
Change head to point next node,  
and free the temp node.



## Delete Last Occurrence of an Element

### Case - 1

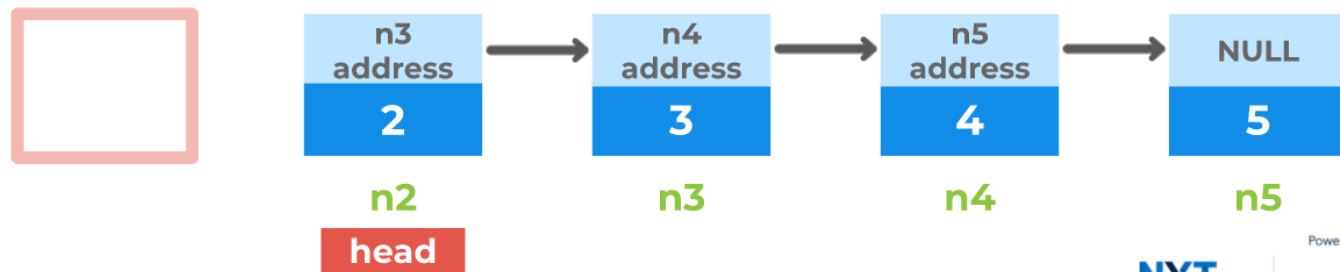
Change head to point next node,  
and free the temp node.



## Delete Last Occurrence of an Element

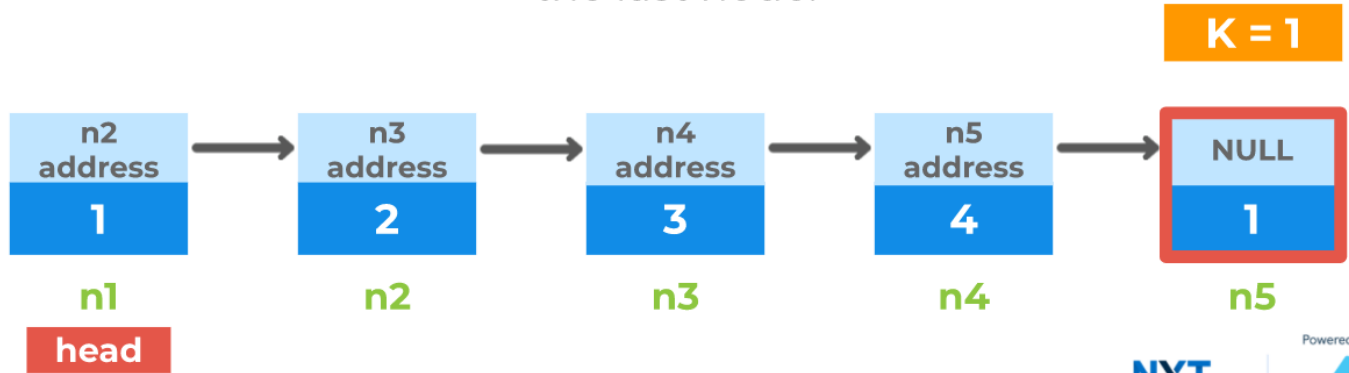
### Case - 1

Change head to point next node,  
and free the temp node.



## Case - 2

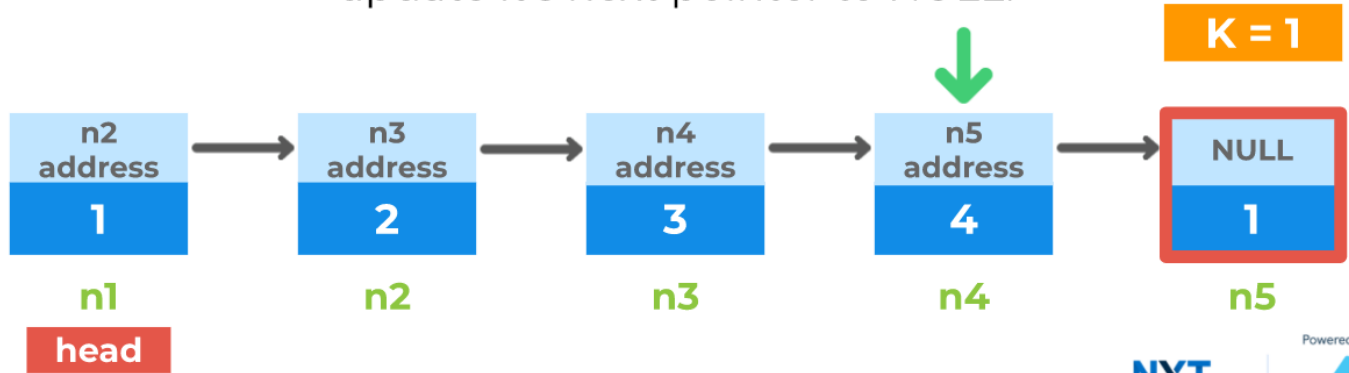
If the node to be deleted is  
the last node.



## Delete Last Occurrence of an Element

### Case - 2

Iterate to last but one node and update it's next pointer to NULL.

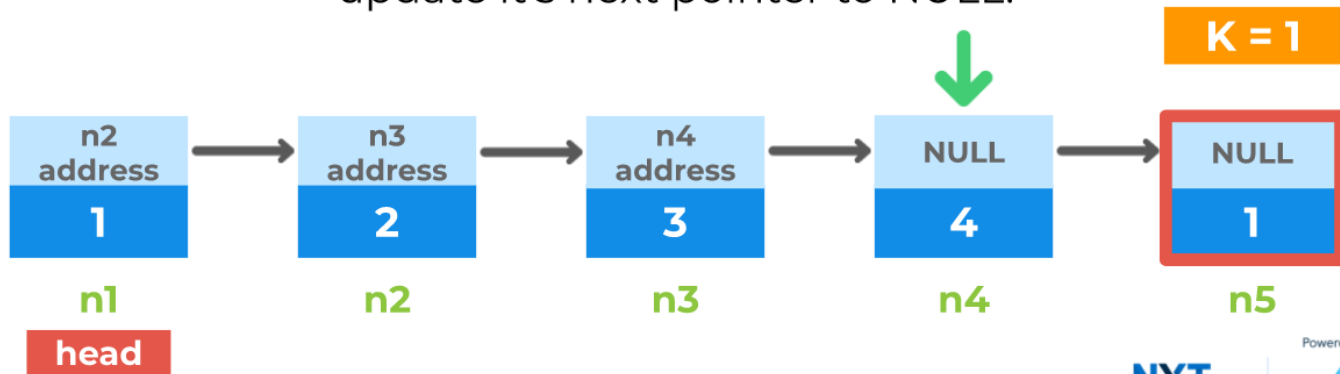




## Delete Last Occurrence of an Element

### Case - 2

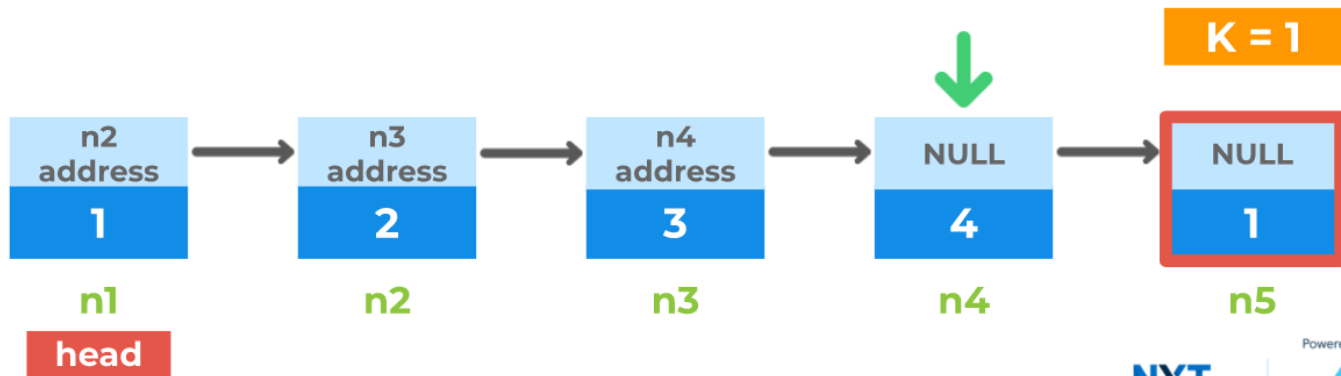
Iterate to last but one node and update it's next pointer to NULL.



Delete Last Occurrence of an Element

## Case - 2

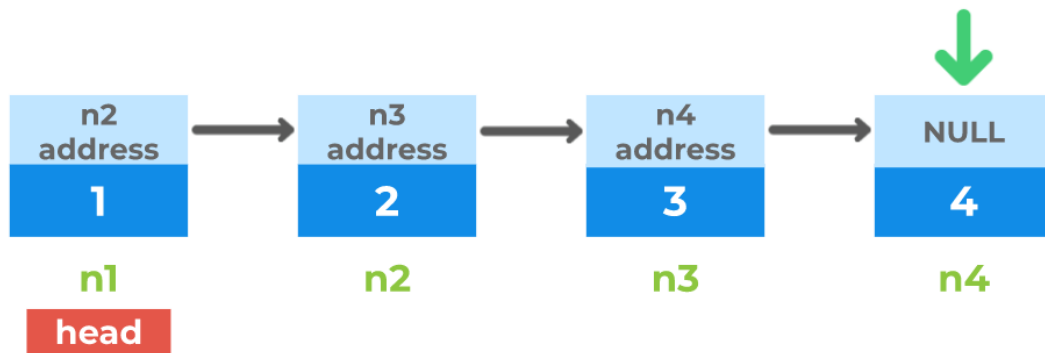
Delete the last node.



Delete Last Occurrence of an Element

## Case - 2

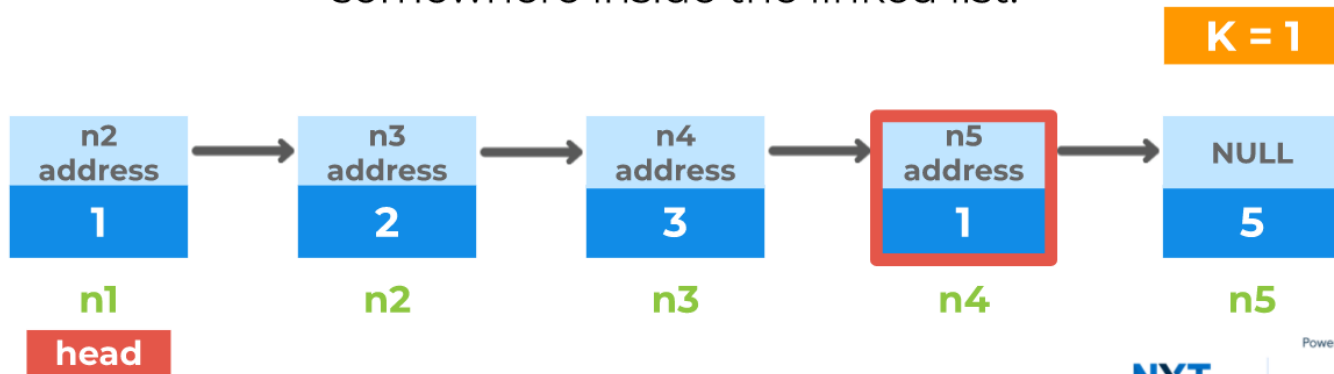
Delete the last node.



**K = 1**

## Case - 3

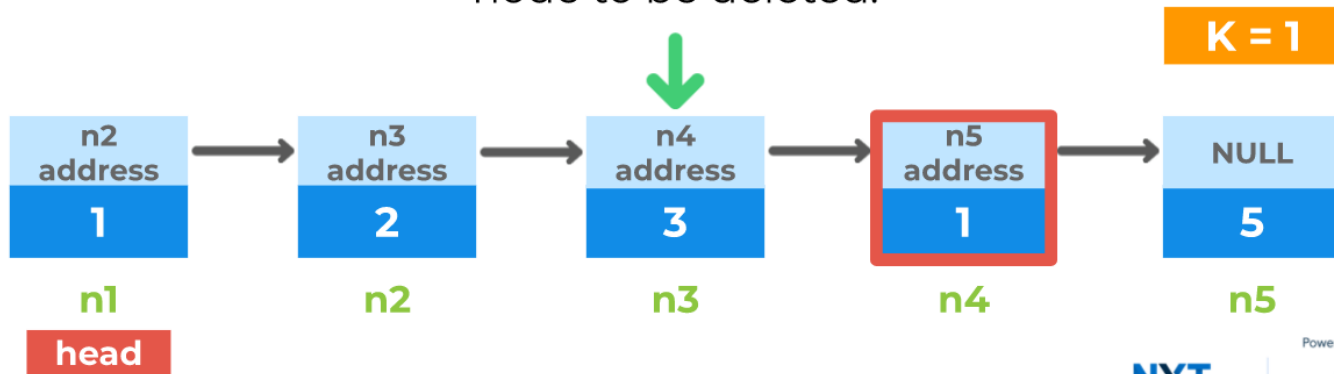
If the node to be deleted is  
somewhere inside the linked list.



## Delete Last Occurrence of an Element

### Case - 3

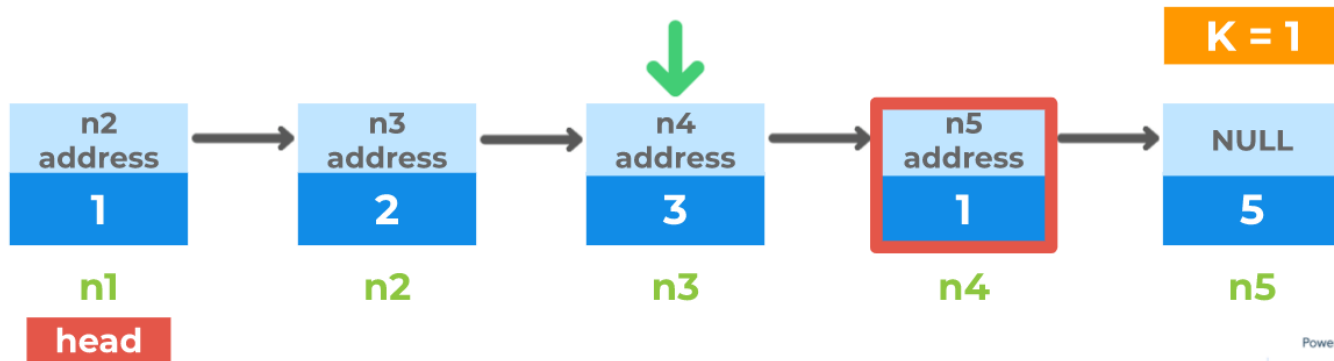
Iterate to the previous node of the node to be deleted.



## Delete Last Occurrence of an Element

### Case - 3

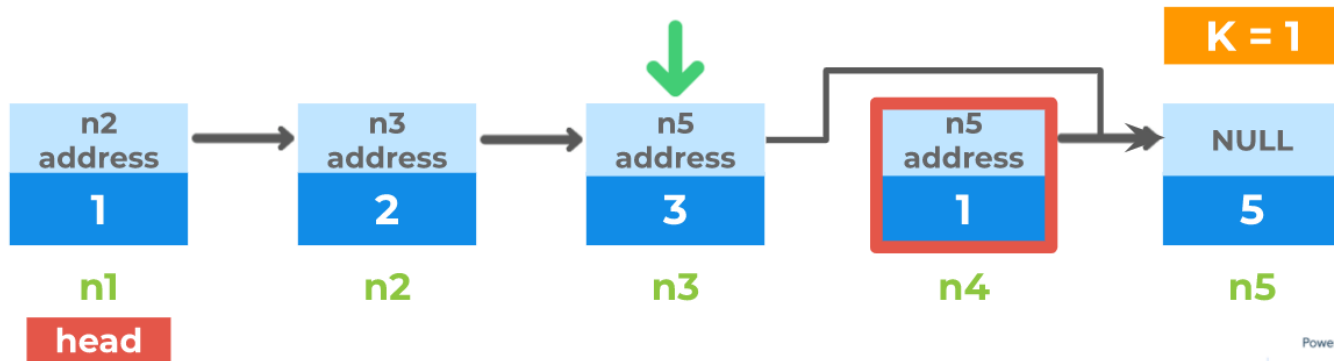
Update previous node next pointer to point the next node of the node to be deleted.



## Delete Last Occurrence of an Element

### Case - 3

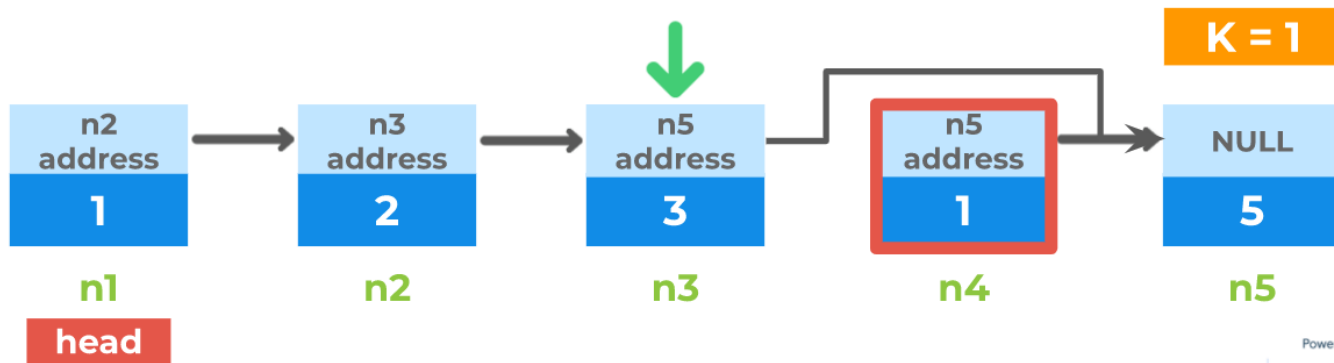
Update previous node next pointer to point the next node of the node to be deleted.



Delete Last Occurrence of an Element

## Case - 3

Delete node

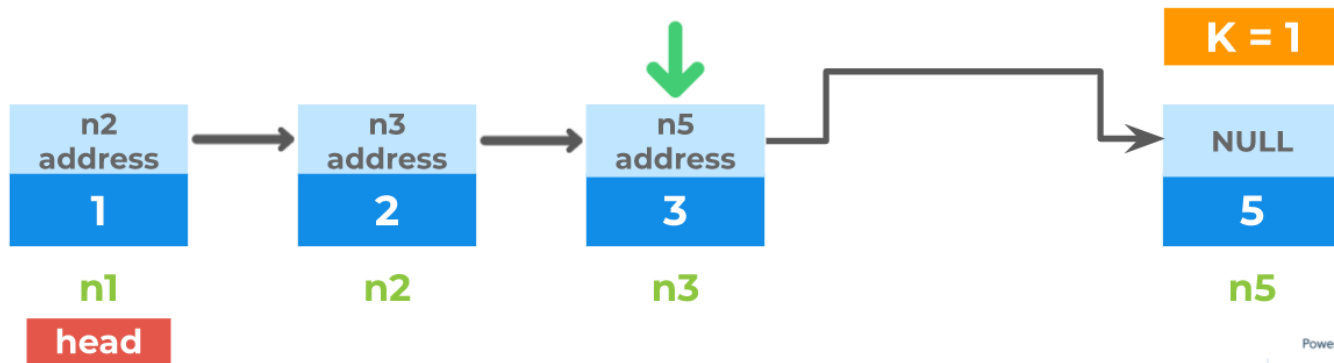




Delete Last Occurrence of an Element

## Case - 3

Delete node



# Key Takeaways

## Code Walkthrough

- ✓ Delete Last Occurrence of an Element



**NXT**  
**wAVE**

Powered by  
  
iB HUBS