

<list>

01.

장점

- 첫 번째 노드를 삭제하거나 삽입할 때 일반적인 노드 처리와 동일하게 예외 처리없이 구현할 수 있음.
- 헤드가 None인지 확인할 필요가 없어 불필요한 코드가 줄어듦.

단점

- 리스트의 크기의 상관없이 항상 하나의 추가적인 노드가 필요하여 메모리 사용량이 증가한다.

02.

```
if (index(x) == -1 or index(x) == None)
    return False
return True
```

03.

```
while current and index < i:
    current = current.next
    index += 1

while current and index <= j:
    print(current.data, end=' ')
    current = current.next
    index += 1
```

04.

```
while index < i:
    curr = curr.next
    index += 1
    if curr == self.head:      # 순환구조
        return

while index <= j:
    print(current.data, end=' ')
    current = current.next
    index += 1
    if curr == self.head:
        break
```

05.

(재귀 없는 버전)

```
def numItems(self):
    count = 0
    curr = self.__head.next
```

```

while (curr != None)
    count += 1
    curr = curr.next
return count

```

#### (재귀 알고리즘)

```

def numItems(self):
    def count_nodes(node):
        if (node == None)
            return 0
        return 1 + count_nodes(node.next)
    return count_nodes(self.__head.next)

```

#### 06.

```

def pop(self, i, k):
    if (index < 0 or index >= self.__numItems):
        return None

    retItems = []
    prev = self.__getNode(index - 1)
    curr = prev.next

    for _ in range(k):
        if curr is None:
            break
        retItems.append(curr.item)
        prev.next = curr.next
        curr = curr.next
        self.__numItems -= 1
    return retItems

```

#### 07.

```

newNode = BidirectNode(x, None, None)
cur = self.__head.next
while ((self.cur != self.__head) and (cur.item < x)):
    prev = cur
    newNode.next.prev = newNode
    prev.next = newNode
    self.__numItems ++

```

#### 08.

```

if (index(node1) != -12345 and index(node2) != -12345)
    return True
return False

```

09.

```
def lastIndexOf(self, x):
    while (curr.next != None)
        self.__lastIndex = index(x)
        curr = curr.next
    return lastIndex
```

10.

```
def lastIndexOf(self, x):
    while (curr.next != self.__head)
        self.__lastIndex = index(x)
        curr = curr.next
    return lastIndex
```

<stack>

01. 15 25 + 10 2 \* -

1. push(15)
2. push(25)
3. '+' -> pop(25) -> pop(15) -> 15+25 = 40
4. push(40)
5. push(10)
6. push(2)
7. '\*' -> pop(2) -> pop(10) -> 10\*2 = 20
8. push(20)
9. '-' -> pop(20) -> pop(40) -> 40-20 = 20

02.

```
class ListStack:
    def __init__(self):
        self.__stack = []
    def push(self, x):
        self.__stack.insert(0, x)
    def pop(self):
        return self.__stack.pop(-1)
    def top(self):
        if self.isEmpty():
            print("No element in stack") return None else:
            return self.__stack[0]
    def isEmpty(self) -> bool:
        return not bool(self.__stack) #return len(self.__stack)==0
    def popAll(self):
        self.__stack.clear()
    def printStack(self):
        print("Stack:") for i in range(len(self.__stack)):
            print('stack[' , i, ']:', self.__stack[i])
```

03.

n : 스택에 있는 원소의 개수

```
st = ListStack()
```

```
sameCount = 0
```

```
curr = st.top
```

```
while not st.isEmpty():
```

```
    if (curr == 'w' or curr == 'wR')
```

```
        sameCount++
```

```
        curr = curr.next
```

```
if sameCount == 2:
```

```
    return "yes"
```

```
else
```

```
    return "no"
```

04.

```
def copy(self):
```

```
    temp_stack = LinkedStack()
```

```
    new_stack = LinkedStack()
```

```
    curr = self.top
```

```
    while curr:      #curr이 none이 아닐때까지 반복.
```

```
        temp_stack.push(curr.item)
```

```
        curr = curr.next
```

```
    while temp_stack.isEmpty() == False:    #while not temp_stack.isEmpty():
```

```
        new_stack.push(temp_stack.pop())
```

```
    reuturn new_stack
```

05.

```
def parenBalancve(s) -> bool:
```

```
    stack = LinkedStack()
```

```
    for char in s:
```

```
        if char == '(':
```

```
            stack.push(char)
```

```
        elif (s[i] == ')')
```

```
            if stack.isEmpty == True:
```

```
                return False
```

```
            stack.pop()
```

```
    return len(stack) == 0
```

06.

괄호의 종류만 늘어날뿐 괄호를 검사하는 로직은 동일하다. 괄호의 짝이 맞는지에 대한 조건만 추가된다.

그 외 로직은 동일함.

07.

100개

08.

51개