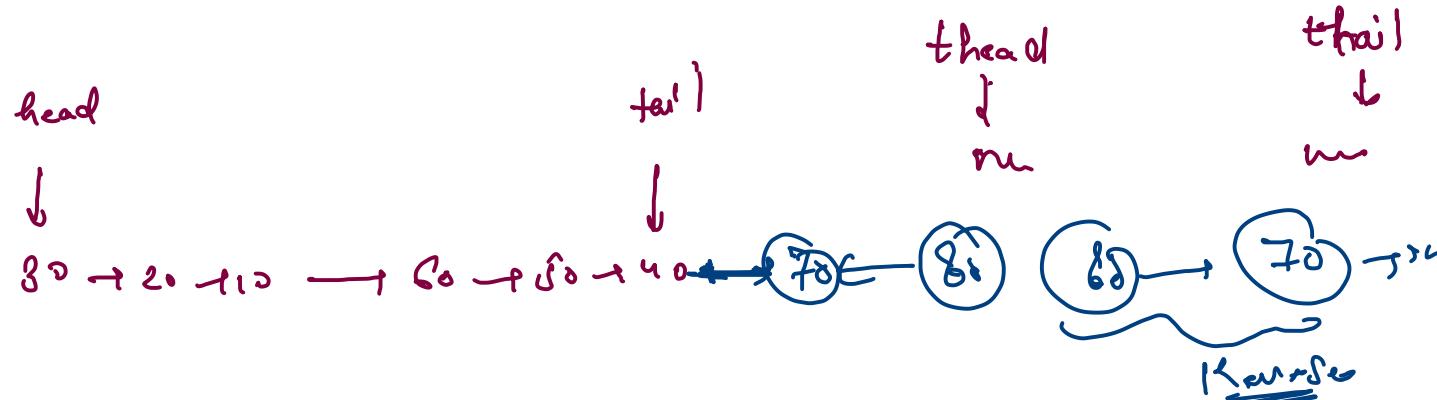
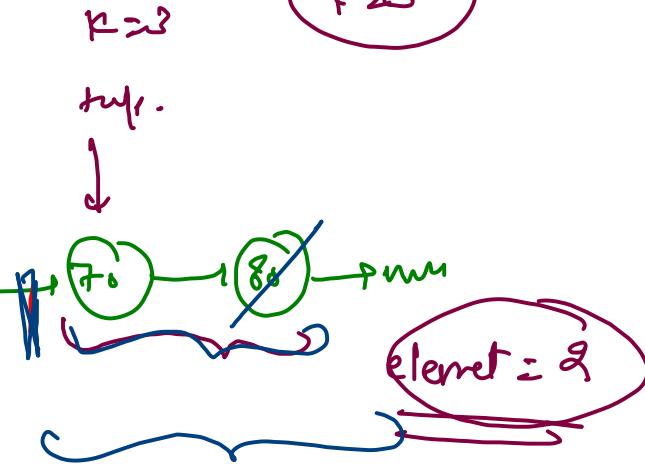
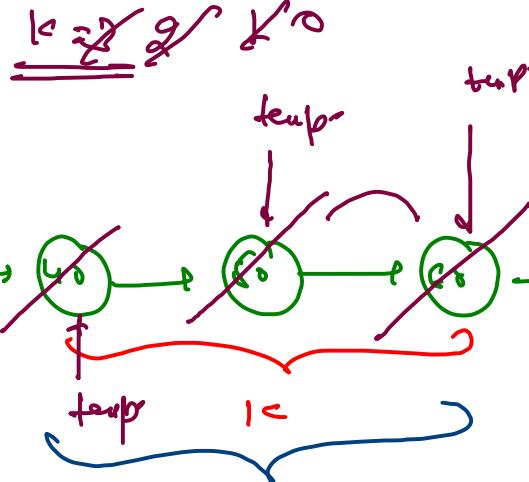
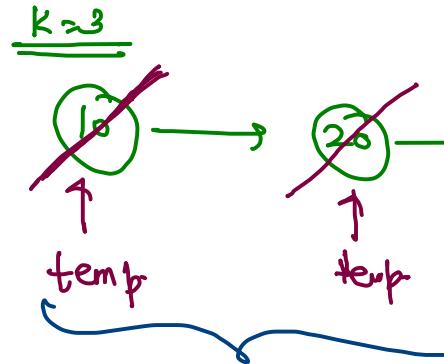


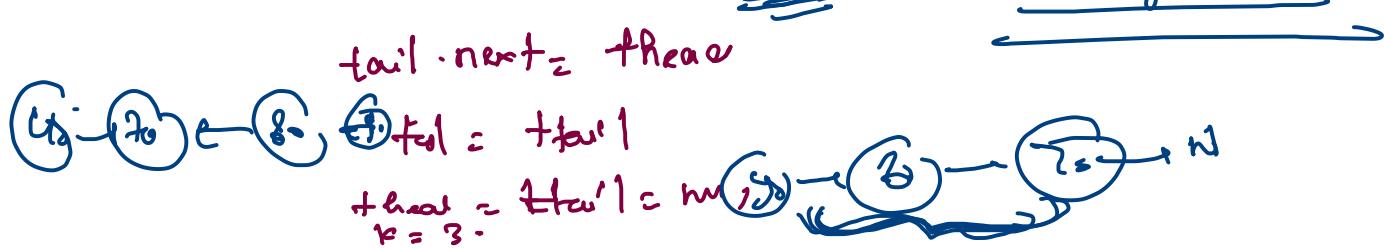
Reverse in K Group.

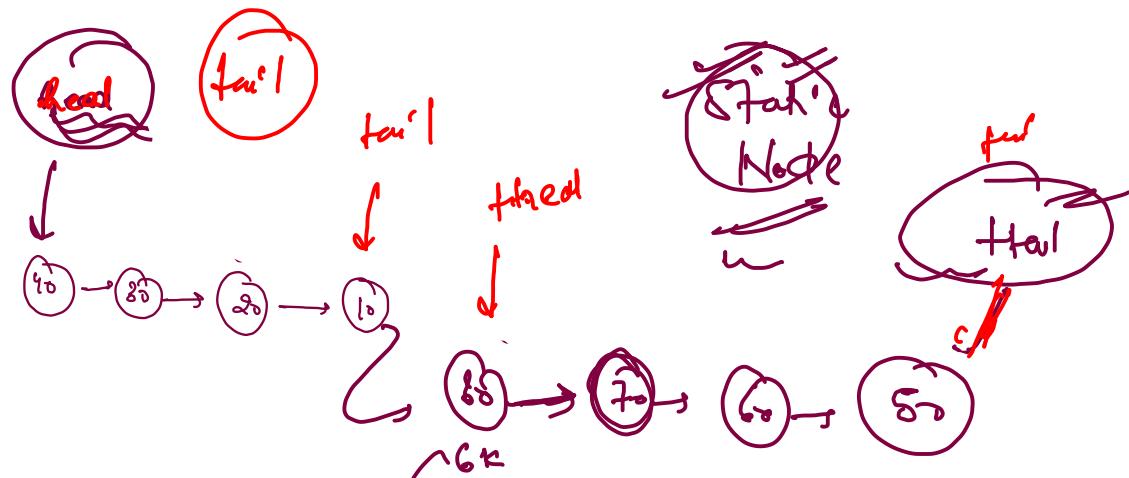
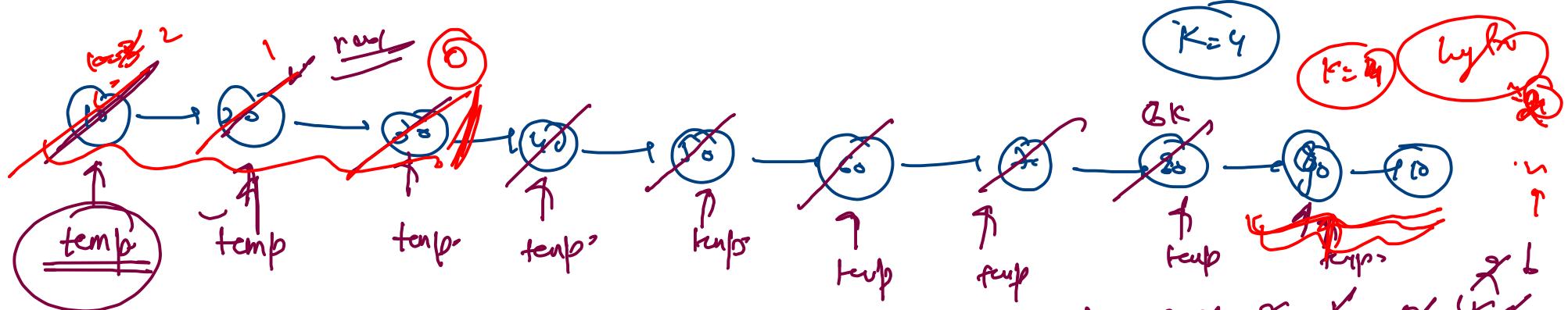
Space ~~Not allowed~~



thead = thead;

tail = tail!;





```

tail.next = &head;
tail = &tail;
&head = &tail = null;
    
```

Diagram illustrating the state of the linked list after removing nodes 1 through 8. The list now consists of nodes 9, 10, 6, 7, 8, and 5. Node 9 is labeled "head". Node 5 is labeled "tail". A bracket below the list indicates a length of approximately 6K. Labels "head" and "tail" are also present near the list.

$K=4$

$K=4$ \times X \times Y

$K=4$ \times X \times Y

length: $16 \times 8 \times 7 \times 6 \times 8 \times 3$

① Find length.

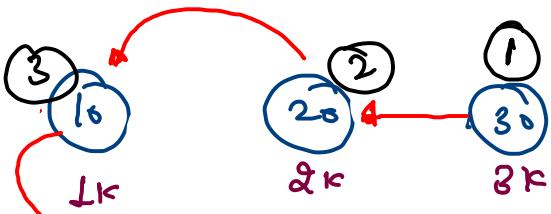
f → Preserve current of temp
make add first call to

$temp$
 $temp = \text{preserve Node} \dots$

$k--$
 $\text{last}--$

$k=0$
 head, tail

Set



$K = 2$

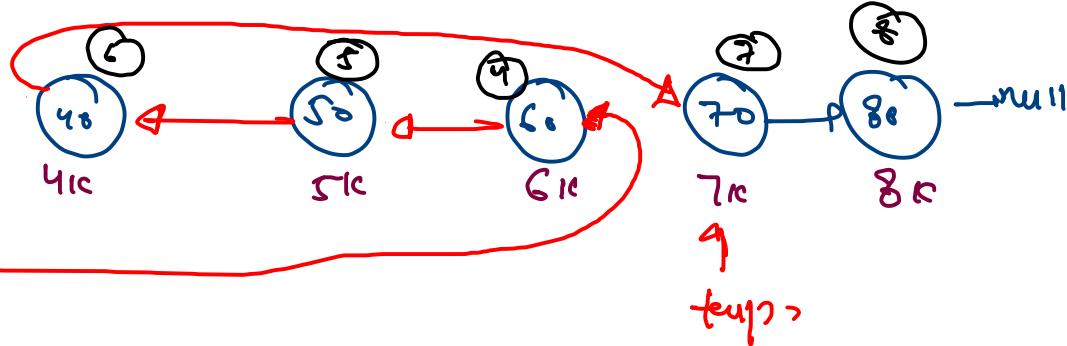
length: 8

```

public static ListNode reverseInKGroup(ListNode node, int K) {
    if(node == null || node.next == null || K == 0) return node;
    int len = length(node);
    thead = ttail = null;
    ListNode head = null;
    ListNode tail = null;
    ListNode temp = node;
    int k = K;
    while(len >= k) {
        ListNode next = temp.next;
        addFirst(temp);
        temp = next;
        k--;
        len--;
        if(k == 0) {
            if(head == null) {
                head = thead;
                tail = ttail;
            } else {
                tail.next = thead;
                tail = ttail;
            }
            thead = ttail = null;
            k = K;
        }
    }
    tail.next = temp;
    return head;
}

```

return head



length = 2

$k = 2$

t head = null

t tail = null

head = 3K

tail = 4K

3K

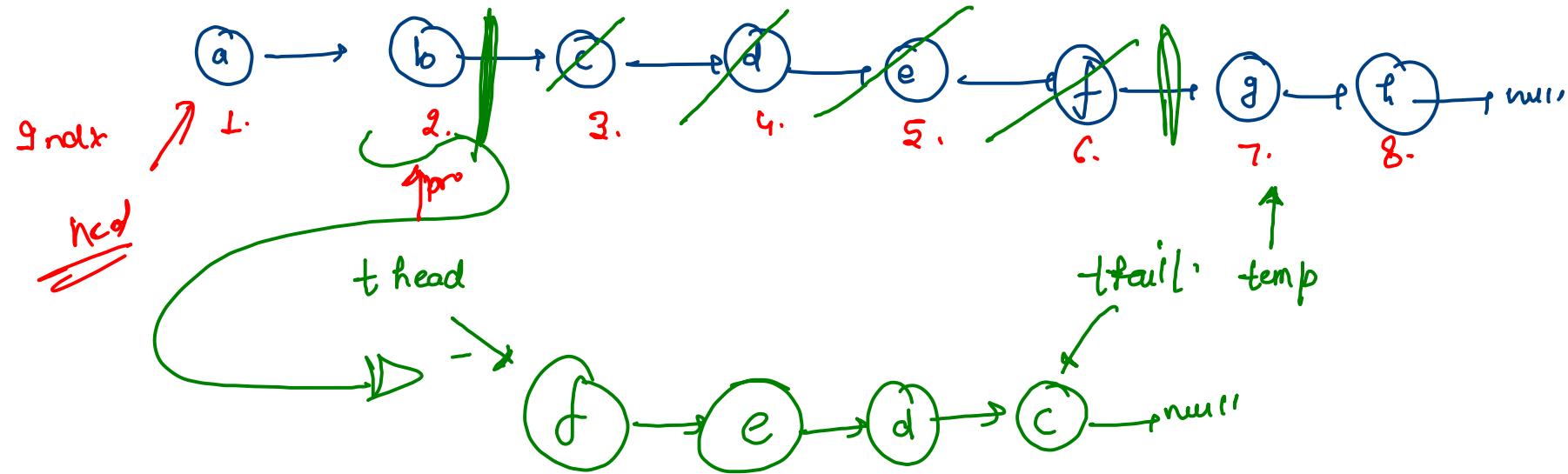
```

public static ListNode thead = null;
public static ListNode ttail = null;

public static void addFirst(ListNode node) {
    if(thead == null) {
        thead = ttail = node;
    } else {
        node.next = thead;
        thead = node;
    }
}

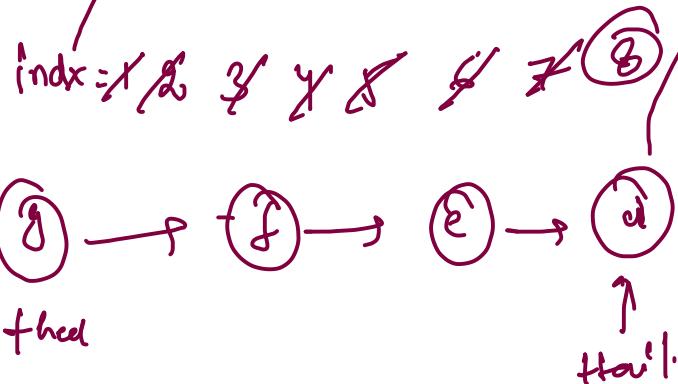
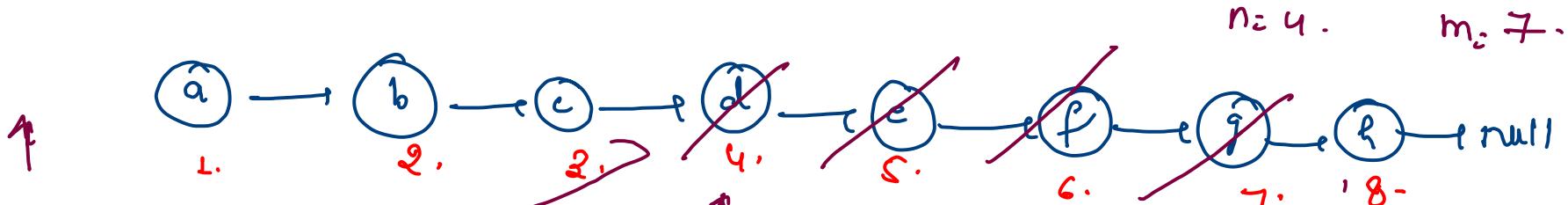
```

Reverse In Range



$\text{tail}.\text{next} = \text{temp}$
 $\text{prev}.\text{next} = \text{head}$
 return head

Index: 1 2 3 4 5 6 7



```

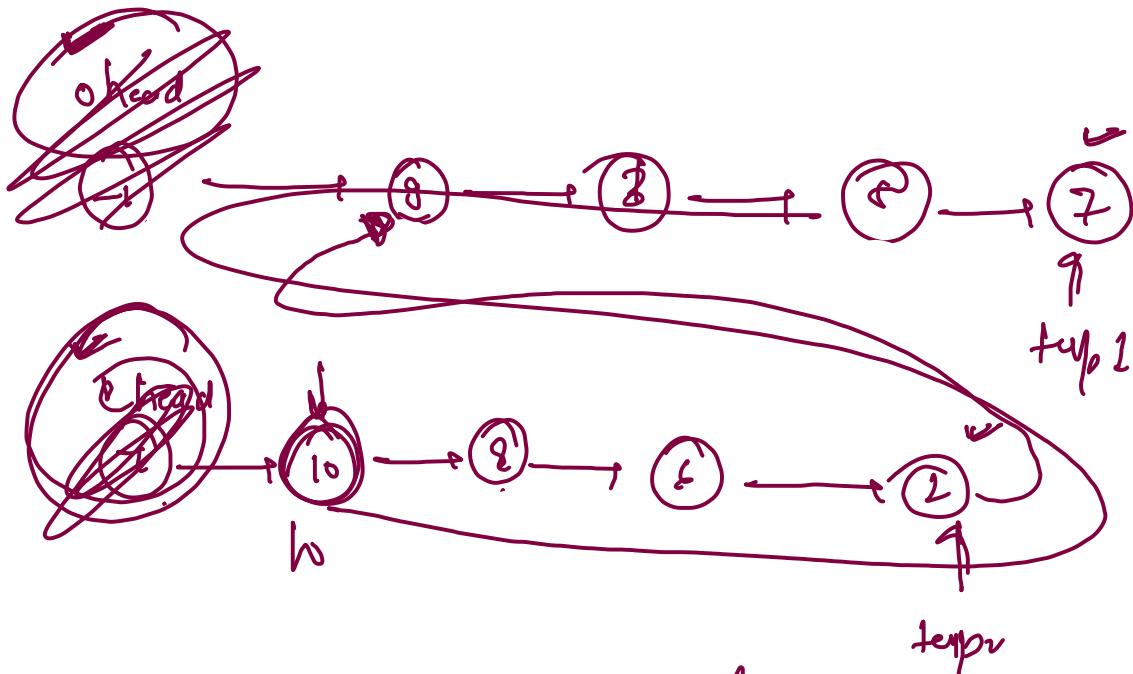
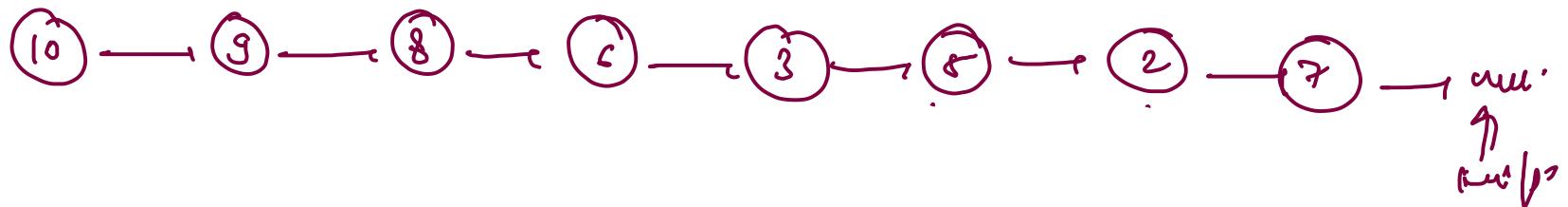
if (index > m) {
    if (prev != null) {
        prev.next = head;
        tail.next = temp;
    } else {
        head = temp;
        tail = head;
    }
    return head;
}
    
```

```

while (temp != null) {
    while (ind > n && ind < m) {
        next = temp.next;
        addFirst(temp);
        ind++;
        temp = next;
    }
    index++;
    prev = temp;
    temp = temp.next;
}
    
```

Segregate odd Even Linked List :

9/p



`temp2.next = ohead.next`
or
`ehead.next`

`if (temp1.val % 2 == 0) {`

`temp2.next = temp1;`

~~`temp1 = temp2.next;`~~

`} else {`

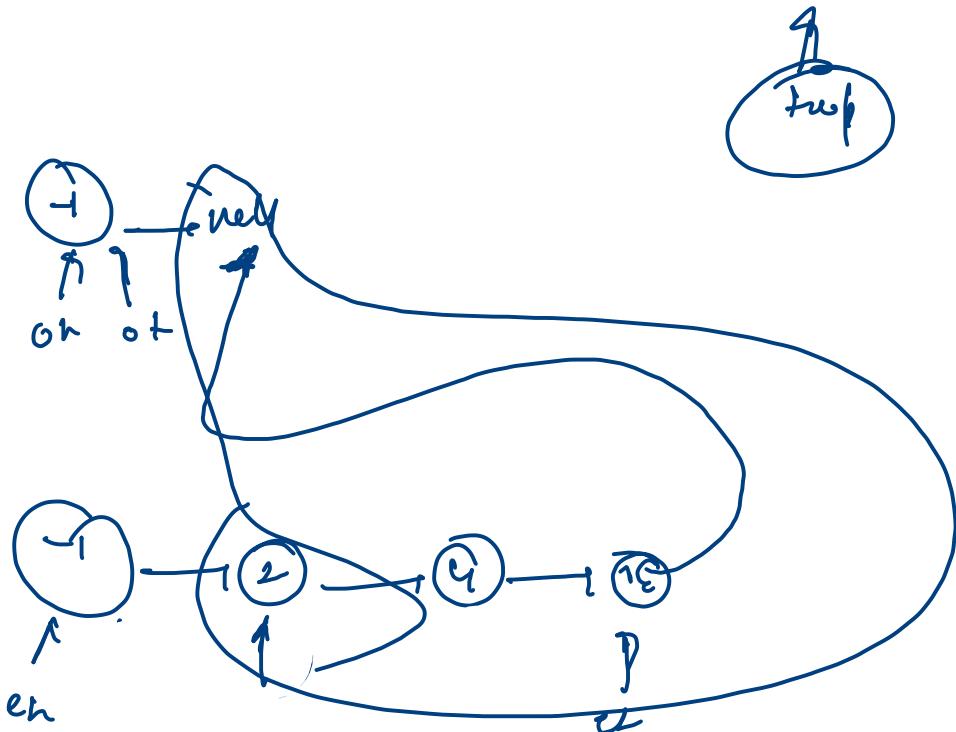
`temp1.next = temp1;`

~~`temp1 = temp2.next;`~~

`temp2 = temp2.next;`
`temp1 = temp1.next;`

`}`

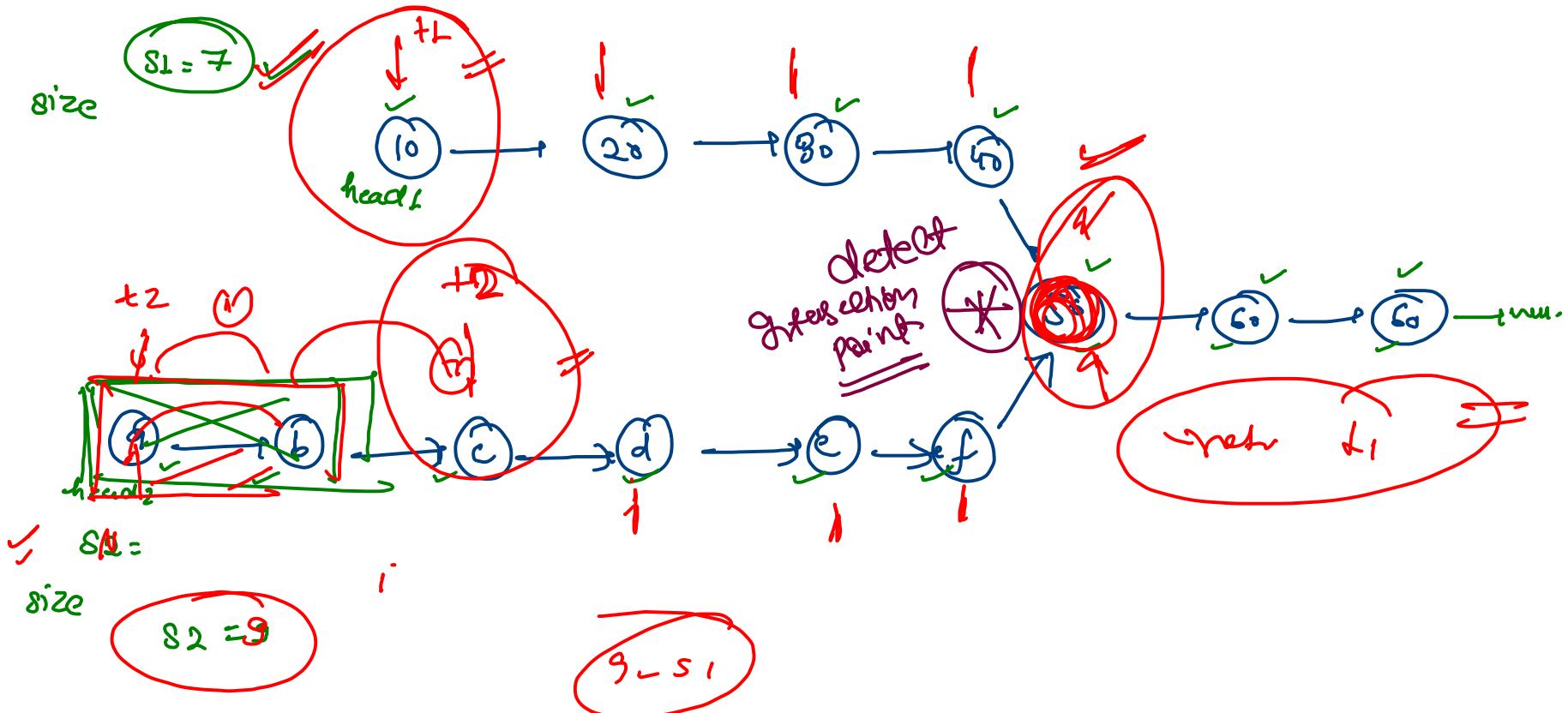
② → ④ → ⑥ even



```
public static ListNode segregateEvenOdd(ListNode head) {  
    // dummy nodes  
    ListNode ohead = new ListNode(-1);  
    ListNode ehead = new ListNode(-1);  
  
    // make tail of odd list and even list for iteration  
    ListNode otail = ohead, etail = ehead;  
  
    ListNode temp = head;  
  
    while(temp != null) {  
        if(temp.val % 2 == 0) {  
            // even  
            etail.next = temp;  
            etail = temp;  
        } else {  
            // odd  
            otail.next = temp;  
            otail = temp;  
        }  
        temp = temp.next;  
    }  
  
    etail.next = ohead.next;  
    otail.next = null;  
    return ehead.next;  
}
```

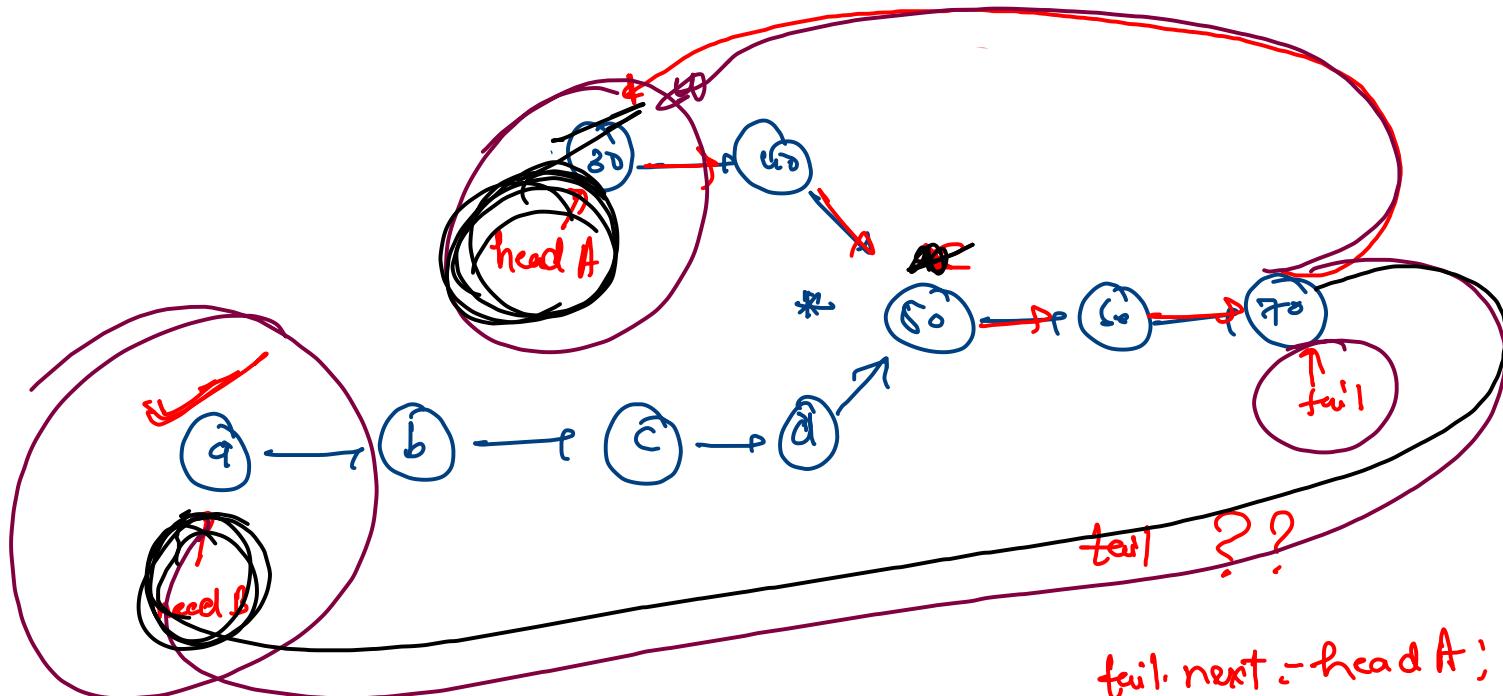
Intersection of list

Using difference method \rightarrow all data are given



Intersection of linkedlist using
Floyd cycle detection method : →

Detect using
cyclic Method



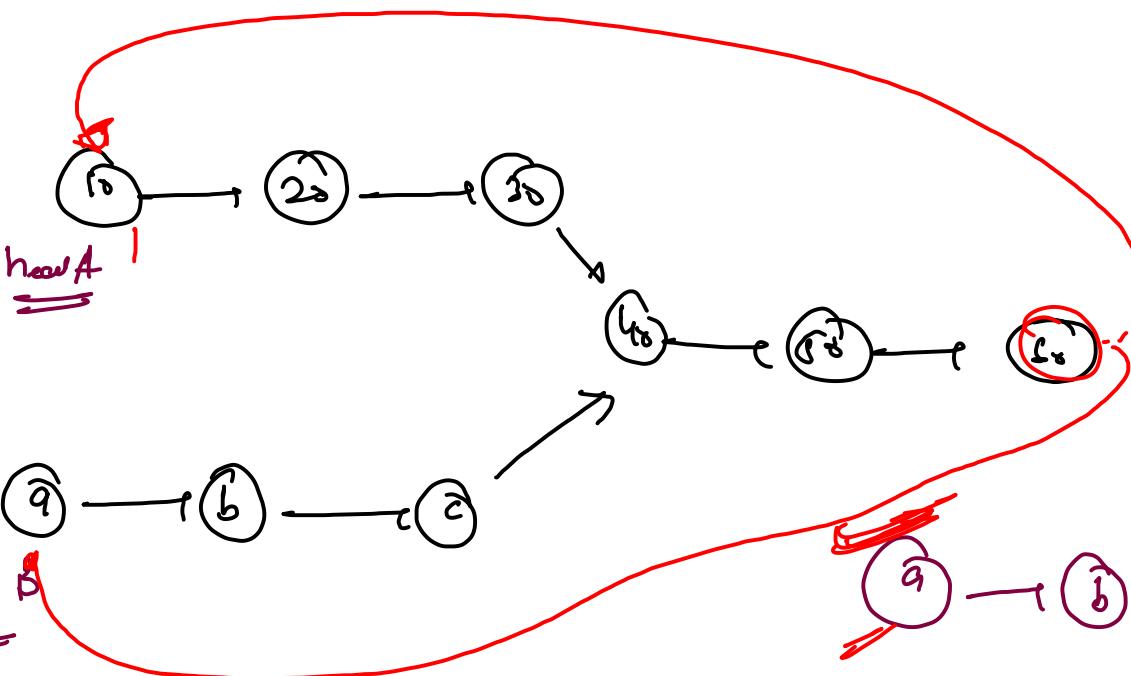
tail.next = head A;

check if (head B is cyclic)
TRUE
→ starting of cycle

False → Return NULL

① find tail

tail = 60



detect
cy dic
from
head B

