Clone a linked list with next and random pointer | Set

We have already discussed 2 different ways to clone a linked list. In this post, one more simple method to clone a linked list is discussed.

The idea is to use Hashing. Below is algorithm. Traverse the original linked list and make a copy in terms of data.

A Java based approach of the above idea is below.

- Make a hash map of key value pair with original linked list node and copied linked list node.
- Traverse the original linked list again and using the hash map adjust the next and random reference of cloned. linked list nodes.

```
// Java program to clone a linked list with random pointers
import java.util.HashMap;
import java.util.Map;
// Linked List Node class
class Node
{
    int data; // Node data
   Node next, random;//Next and random reference
    //Node constructor
    public Node(int data)
        this.data = data;
        this.next = this.random = null;
    }
}
// linked list class
class LinkedList
{
    Node head;//Linked list head reference
    // Linked list constructor
    public LinkedList(Node head)
    {
        this.head = head;
    }
    // push method to put data always at the head
    // in the linked list.
    public void push(int data)
        Node node = new Node(data);
        node.next = this.head;
        this.head = node;
    // Method to print the list.
    void print()
    {
        Node temp = head;
        while (temp != null)
            Node random = temp.random;
            int randomData = (random != null)? random.data: -1;
System.out.println("Data = " + temp.data +
            System.out.println("Data = " + temp.uaca .
", Random data = "+ randomData);
        }
    // Actual clone method which returns head
    // reference of cloned linked list.
    public LinkedList clone()
        // Initialize two references, one with original
        // list's head.
        Node origCurr = this.head, cloneCurr = null;
        // Hash map which contains node to node mapping of
        // original and clone linked list.
        Map<Node, Node> map = new HashMap<Node, Node>();
        // Traverse the original list and make a copy of that
        // in the clone linked list.
        while (origCurr != null)
            cloneCurr = new Node(origCurr.data);
            map.put(origCurr, cloneCurr);
            origCurr = origCurr.next;
        // Adjusting the original list reference again.
        origCurr = this.head;
        // Traversal of original list again to adjust the next
        // and random references of clone list using hash map.
        while (origCurr != null)
            cloneCurr = map.get(origCurr);
            cloneCurr.next = map.get(origCurr.next);
            cloneCurr.random = map.get(origCurr.random);
            origCurr = origCurr.next;
```

//return the head reference of the clone list. return new LinkedList(map.get(this.head));

// Pushing data in the linked list.
LinkedList list = new LinkedList(new Node(5));

public static void main(String[] args)

// Setting up random references.

list.head.next.next.next; list.head.next.next.random =

LinkedList clone = list.clone();

list.head.next.random =

list.head.next;

list.print();

clone.print();

}

Output:

Auxiliary space : O(n)

}

list.head.random = list.head.next.next;

list.head.next.next.next.next; list.head.next.next.next.random

list.head.next.next.next.next.next; list.head.next.next.next.next.random =

// Making a clone of the original linked list.

// Print the original and cloned linked list. System.out.println("Original linked list");

System.out.println("\nCloned linked list");

// Driver Class class Main

// Main method.

list.push(4); list.push(3); list.push(2); list.push(1);

Run on IDE

```
Original linked list
 Data = 1, Random data = 3
 Data = 2, Random data = 4
 Data = 3, Random data = 5
 Data = 4, Random data = -1
 Data = 5, Random data = 2
 Cloned linked list
 Data = 1, Random data = 3
 Data = 2, Random data = 4
 Data = 3, Random data = 5
 Data = 4, Random data = -1
 Data = 5, Random data = 2
Time complexity: O(n)
```