

15 Feb '21

## 11) LINKED LIST (60 mins)

### Advantages of LL

- i No wastage of space
- ii Insertion and deletion in  $O(1)$

### Disadvantages of LL

- i No random access
- ii Not cache friendly

\* Code : C++/Java

```
struct Node
```

```
{
```

```
    int key;
```

```
    Node *next;
```

```
    Node (int x) {
```

```
        key = x;
```

```
        next = NULL;
```

```
    }
```

```
}
```

```
struct LList {
```

```
    Node *head;
```

```
    LList() {
```

```
        head = NULL;
```

```
    }
```

```
}
```

```
class Node
```

```
{
```

```
    int key;
```

```
    Node next;
```

```
    Node (int x) {
```

```
        key = x;
```

```
    }
```

```
}
```

```
class LList {
```

```
    Node *head;
```

```
    LList() {
```

```
        head = NULL;
```

```
    }
```

```
}
```

\* Q/A (40 mins)

Q1) Find the middle of a linked list ?

Q2) Find  $n$ th node from the end ?

Q3) Reverse a linked list.

Iterative and recursive

Q4) Detect loop in a linked list

Floyd's Algorithm / Hare & Tortoise

Q5) Detect and remove loop in linked list

Q6) Find length of the loop in linked list

Q7) Swap adjacent / pair nodes

Q8) Reversing in groups of size  $K$

Q9) Deleting  $n$  nodes after  $m$  nodes

Q10) Odd and even nodes in linked list

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