

## Today's Content:

- Basic linked list ✓
  - Insert in a sorted linked list ✓
  - Delete k in a sorted linked list TODO
  - Reverse linked list ✓
    - a) Reverse the first k nodes -
    - b) Reverse all k groups ✓
  - Find the middle of linked list ✓
-

Class Node { // In your language of choice }

int data // variable

Node next // object reference → hold address of Node Object

Node(int n) { // Constructor → used to initialize data members of class

data = n

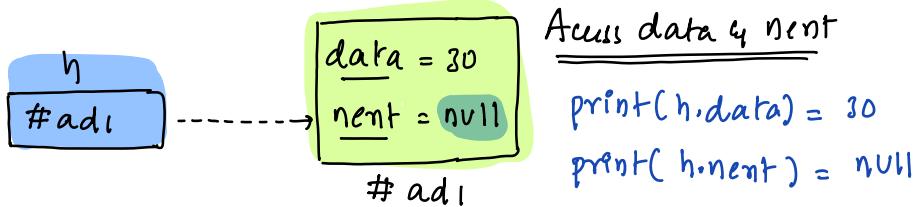
next = NULL

3

3

Node h = new Node(30);

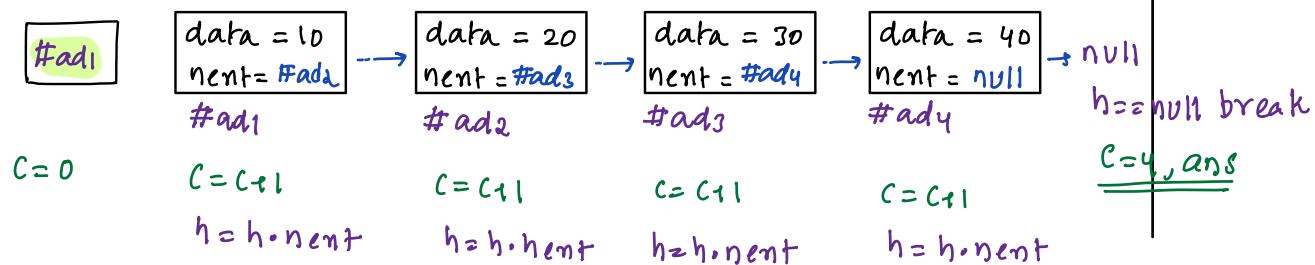
↳ // an object is created & h is an object reference here



Note: h is just holding reference/address of object

print(h) : #addr

Linked list:



int size(Node h) { TC: O(N) SC: O(1) }

C=0

while(h != null) {

    C=C+1

    h=h.next

}

return C

Note: Heavy Interview:

if(h != null) {      null.next

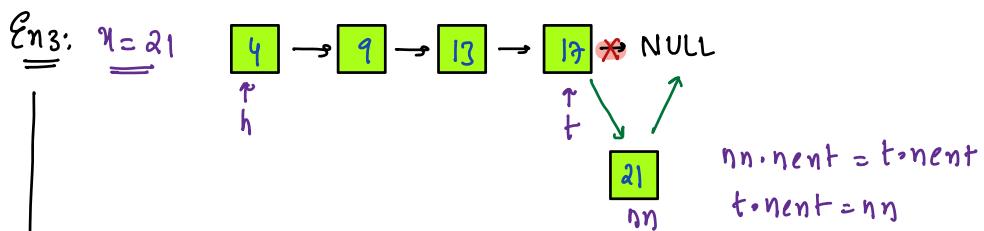
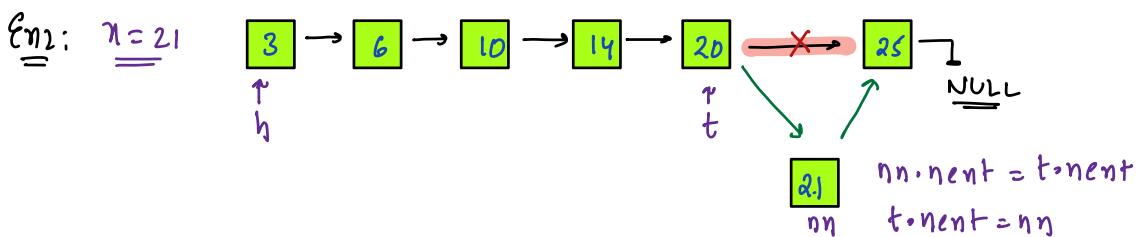
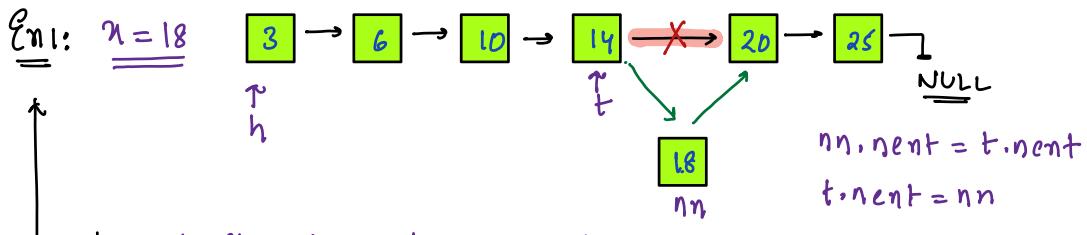
    |  
    | h.data / h.next

    |  
    | if(h != null && h.next != null) {

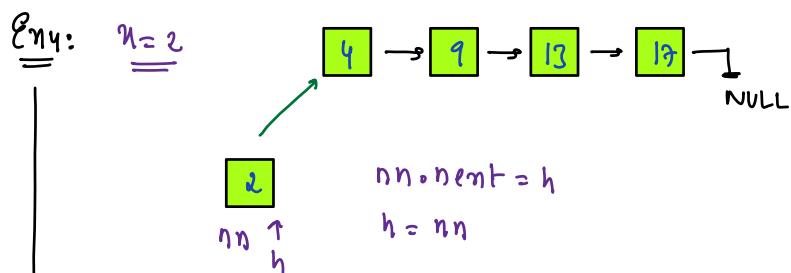
        |  
        | h.next.data / h.next.next

## Problems:

1Q) Given head of a sorted linked, create & insert new node with data = n



Obs2: We stop at a node, if its next == null



Obs3: if ( $n < h.data$ ) { Insert at start }

# Since we might change head return head node of linked list

Node Insert sorted (Node h, int n) { TC: O(N) SC: O(1)}

```
Node nn = new Node(n)
if (h == null) { h = nn, return h}
if (n < h.data) {
    nn.next = h
    h = nn
    return h
}
```

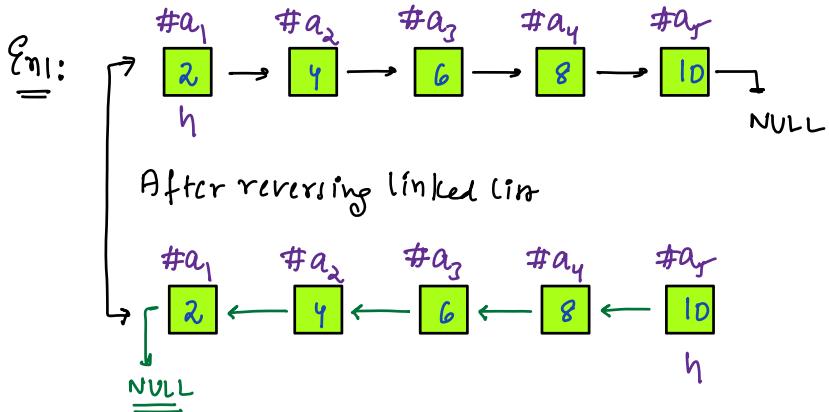
Edge Case: h = null n > 20



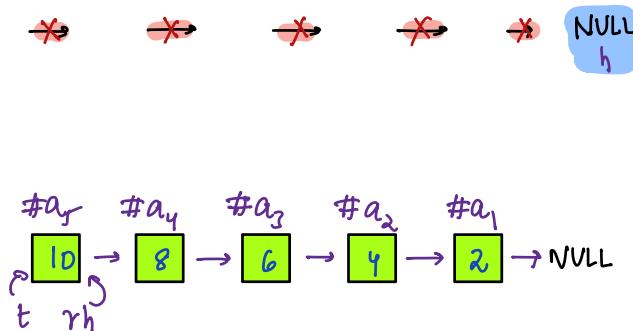
```
Node t = h;
while (t.next != null && t.next.data < n) {
    t = t.next
}
// Insert new node nn after t
nn.next = t.next
t.next = nn
return h
```

Q8) Given a head of linkedlist, reverse linkedlist & return head

Note: No Extra Space & we cannot change val of node TC: O(N) SC: O(1)



Trace:



Node rever(Node h) TC: O(N)

Node rh = null SC: O(1)

Node t = h

while(h != null) {

t = h;

h = h.next

t.next = null

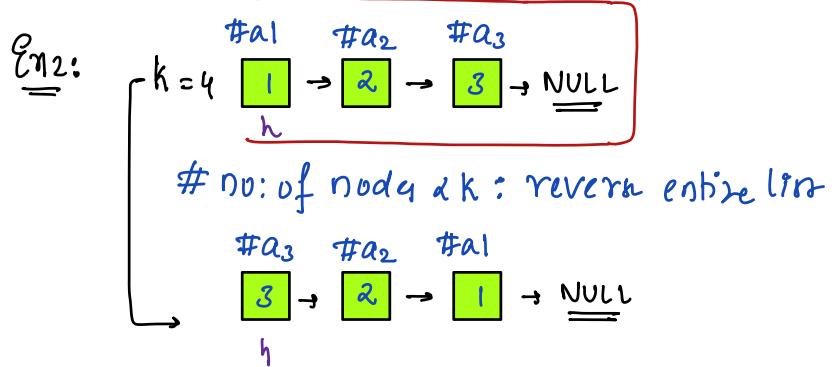
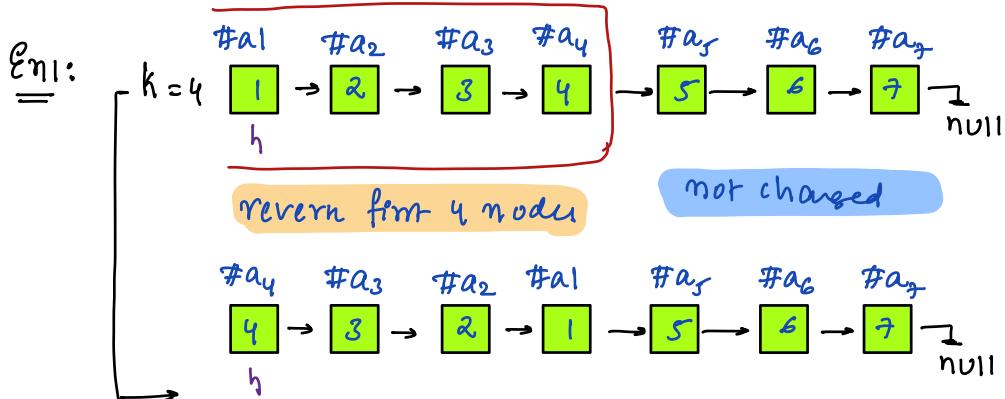
t.next = rh

rh = t

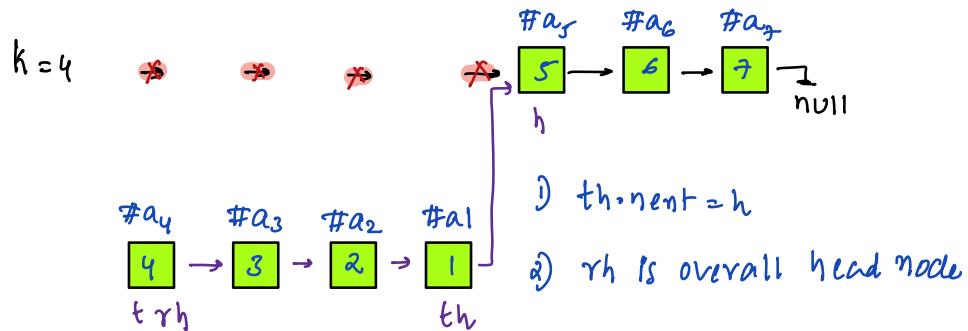
return rh; // head node  
of reverse list

Q8) Given head of linked list, reverse first k nodes, given  $k > 0$

Note: #no: of nodes  $\neq k$ , still reverse complete linked list



Trace: Node th = h // Before we return, storing head in a temp reference



Node rever(Node h, int k){

if ( $h == \text{NULL}$  ||  $k <= 1$ ) { return h }

Node th = h;

Node rh = null, Node t = h;

int c = k;

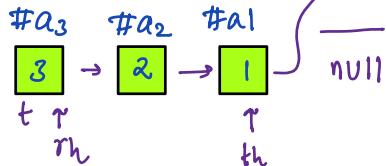
while (c > 0 && h != null) {

$t = h$   
 $h = h.\text{next}$   
 $t.\text{next} = \text{null}$   
 $t.\text{next} = rh$   
 $rh = t$   
 $c = c - 1;$

// Isolating q  
adding at start

Edge Case: To avoid  $h \neq \text{NULL}$

$k = 4$  ~~5~~ ~~6~~ ~~7~~ ~~h~~  $\text{NULL}$  Since  $h == \text{NULL}$  break



$th.\text{next} = h$ ] Error can occur, if  $h == \text{NULL}$

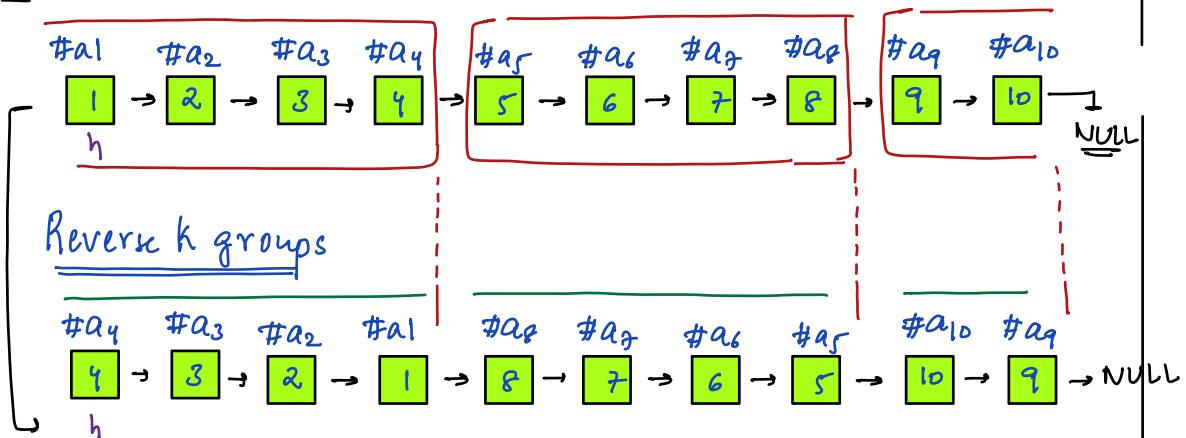
return rh

Q8) Given head of linked list, reverse all groups of size:  $k$ ,  $k \geq 0$

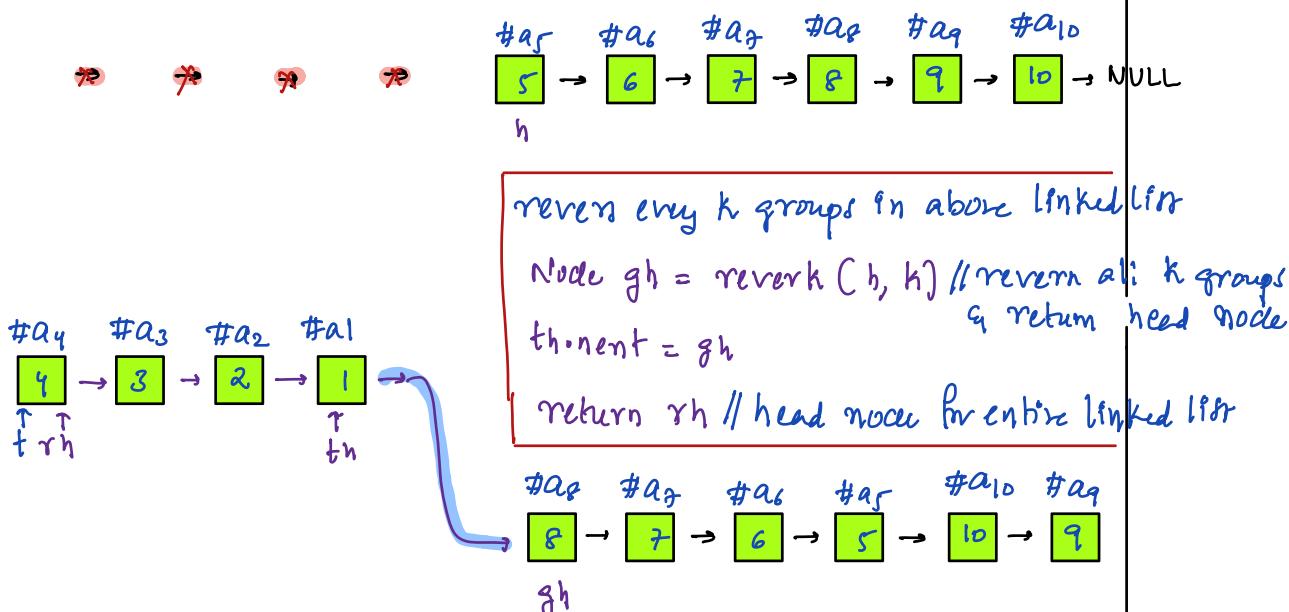
Note: If a group has less than  $k$  elements we still need reverse

Note: Recursion based extra space allowed

Ex:  $k=4$ :



Trace it:  $k=4$



Ass: Given a linked list, reverse all groups of size k &

return head node

Node reverk (Node h, int  $\overline{k}$ ) { TC: OCN SC: OCN/k }

if ( $h == \text{NULL}$  ||  $k == 1$ ) { return h }

Node th = h

Node rh = null, Node t = h;

int c = k

while (c > 0 && h != null) {

    t = h

    h = h.next

    t.next = null

    t.next = rh

    rh = t

    c = c - 1;

} // reversing  
from k nodes

TODO: Only iterative code TODO

Node gh = reverk (h, k) } Reversing k groups in remaining

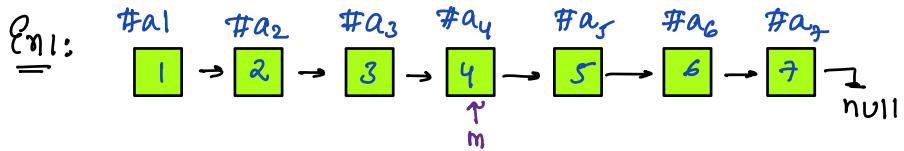
th.next = gh                          linked list

return rh

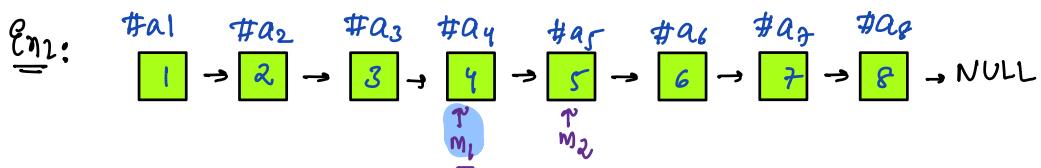
Note: reverse (h, k=2)

Swapping every 2 adj nodes

SQ2) Given head node find the mid of linked list



↑ return 1<sup>st</sup> mid



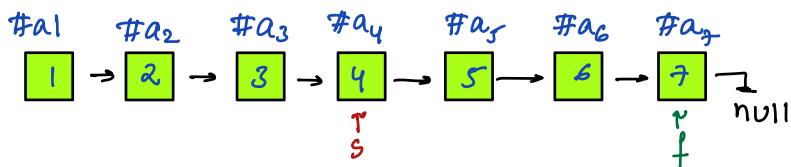
Idea: → Iterate & get size of linked list :  $n$  } TC:  $O(n)$   
→ Again iterate from start & goto center } SC:  $O(1)$   
→ 2 loops

Idea2: Find mid in a single loop:

Take s, f initialize them at head

:  $f = f.next.next$  // fast takes 2 steps

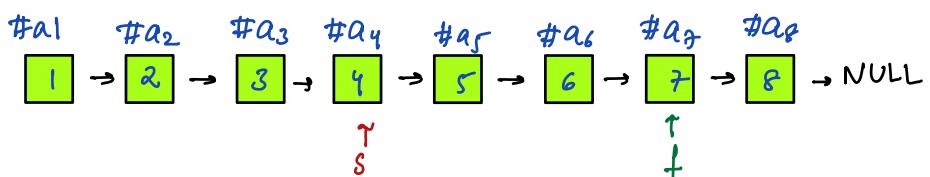
:  $s = s.next$  // slow takes 1 step



Obs1: When  $f.next == null$ , stop & return s

Obs2: When  $f.next.next == null$ , stop & return s

↳ Use both above conditions



Node mid ( Node h ) { TC: O( N ) SC: O( 1 ) }

if ( h == null ) { return h; }

Node s = h;

Node f = h;

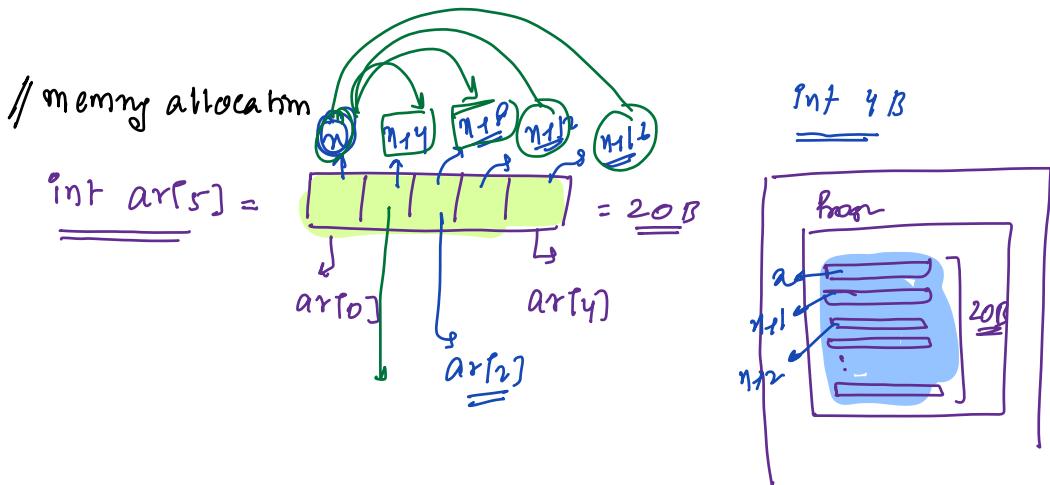
while ( f.next != null && f.next.next != null ) {

s = s.next;

f = f.next.next;

}

return s;



Linked List:

