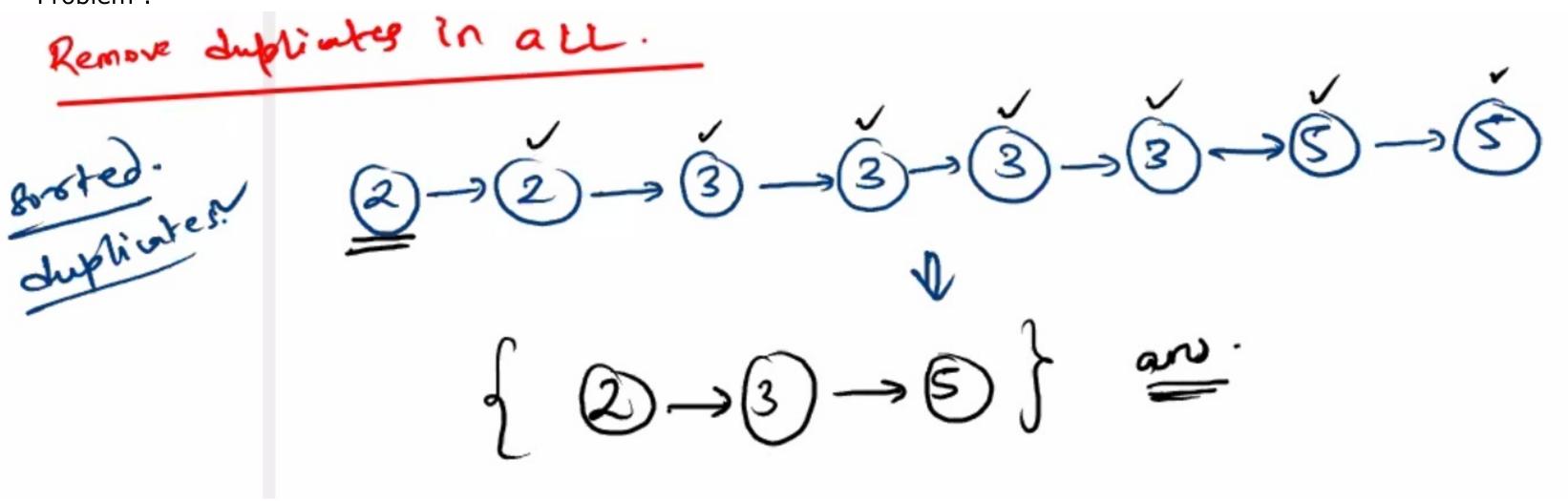
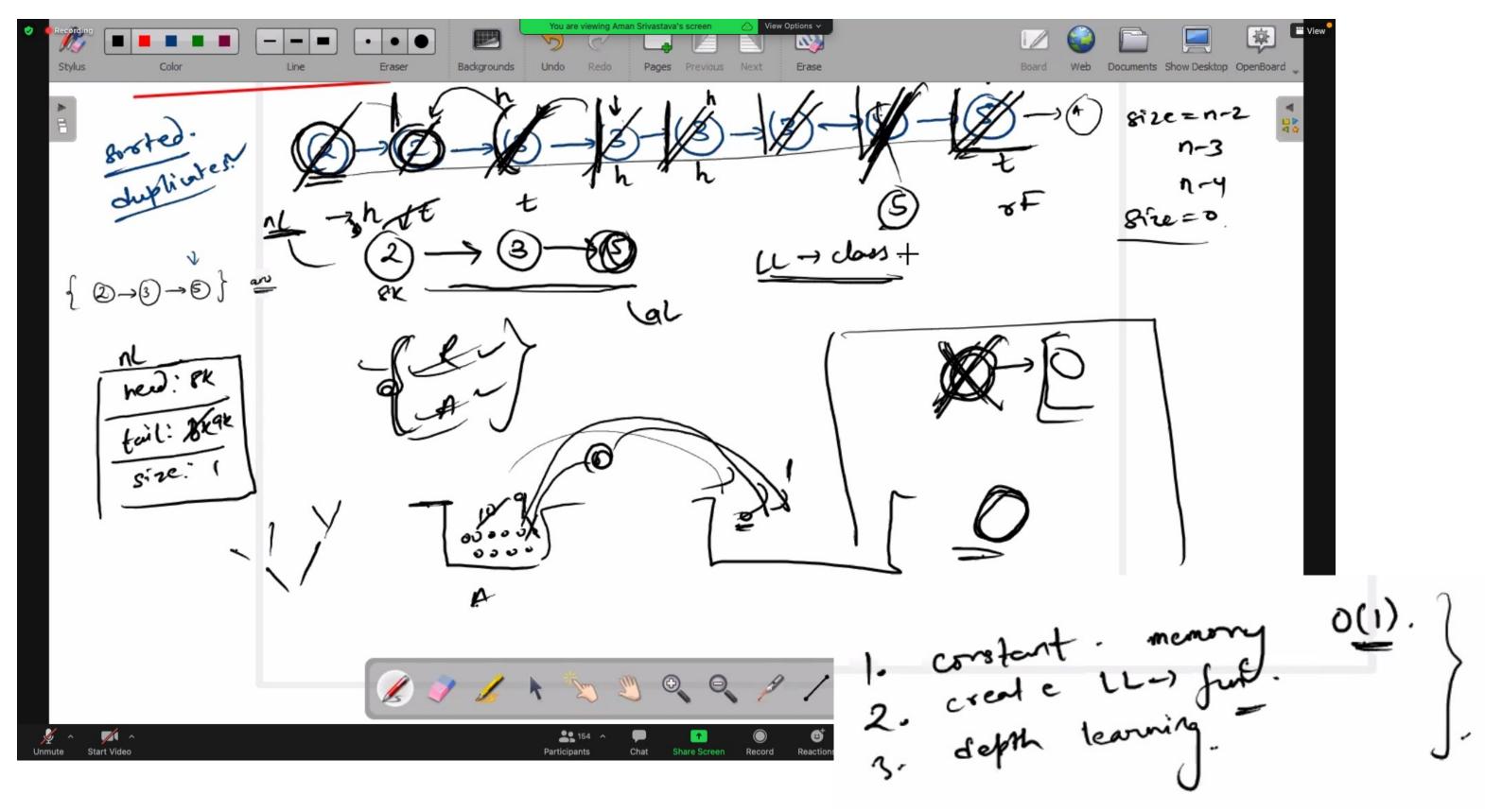
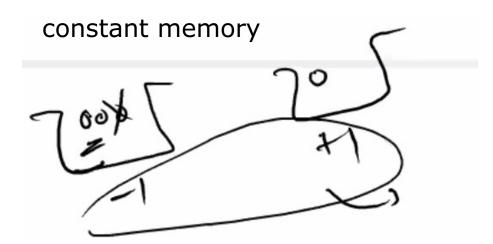
Lecture-038

Problem:

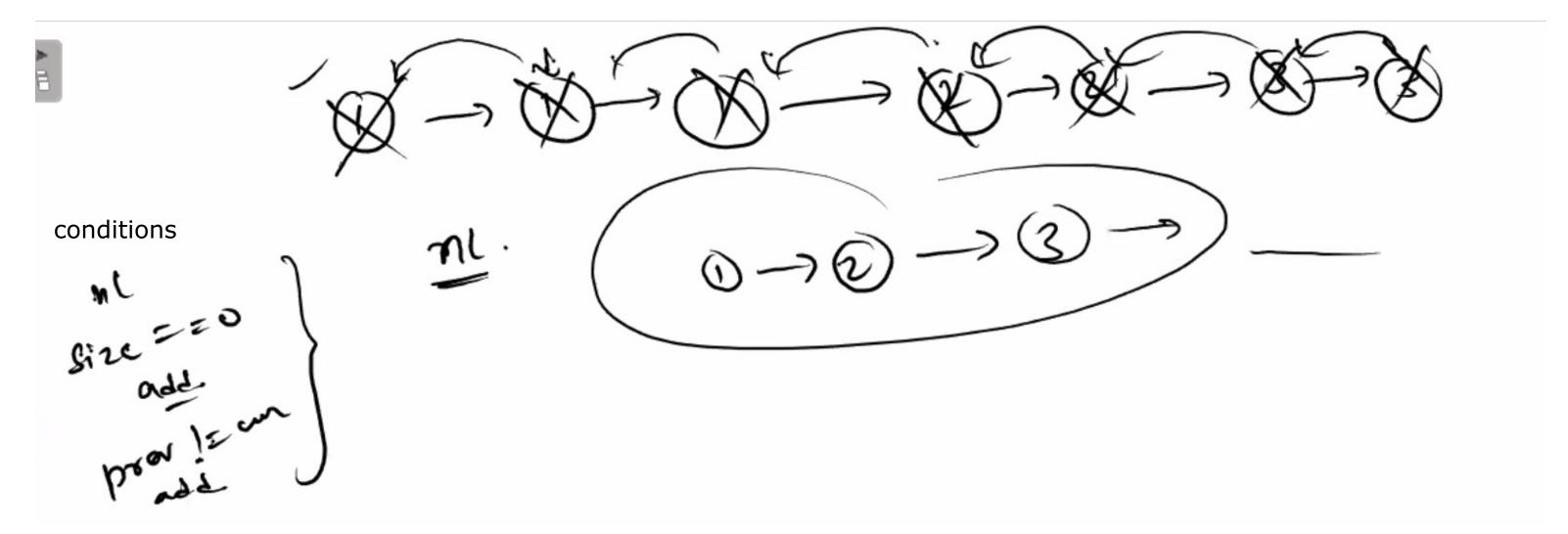


Solution / Approach

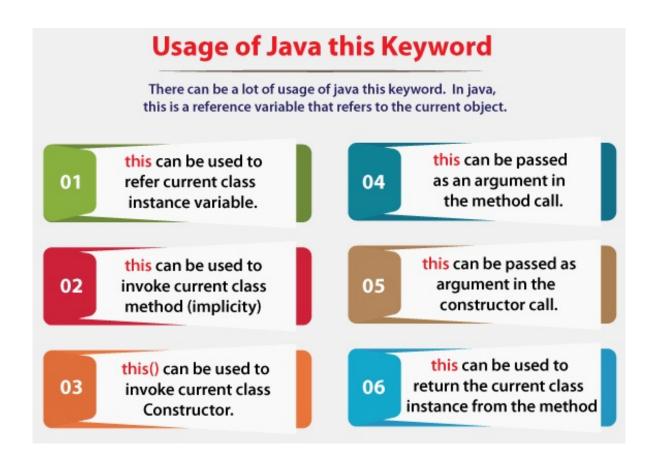


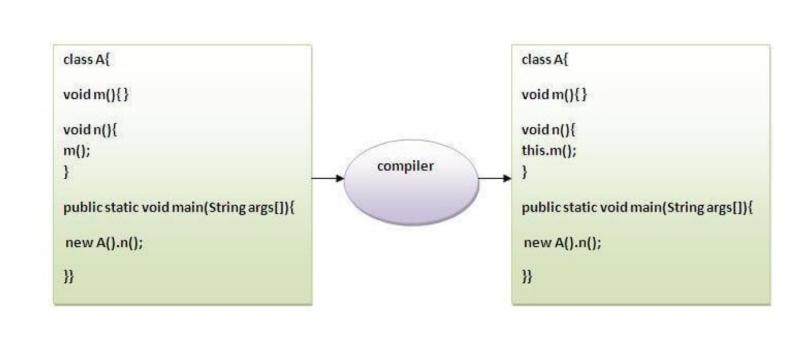


Implementation:



There can be a lot of usage of Java this keyword. In Java, this is a reference variable that refers to the current object.





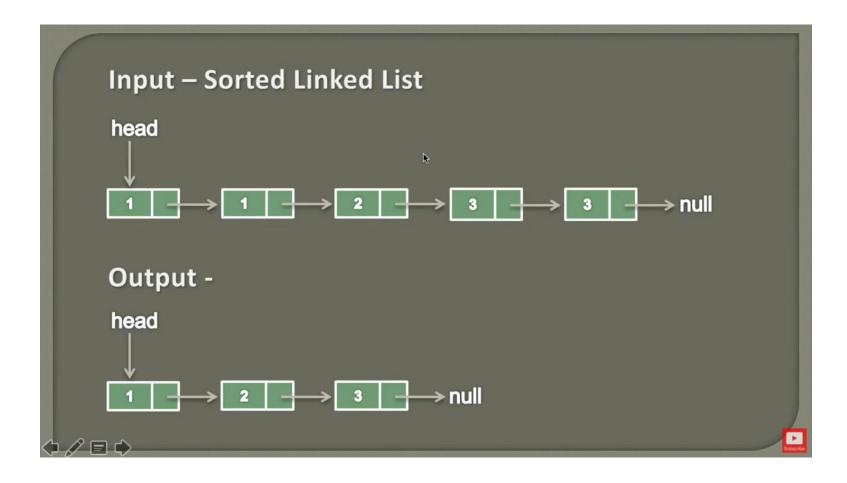
take refrence from javaTpoint

Remove Duplicates In A Sorted Linked List

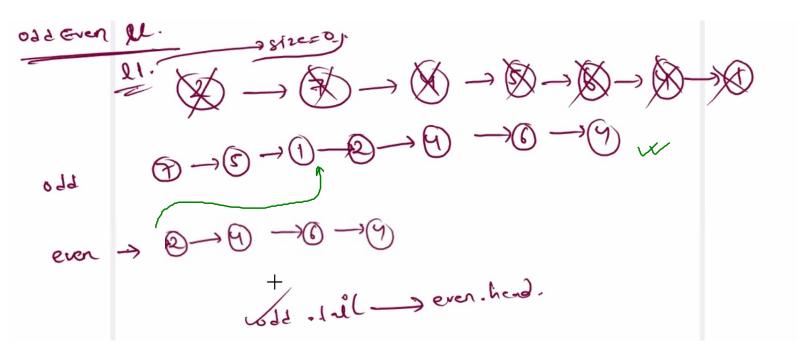
```
public void removeDuplicates(){
  LinkedList nl = new LinkedList();
  while(this.size > 0){
    int val = this.getFirst();
    this.removeFirst();

    if(nl.size == 0 || nl.tail.data != val){
        | nl.addLast(val);
    }
}

this.head = nl.head;
this.tail = nl.tail;
this.size = nl.size;
}
```



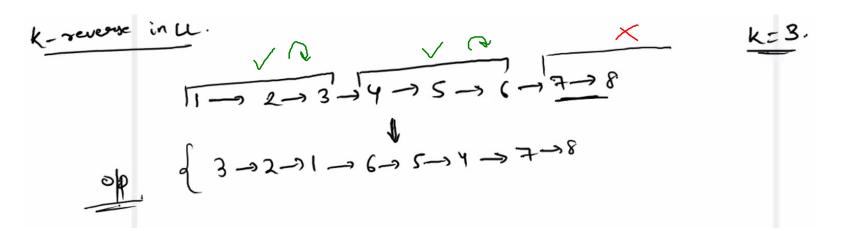
Problem: Odd Even Linked List



Solution:

```
public void oddEven() {
   LinkedList odd = new LinkedList(); // list of odd
   LinkedList even = new LinkedList(); // list of even
   while (this.size > 0) { // while list is not empty
       int val = this.getFirst(); // get first element
       this.removeFirst(); // remove first element
       if (val % 2 == 0) { // if even
           even.addLast(val); // add to even list
       } else { // if odd
           odd.addLast(val); // add to odd list
    * corner case : if odd/even list is empty or present
    * odd even (combinations)
    * 1 1
    * 1 0
    * 0 1
   if (odd.size > 0 && even.size > 0) { // if both lists are present
       odd.tail.next = even.head; // connect odd list to even list
       this.head = odd.head; // list starts with odd list
       this.tail = even.tail; // list ends with even list
       this.size = odd.size + even.size; // size of new list
   } else if (odd.size > 0) { // if only odd list is present
       this.head = odd.head; // list starts with odd list
       this.tail = odd.tail; // list ends with odd list
       this.size = odd.size; // size of new list is the size of odd list
   } else if (even.size > 0) { // if only even list is present
       this.head = even.head; // list starts with even list
       this.tail = even.tail; // list ends with even list
       this.size = even.size; // size of new list is the size of even list
```

Problem: K Reverse In Linked List

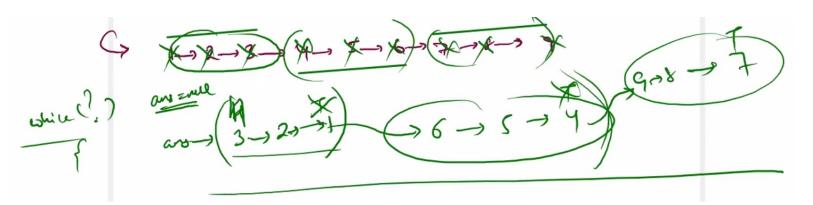


Just:
Thinking out Loud:

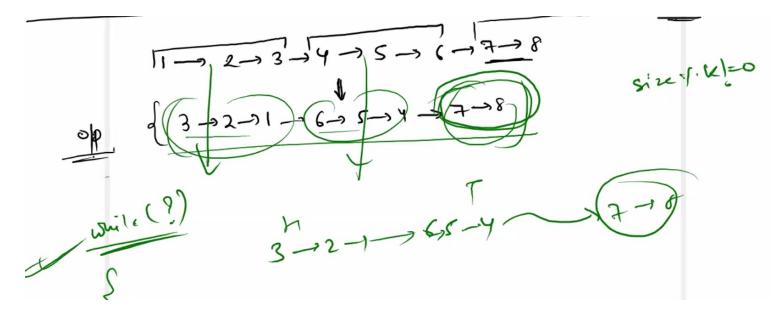
Make reversals from 0 to 812e - (5)2e-1.k)

Keep revering in sets of <u>k</u>.

Approach : removeFirst -> addFirst => combine LL case when size%k == 0



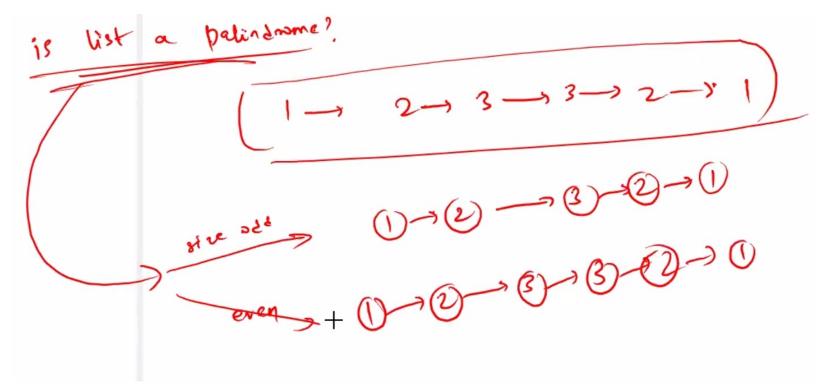
case when size%k != 0



Solution:

```
public void kReverse(int k) {
   if (k > this.size) {
        return;
   LinkedList ans = new LinkedList();
   while (this.size \geq k) {
       LinkedList tmp = new LinkedList(); // temp list
       for (int i = 0; i < k; i++) {
           int val = this.getFirst(); // get first element
           this.removeFirst(); // remove first element
           tmp.addFirst(val); // add to temp list (addFirst ensures that the list is reversed)
       if (ans.size == \theta) {
           ans = tmp; // shallow copy of temp list
        } else {
           ans.tail.next = tmp.head; // connect ans list to temp list
           ans.tail = tmp.tail; // update tail of ans list
           ans.size += tmp.size; // update size of ans list
   // left elements
   if (this.size > 0) {
       ans.tail.next = this.head; // connect ans list to left elements
       ans.tail = this.tail; // update tail of ans list
       ans.size += this.size; // update size of ans list
   this.head = ans.head; // deep copy
   this.tail = ans.tail;
   this.size = ans.size;
```

H/W: Is Linked List A Palindrome?



Approach (as discussed)

