

```
#include <stdlib.h>
#include <string.h>
#include <ctype.h>
```

```
#define MAXPAROLA 30
#define MAXRIGA 80
```

```
int main(int argc, char *argv[])
```

```
{
```

```
    int freq[MAXPAROLA]; /* vettore di contatori
delle frequenze delle lunghezze delle parole */
    char riga[MAXRIGA];
    int i, inizio, lunghezza;
    FILE *f;
```

```
    for(i=0; i<MAXPAROLA; i++)
        freq[i]=0;
```

```
    if(argc != 2)
```

```
    {
        printf(stderr, "ERRORE, serve un parametro con il nome del file\n");
        exit(1);
    }
```

```
    f = fopen(argv[1], "r");
    if(f==NULL)
```

```
    {
        printf(stderr, "ERRORE, impossibile aprire il file %s\n", argv[1]);
        exit(1);
    }
```

```
    while( fgets( riga, MAXRIGA, f ) != NULL )
```



Linked Lists

Exercises

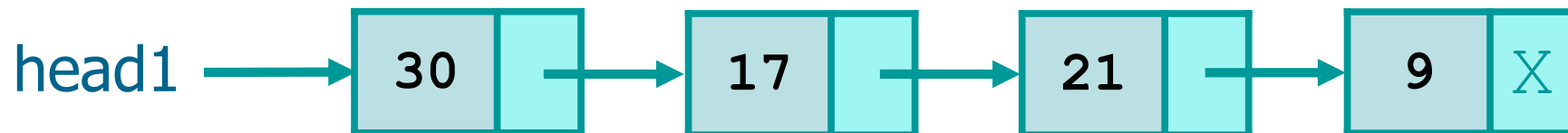
Dipartimento di Automatica e Informatica
Politecnico di Torino

List Inversion

❖ Given a simple linked list, invert all elements of such a list such that

- The first element becomes the last one
- The last element becomes the first one
- Input list

either duplicate
or destroy and use the same



➤ Output list



❖ Strategy

- Head1 points to the first list
 - The first list initially stores all elements
- Head2 points to the second list
 - The second list is initially empty
- While the first list is not empty
 - Extract element from the first list
 - Use head extraction
 - Insert element on the second list
 - Use head insertion

pop head 1
push head 2
pop head 1
push head 2
...

Implementation

```
typedef struct list_s list_t;  
struct list_s {  
    int key;  
    ...  
    list_t *next;  
};
```

Type definition,

in this case I am not creating anything,
just modifying my original one

Extract from
list 1

Insert into
list 2

```
list_t *list_reverse (list_t *head1) {  
    list_t *tmp1, *head2;  
    head2 = NULL;  
    while (head1 != NULL) {  
        tmp1 = head1->next;  
        head1 = head1->next;  
        tmp1->next = head2;  
        head2 = tmp1;  
    }  
    return head2;  
}
```

solution recreating the element
p=head1;
while(p!=NULL){
 head2=push(head2,p->val);
 p=p->next;
}

Implementation

```
typedef struct list_s list_t;  
struct list_s {  
    int key;  
    ...  
    list_t *next;  
};
```

Type definition,

We can use
pop and
push

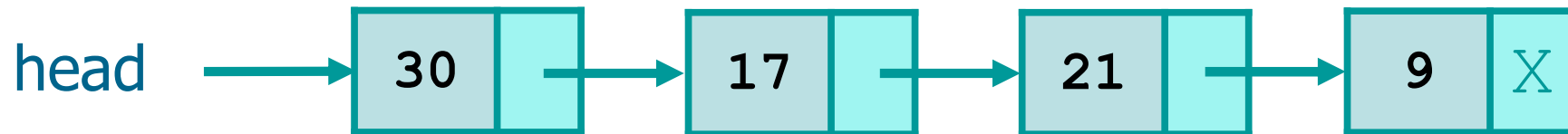
```
list_t *list_reverse (list_t *head1) {  
    list_t head2 = NULL;  
    int status;  
    while (head1 != NULL) {  
        head1 = pop (head1, &val, &status);  
        if (status == SUCCESS)  
            head2 = push (head2, val);  
    }  
    return head2;  
}
```

Modify the
original pop
and push
appropriately

List Sort

❖ Given a simple linked list, sort all elements in ascending order

➤ Input list



➤ Output list



Two possible solutions:

- 1) Do not touch data fields, I just touch the pointer fields
- 2) Touch only data fields, no touching pointer fields

❖ Trivial implementation

- Extract elements from the first list
 - Use head extraction (minimum cost)
- Insert elements into the second list
 - Use insertion in-order position
- Substitute first list with second list

Implementation

```
list_t *list_sort (list_t *head1) {  
    list_t *tmp, *head2;  
    head2 = NULL;  
    while (head1 != NULL) {  
        tmp = pop (&head1);  
        head2 = insert (head2, tmp);  
    }  
    return head2;  
}
```

Modify the original pop and insert
appropriately
(to return and accept pointers to
the elements, not the keys)