Alexandria University

**Faculty of Engineering** 

**Communication and Electronics Department** 



### **DS Sheet 2**

**Linked Lists** 

Name/ Mostafa Ahmed Mohamed Rashed ID/ 19017528 Section/ 3

## 1. Write pseudo code to implement these two classes Singly Linked List and Doubly Linked List. Each of the classes has to include the following methods:

- 1. Insertion at the tail.
- 2. Deletion from the tail.
- 3. Insertion at the head.
- 4. Deletion from the head.

	Singly linked List	Doubly linked List
1	Algorithm addLast(Node n):	Algorithm addLast(Node n):
	n.next ←null	n.prev ←tailer
	if tail ≠ null	tailer.next ← n
	tail.next ← n	tailer ←n
	tail ←n	size ← size+1
	else // tail = null	
	head ←n	
	size ←size+1	
	Algorithm removeLast():	Algorithm removeLast():
	temp ← head	temp1 ← tailer.prev
	for i=0 → linkedlist.size-1	temp2 ← temp1.prev
2	temp ← temp.next	tailer.prev ← temp2
	$temp.next \leftarrow (temp.next).next$	temp2.next ← tailer
	size ← size - 1	temp1.prev ← null
		temp1.next ← null
		size ← size - 1
	Algorithm addFirst(Node n):	Algorithm addFirst(Node n):
	n.next ← head	temp ← header.next
3	head ← n	n.next ← temp
	size ← size+1	n.prev ← header
		header.next ← n
		size ← size+1
	Algorithm removeFirst():	Algorithm removeFirst():
	If head = null	header ← header.next
4	throw error	header.prev ← null
	else // head≠null	size ← size-1
	head ← head.next	
	size ← size - 1	

- 2. Write the following algorithms to search a list for the occurrence of a node having certain data and return a reference to that node if found and null otherwise.
  - 1. Recursive algorithm
  - 2. Iterative algorithm

#### 1. Recursive algorithm:

```
Algorithm findNode(Node n, Data d):

If n.data = d
        return n

else if n = null
        return null

return findNode(n.next, d)
```

#### 2. Iterative algorithm

### 3. Write the following algorithms for a grounded linked list F1 having head pointing to the front node (Use these pseudocodes in your assignment implementation)

- 1. Insert a new node y at the front of the list
- 2. Insert a new node with data value val in a sorted list
- 3. Insert a new node as the kth node in the list
- 4. Append an element to the end of the list
- 5. Delete a node with value val from the list (first occurrence only)
- 6. Delete all occurrences of a node with value val from the list (write recursive and iterative algorithms)
- 7. Delete the node at the kth position in the list
- 8. Make a copy of F1; let F2 be a pointer to the first node of the new list (write the iterative and recursive algorithms)
- 9. Reverse the order of the nodes in F1 without creating any new node.
- 10. Test whether the elements in a list are ordered.
- 11. Interchange the first and last elements in a list.
- 12. Remove duplicates from the list (Assume F1 is sorted).

```
Algorithm addFirst(Node y):
   y.next ← head
1
   head \leftarrow y
    size \leftarrow size+1
    Algorithm insertNode(Data val):
    Node tempNode
    tempNode.data ← val
    currentNode ← head
    while(currentNode.next \neq null)
      if tempNode.data < (currentNode.next).data
        tempNode.next \leftarrow currentNode.next
2
        currentNode.next \leftarrow tempNode
        size ←size+1
        return
   else //empty linked list
      tempNode.next ←head
      head ←tempNode
      size ←size+1
```

```
Algorithm addToIndex(Node y, int k):
    currentNode ← head
    if k = 0 //insert first
      y.next ← head
      head \leftarrow y
      size \leftarrow size + 1
3
      return
    if currentNode ≠ null
      for I = 0 \rightarrow k-1
        currentNode = currentNode.next
    v.next \leftarrow currentNode.next
    currentNode.next \leftarrow y
    size \leftarrow size + 1
    Algorithm addLast(Node y):
    y.next ←null
    if head ≠ null
      currentNode ← head
      while (currentNode.next \neq null)
4
        currentNode \leftarrow currentNode.next
      currentNode.next \leftarrow y
    else
      head ←y
    size ←size+1
    Algorithm delFirst(Data val):
    currentNode ← head
    if currentNode = null
      return error list is empty
   while (currentNode.next.data≠ val)
5
      currentNode ←currentNode.next
      if currentNode = null
        return error list is empty
    currentNode.next \leftarrow (cureentNode.next).next
    size ←size-1
```

		AL 31 LAWAL L 30 L 5 L 5	
	Recursive	Algorithm delAll(Node currentNode, Data val):	
		currentNode ← head	
		if currentNode = null	
		return error list is empty	
		if currentNode.next.data = val	
		$currentNode.next \leftarrow (currentNode.next).next$	
		size ←size-1	
		delAll(currentNode ,val)	
		else delAll(currentNode.next ,val)	
6	if head = null		
	Iterative	return error list is empty	
		while (head ≠ null and head.data = val)	
		head ← head.next	
		size ← size - 1	
		currentNode ← head	
		while (currentNode.next ≠ null)	
		if (currentNode.next).data = val	
		$currentNode.next \leftarrow (cureentNode.next).next$	
Algorithm delAtIndex(int k):		elAtIndex(int k):	
	If $k = 0$		
	head ← head.next		
	size ← size-1		
7	return		
'	Node currentNode ← head		
	For I = $0 \rightarrow k-1$		
	currentNode ← currentNode.next		
	currentNode.next = (currentNode.next).next;		
	size ← size - 1;		

	Recursive	Algorithm copyNode(Node x, Node y):  If x = null  Return  y.data ← x.data  CopyNode(x.next, y.next)  Algorithm copyList():  If head = null  Return
		Node head2 ← F2.head  Head2.data = head.data  CopyNode(head.next, head2.next)
8	Iterative	Algorithm copyList():  If head = null  Return null  Node head2 ← F2.head  Head2.data = head.data  Node tempNode1 ← head.next  Node tempNode2 ← head2.next  While(head.next ≠ null)  tempNode2 data ← tempNode1.data  tempNode1 ← tempNode1.next  tempNode2 ← tempNode2.next
9	Algorithm reverseList():  If head = null  Return  Let curr ← head  Let prev ← null  Let next ← null  While (curr ≠ null)  next ← curr.next  curr.next ← prev  prev ← curr  curr ← next  head ← prev	

```
Algorithm isordered():
    If head = null
      Return
    Node currentNode ← head
   While (currentNode.next \neq null)
      If (currentNode.next).val < currentNode.val
        Return false
      currentNode \leftarrow currentNode.next
    return true
    Algorithm headToTail():
    If head = null
      Return
    Node currentNode ← head
    Node tempNode
11
    While (currentNode.next ≠ null)
      currentNode \leftarrow currentNode.next
    tempNode.data ← currentNode.data
    currentNode.data \leftarrow head.data
    head.data ← tempNode.data
    Algorithm delDup():
    If head = null
      Return
    Node currentNode ← head
    While (currentNode.next \neq null)
12
      If (currentNode.next).val = currentNode.val
        currentNode.next ← (currentNode.next).next
      else
        currentNode \leftarrow currentNode.next
```

#### 4. Consider the two grounded linked lists F1 and F2. Write algorithms for the following:

- 1. Testing F1 and F2 for equality; two lists are equal if they have the same length and they have the same data values in similar nodes.
- 2. Concatenating F2 to the end of F1.
- 3. Copying F1 to F2.

```
Node current1 = f1.head
   Node current2 = f2.head
   While(current1 \neq null and current2\neq null)
      If current1.val \neq current2.val // if not equal size value is compared with none
        Return false
      Current1 \leftarrow current1.next
      Current2 \leftarrow current2.next
1
   Return true
   Algorithm length(linkedlist F):
   If f = null
      Return 0
   Else
      Return 1+length(F.next)
   Algorithm concat():
   Node current1 ← f1.head
   Node current2 ← f2.head
   If current1 = null
      Return f2
2
   If current2 = null
      Return f1
   While(current1.next \neq null)
      Current1 \leftarrow current1.next
   current1.next \leftarrow current2
   Algorithm copyList():
   Node current1 ← f1.head
   Node current2 ← f2.head
   Current2 ← current1
```

# 5. Assume F and R are references to the first and last node of a doubly linked list. Write algorithms to:

- 1. Delete the last element in the list.
- 2. Insert an element after the last element in the list.

1	Algorithm delLast():
	If F = null
	Return
	If F=R
	F=R=null
	R ← R.prev
	R.next ← null
	Algorithm addLast(Node n):
2	If F = null
	$F \leftarrow n$
	retuen
	R.next ← n
	n.prev ← R
	R ← n