

## Unit – 3 (Part-1)

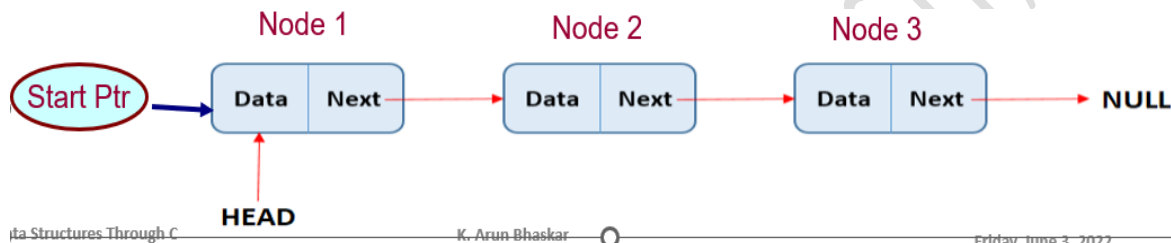
### Linked List

#### Content

**Linked Lists :** Introduction, Singly linked list, Operations on Singly Linked list - Insertion, Deletion and Searching.

#### 1. Linked lists introduction

- ✓ A linked list, is a linear collection of data elements.
- ✓ These data elements are called nodes.
- ✓ Elements in a linked list can be accessed only in a sequential **manner**.
- ✓ A linked list can be perceived as a train or a sequence of nodes **in** which each node contains one or more data fields and a pointer to the next node.



- ✓ Storing data items in arrays has at least two limitations
  - The array size is fixed once it is created: Changing the size of the array requires creating a new array and then copying all data from the old array to the new array.
  - The data items in the array are next to each other in memory: Inserting an item inside the array requires shifting other items.
- ✓ A linked structure is introduced to overcome limitations of arrays and allow easy insertion and deletion.

#### **Linked Lists:**

- ✓ A collection of nodes storing data items and links to other nodes
- ✓ If each node has a data field and a reference field to another node called next or successor, the sequence of nodes is referred to as a singly linked list
- ✓ Nodes can be located anywhere in the memory
- ✓ The first node is called head and the last node is called tail.
- ✓ In C, we can implement a linked list using the following code:

```
struct node
{
    int data;
    struct node *next;
};
```

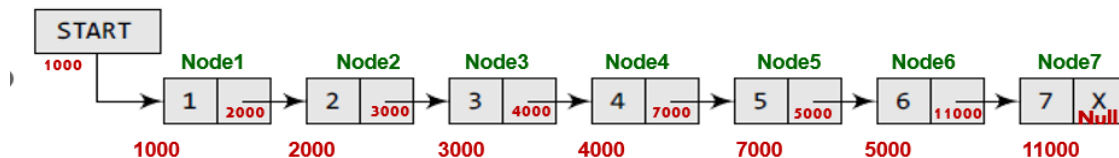
- ✓ Lists contain a pointer variable START that stores the address of the first node in the list.
- ✓ We can traverse the entire list using START which contains the address of the first node; the next part of the first node in turn stores the address of its succeeding node.
- ✓ Using this technique, the individual nodes of the list will form a chain of nodes.
- ✓ If START = NULL, then the linked list is empty and contains no nodes.

### Types of Linked lists:

- Singly linked list
- Doubly linked list
- Circular linked list

### Single Linked lists introduction:

- ✓ A singly linked list is the simplest type of linked list in which every node contains some data and a pointer to the next node of the same data type.
- ✓ By saying that the node contains a pointer to the next node, we mean that the node stores the address of the next node in sequence.
- ✓ A singly linked list allows traversal of data only in one way.



### Single Linked lists Operations

- ✓ Traversing the linked list
- ✓ Searching an element
- ✓ Insert an element.
- ✓ Delete an element

### Algorithm to traversing a Linked List:

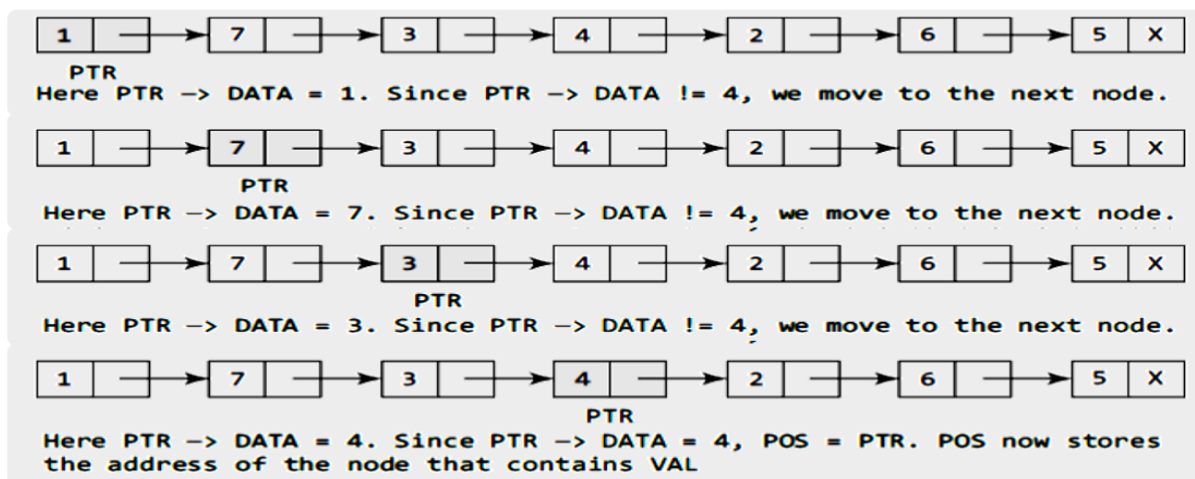
```

Step 1: [INITIALIZE] SET PTR = START
Step 2: Repeat Steps 3 and 4 while PTR != NULL
Step 3:      Apply Process to PTR->DATA
Step 4:      SET PTR = PTR->NEXT
            [END OF LOOP]
Step 5: EXIT
  
```

Algorithm to search a value in a Linked List:

```
Step 1: [INITIALIZE] SET PTR = START
Step 2: Repeat Step 3 while PTR != NULL
Step 3:   IF VAL = PTR->DATA
           SET POS = PTR
           Go To Step 5
         ELSE
           SET PTR = PTR->NEXT
         [END OF IF]
       [END OF LOOP]
Step 4: SET POS = NULL
Step 5: EXIT
```

**Example: to search the node data = 4:**



Algorithm to count the number of nodes in a Linked List :

```
Step 1: [INITIALIZE] SET COUNT = 0
Step 2: [INITIALIZE] SET PTR = START
Step 3: Repeat Steps 4 and 5 while PTR != NULL
Step 4:   SET COUNT = COUNT + 1
Step 5:   SET PTR = PTR->NEXT
[END OF LOOP]
Step 6: Write COUNT
Step 7: EXIT
```

Inserting a New Node in a Linked List

- ✓ New node is added into an already existing linked list.
- ✓ Four different cases of insertion in Linked Lists:
  - Case 1: The new node is inserted at the beginning.
  - Case 2: The new node is inserted at the end.
  - Case 3: The new node is inserted after a given node.
  - Case 4: The new node is inserted before a given node.

## Inserting a Node at the Beginning of a Linked List

- ✓ Suppose we want to add a new node with data 9 and add it as the first node of the list, then the following changes will be done in the linked list.

**Step 1:** IF PTR = NULL

Write OVERFLOW

Go to Step 7

[END OF IF]

**Step 2:** SET NEW\_NODE = PTR

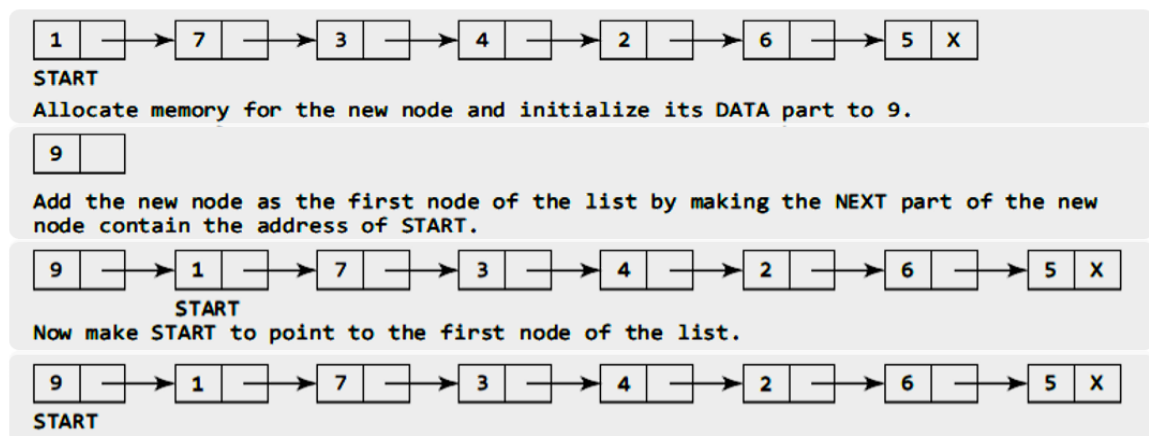
**Step 3:** SET PTR = PTR → NEXT

**Step 4:** SET NEW\_NODE → DATA = VAL

**Step 5:** SET NEW\_NODE → NEXT = HEAD

**Step 6:** SET HEAD = NEW\_NODE

**Step 7:** EXIT



## Inserting a Node at the End of a Linked List

**Step 1:** IF PTR = NULL

Write OVERFLOW

Go to Step 7

[END OF IF]

**Step 2:** SET NEW\_NODE = PTR

**Step 3:** SET PTR = PTR → NEXT

**Step 4:** SET NEW\_NODE → DATA = VAL

**Step 5:** SET NEW\_NODE → NEXT = NULL

**Step 6:** SET PTR = START

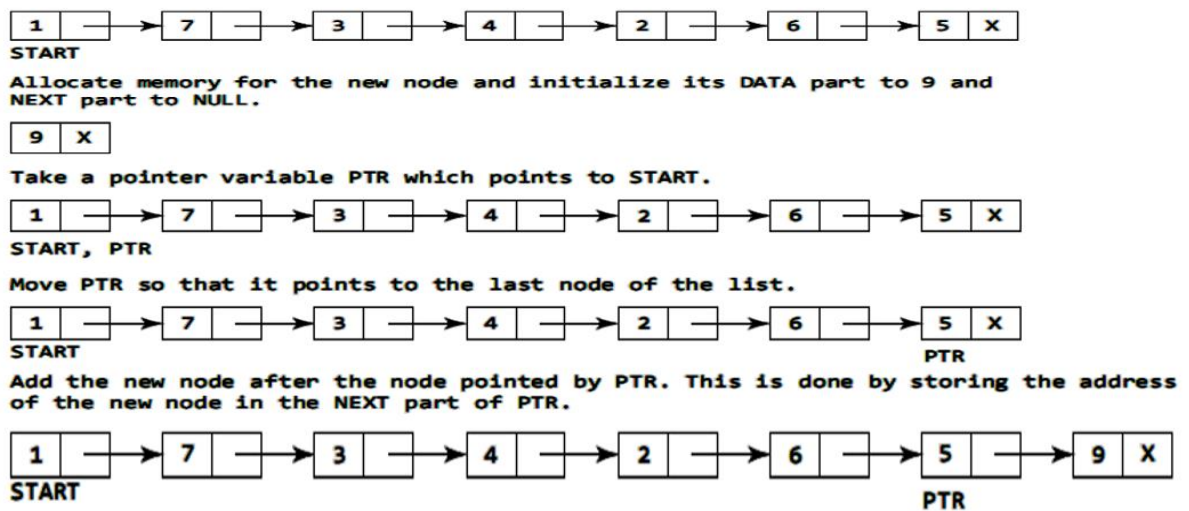
**Step 7:** Repeat step 8 while PTR → NEXT != NULL

**Step 8:** SET PTR = PTR → NEXT

[END OF LOOP]

**Step 9:** SET PTR → NEXT=NEW\_NODE

**Step 10:** EXIT



Data Structures Through C

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### Inserting a Node After a Given Node in a Linked List

- Suppose we want to add a new node with value 9 after the node containing data 3.

**Step 1:** IF PTR = NULL

Write OVERFLOW

Go to Step 12

[END OF IF]

**Step 2:** SET NEW\_NODE = PTR

**Step 3:** SET PTR = PTR → NEXT

**Step 4:** SET NEW\_NODE → DATA = VAL

**Step 5:** SET PTR = START

**Step 6:** SET PREPTR = PTR

**Step 7:** Repeat step 8 and 9 while PREPTR → DATA != NUM

**Step 8:** SET PREPTR = PTR

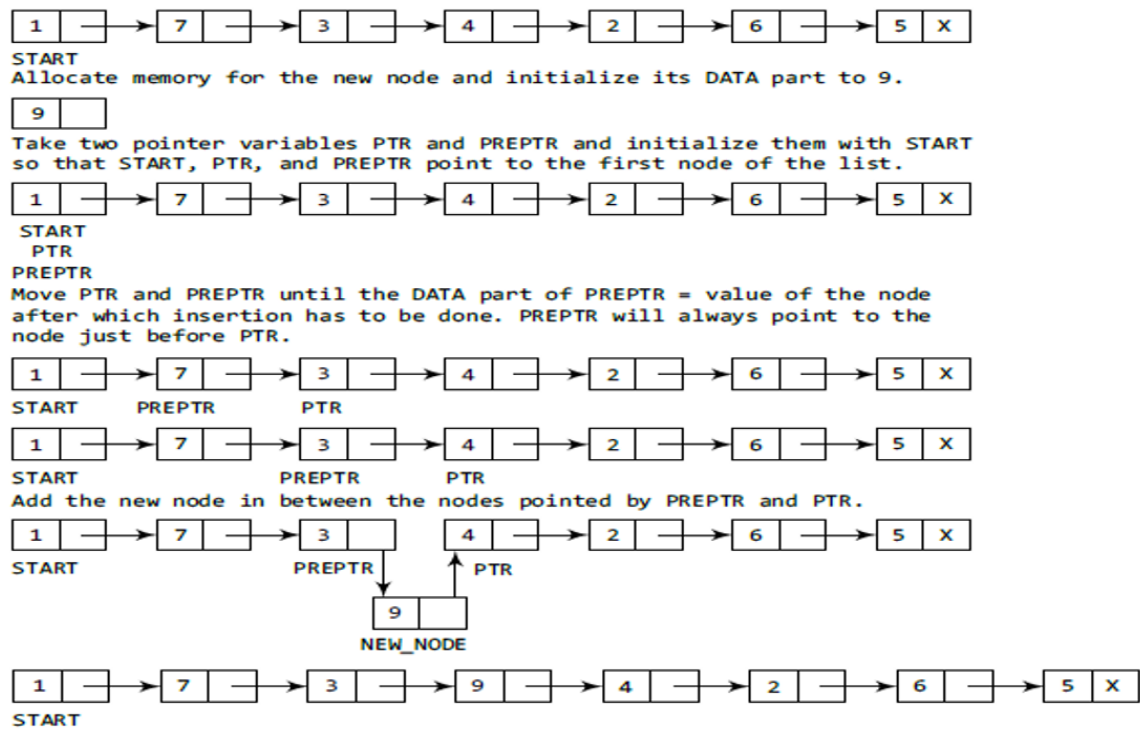
**Step 9:** PTR = PTR → NEXT

[END OF LOOP]

**Step 10:** PREPTR → NEXT=NEW\_NODE

**Step 11:** SET NEW\_NODE → NEXT = PTR

**Step 12:** EXIT



### Inserting a Node Before a Given Node in a Linked List

- Suppose we want to add a new node with value 9 before the node containing 3
- **Step 1:** IF PTR = NULL

Write OVERFLOW  
Go to Step 12  
[END OF IF]

**Step 2:** SET NEW\_NODE = PTR

**Step 3:** SET PTR = PTR → NEXT

**Step 4:** SET NEW\_NODE → DATA = VAL

**Step 5:** SET PTR = START

**Step 6:** SET PREPTR = PTR

**Step 7:** Repeat step 8 and 9 while PTR → DATA != NUM

**Step 8:** SET PREPTR = PTR

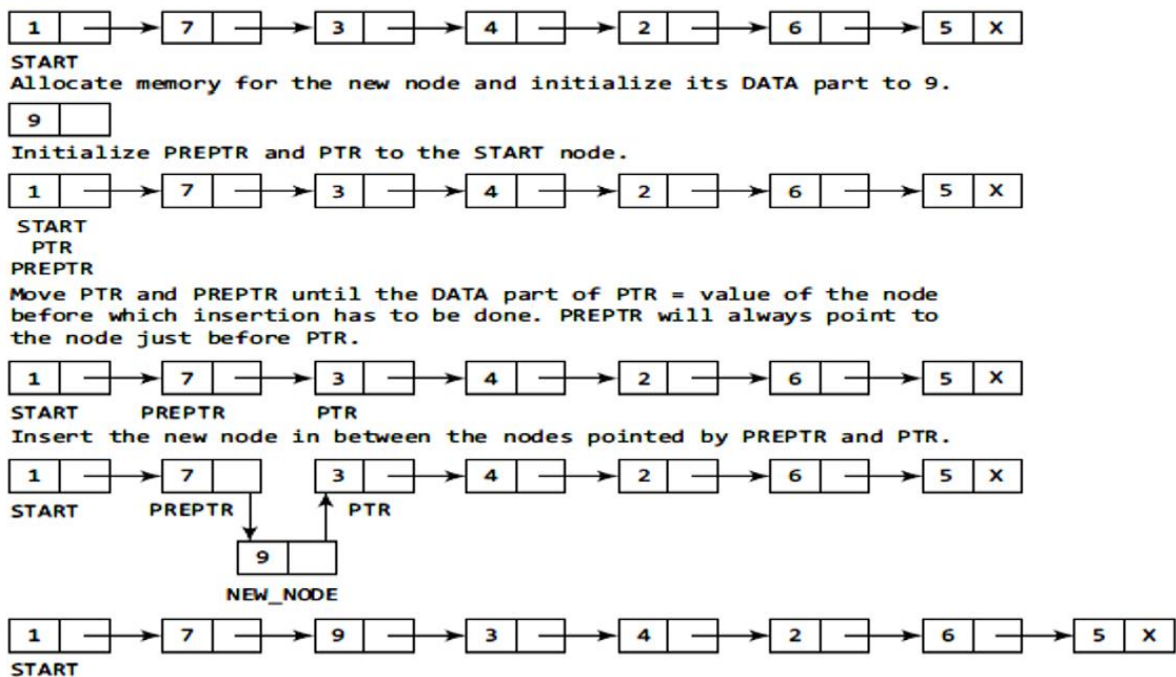
**Step 9:** SET PTR = PTR → NEXT

[END OF LOOP]

**Step 10:** PREPTR → NEXT = NEW\_NODE

**Step 11:** SET NEW\_NODE → NEXT = PTR

**Step 12:** EXIT



## Deleting a Node from a Linked List

A node is deleted from an already existing linked list with three cases:

- Case 1: The first node is deleted.
- Case 2: The last node is deleted.
- Case 3: The node after a given node is deleted.

Before we describe the algorithms in all these three cases:

- ✓ First discuss an important term called UNDERFLOW.
- ✓ Underflow is a condition that occurs when we try to delete a node from a linked list that is empty.
- ✓ This happens when  $START = NULL$  or when there are no more nodes to delete.

## Deleting the First Node from a Linked List

- When we want to delete a node from the beginning of the list, then the following changes will be done in the linked list.

**Step 1:** IF  $START = NULL$

Write OVERFLOW

Go to Step 5

[END OF IF]

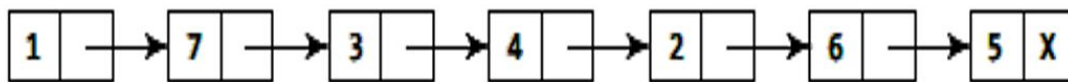
**Step 2:** SET  $PTR = START$

**Step 3:** SET  $START = START \rightarrow NEXT$

**Step 4:** FREE PTR

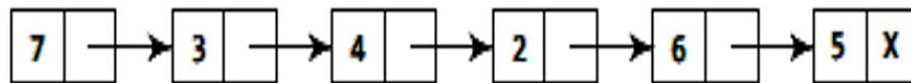
**Step 5:** EXIT





**START**

Make **START** to point to the next node in sequence.



**START**

### Deleting the Last Node from a Linked List

- Suppose we want to delete the last node from the linked list, then the following changes will be done in the linked list.

**Step 1: IF START = NULL**

Write UNDERFLOW

Go to Step 8

**[END OF IF]**

**Step 2: SET PTR = START**

**Step 3: Repeat Steps 4 and 5 while PTR → NEXT != NULL**

**Step 4: SET PREPTR = PTR**

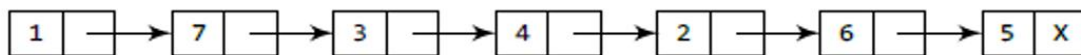
**Step 5: SET PTR = PTR → NEXT**

**[END OF LOOP]**

**Step 6: SET PREPTR → NEXT = NULL**

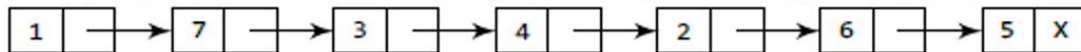
**Step 7: FREE PTR**

**Step 8: EXIT**



**START**

Take pointer variables **PTR** and **PREPTR** which initially point to **START**.

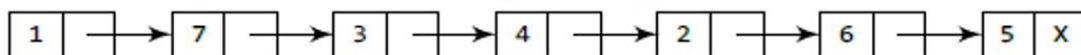


**START**

**PREPTR**

**PTR**

Move **PTR** and **PREPTR** such that **NEXT** part of **PTR** = **NULL**. **PREPTR** always points to the node just before the node pointed by **PTR**.



**START**

**PREPTR**

**PTR**

Set the **NEXT** part of **PREPTR** node to **NULL**.



**START**

### Deleting the Node After a Given Node in a Linked List

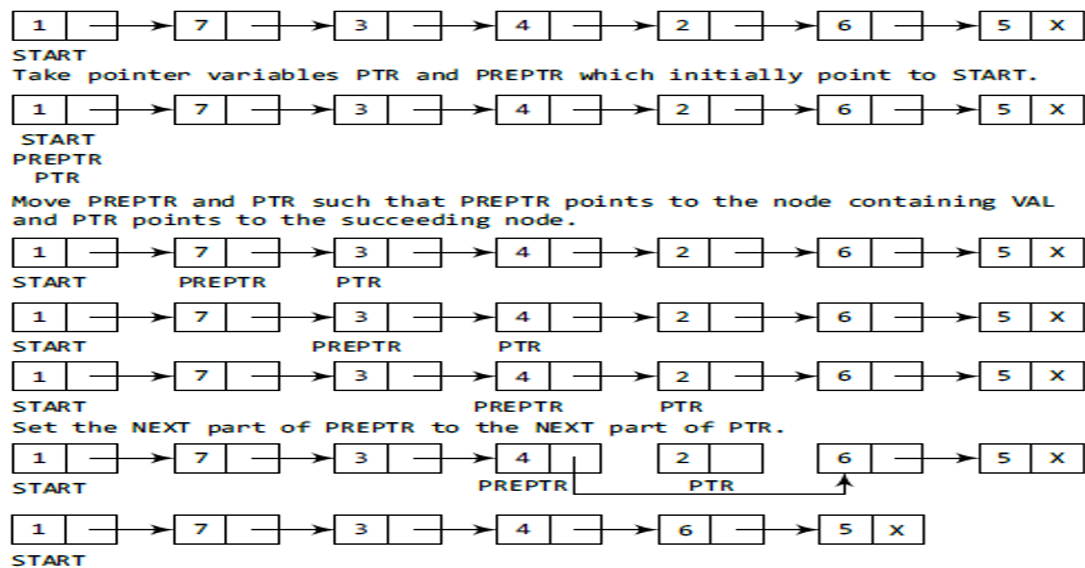
- Suppose we want to delete the node that succeeds the node which contains data value 4. Then the following changes will be done in the linked list.



```

Step 1: IF START = NULL
        Write UNDERFLOW
        Go to Step 10
    [END OF IF]
Step 2: SET PTR = START
Step 3: SET PREPTR = PTR
Step 4: Repeat Steps 5 and 6 while PREPTR → DATA != NUM
Step 5:     SET PREPTR = PTR
Step 6:     SET PTR = PTR → NEXT
    [END OF LOOP]
Step 7: SET TEMP = PTR
Step 8: SET PREPTR → NEXT = PTR → NEXT
Step 9: FREE TEMP
Step 10: EXIT

```



### Single Linked lists Operations Summary

- ✓ Traversing the linked list
- ✓ Searching an element
- ✓ Counting nodes in a list
- ✓ Insert an element.

Case 1: The new node is inserted at the beginning.

Case 2: The new node is inserted at the end.

Case 3: The new node is inserted after a given node.

Case 4: The new node is inserted before a given node.

- ✓ Delete an element

Case 1: The first node is deleted.

Case 2: The last node is deleted.

Case 3: The node after a given node is deleted.

## Applications of Linked Lists

- ✓ Linked lists can be used to represent polynomials and the different operations that can be performed on them.
- ✓ **Polynomial Representation:**
- ✓ Consider a polynomial  $6x^3+9x^2+7x+1$ .
- ✓ Every individual term in a polynomial consists of two parts, a coefficient and a power.
- ✓ Here, 6, 9, 7, and 1 are the coefficients of the terms that have 3, 2, 1, and 0 as their powers respectively.
- ✓ Every term of a polynomial can be represented as a node of the linked list.
- ✓ Figure shows the linked representation of the terms of the above polynomial.

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