

DAY 26

INTERVIEW BIT PROBLEMS :

1. Sort List

Sort a linked list in $O(n \log n)$ time using constant space complexity.

Example :

Input : 1 → 5 → 4 → 3

Returned list : 1 → 3 → 4 → 5

CODE :

PYTHON

Definition for singly-linked list.

class ListNode:

def __init__(self, x):

self.val = x

self.next = None

class Solution:

@param A : head node of linked list

@return the middle node in the linked list

def find_middle(self,A):

if A is None:

return A

slow_ptr=A

fast_ptr=A

while fast_ptr.next is not None and fast_ptr.next.next is not None:

slow_ptr=slow_ptr.next

fast_ptr=fast_ptr.next.next

return slow_ptr

def sort_list(self,l_ptr,r_ptr):

out=None

if l_ptr is None:

return r_ptr

if r_ptr is None:

return l_ptr

if l_ptr.val<=r_ptr.val:

out=l_ptr

out.next=self.sort_list(l_ptr.next,r_ptr)

else:

out=r_ptr

out.next=self.sort_list(l_ptr,r_ptr.next)

return out

```

# @param A : head node of linked list
# @return the head node in the linked list
def sortList(self, A):
    if A is None or A.next is None:
        return A
    mid_ele=self.find_middle(A)
    next_mid=mid_ele.next
    mid_ele.next=None
    l=self.sortList(A)
    r=self.sortList(next_mid)
    result=self.sort_list(l,r)
    return result

```

(OR)

Definition for singly-linked list.

```

# class ListNode:
#     def __init__(self, x):
#         self.val = x
#         self.next = None

```

class Solution:

```

# @param A : head node of linked list
# @return the head node in the linked list
def sortList(self, A):
    if not A:
        return None
    curr=A
    val_list=[]
    while curr:
        val_list.append(curr.val)
        curr=curr.next
    val_list.sort()
    curr=A
    for i in range(len(val_list)):
        curr.val=val_list[i]
        curr=curr.next
    return A

```

C++

```

/**
 * Definition for singly-linked list.
 * struct ListNode {
 *     int val;
 *     ListNode *next;
 *     ListNode(int x) : val(x), next(NULL) {}
 * };
 */
pair<ListNode*,ListNode*> getMid(ListNode* A){
    ListNode* mid = A;
    ListNode* fast = A;

```

```

ListNode* prev = NULL;

while(fast!=NULL && fast->next!=NULL){
    prev = mid;
    mid = mid->next;
    fast = fast->next->next;
}

pair<ListNode*,ListNode*> result(prev, mid);
return result;
}

```

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ListNode* merge(ListNode* A, ListNode* B){

```

```

    ListNode* aNode = A;
    ListNode* bNode = B;
    ListNode* merged = NULL;
    ListNode* tail = NULL;

    while((aNode!=NULL) && (bNode!=NULL)){
        ListNode* insertedNode = NULL;

        if(aNode->val<bNode->val){
            insertedNode = aNode;
            aNode = aNode->next;
        }
        else {
            insertedNode = bNode;
            bNode = bNode->next;
        }

        if(merged){
            tail->next = insertedNode;
            tail = insertedNode;
        }
        else {
            merged = tail = insertedNode;
        }
    }

    //copy the remainder
    while(aNode!=NULL){
        tail->next = aNode;
        tail = aNode;
        aNode = aNode->next;
    }

    while(bNode!=NULL){
        tail->next = bNode;
        tail = bNode;
    }
}

```

```

        bNode = bNode->next;
    }

    //Update the last node appropriately
    if(tail){
        tail->next = NULL;
    }

    return merged;
}

void mergeSort(ListNode*& A){
    if((A==NULL) || (A->next==NULL)) {
        return;
    }
    ListNode* mid = A;
    ListNode* fast = A;
    ListNode* prev = NULL;
    while(fast!=NULL && fast->next!=NULL){
        prev = mid;
        mid = mid->next;
        fast = fast->next->next;
    }
    if(prev){
        prev->next = NULL;
    }
    mergeSort(A);
    mergeSort(mid);
    A = merge(A,mid);
}

ListNode* Solution::sortList(ListNode* A) {
    // Do not write main() function.
    // Do not read input, instead use the arguments to the function.
    // Do not print the output, instead return values as specified
    mergeSort(A);
    return A;
}

```