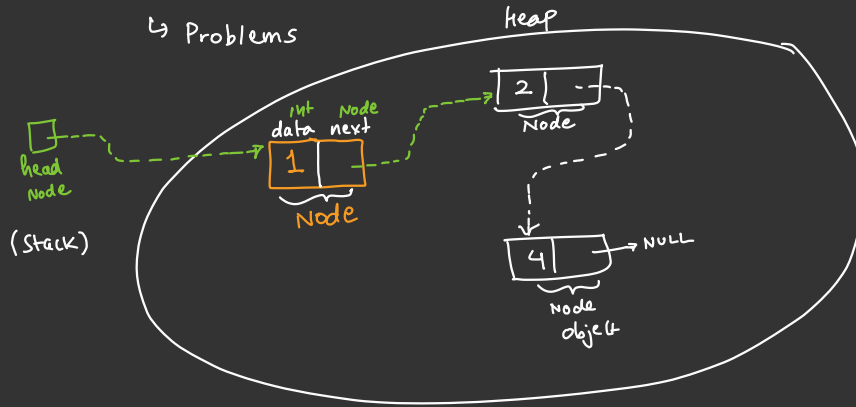


LINKED LIST - ①

11 Sept - Extra class
on **Hashing**
(New Problems)

↳ Recap

↳ Problems



Advantage →

→ grow & shrink
acc to
demand.

→ insert at
 $O(\text{index})$
if $O(1)$

SDE → good news ⇒ Library linked list

linked list l

→ $l.\text{insert}(0, 5)$

$l.\text{insert}(2, 8)$

$l.\text{remove}(8)$

bad news ⇒ learn how to
manipulate/update
a linked list

↓

- Interviews
- good understanding

Java Implementation

```
class Node {  
    int data  
    Node next;  
    Node (int x) {  
        data = x  
        next = NULL  
    }  
}
```

$N=4$

head → 1 → 2 → 3 → 4

Node create LL (n) {

local variables ↗

Node $h = \text{new Node}(1)$

Node $t = h$,

for ($i=2$; $i \leq n$; $i++$) {

$t.\text{next} = \text{new Node}(i)$ ←

$t = t.\text{next}$

}

return h ;

}

main() {

$head = 60$

Node head = createLL(4);

S = size(head);

$O(N)$ time

Diagram illustrating the linked list structure and pointer manipulation:

1. Initial state: $head$ points to node 1, which points to node 2, which points to node 3, which points to node 4.

2. Creating the linked list: h is initialized to node 1. t is initialized to h . The loop iterates from $i=2$ to $n=4$. In each iteration, a new node is created and its next pointer is set to the current node's next pointer. The current node's next pointer is then updated to the new node.

3. Final state: h points to node 1, which points to node 2, which points to node 3, which points to node 4. t points to node 3.

int Size (Node start) {

local variable
↓
→ copy of head

→ cnt = 0

while (start != null) {

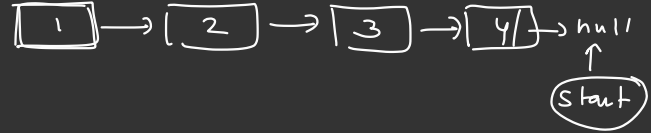
cnt ++ = 1

→ start = start.next;

3

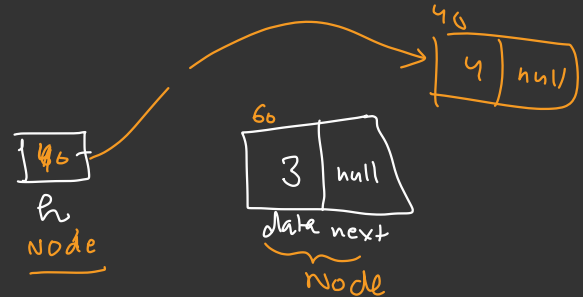
return cnt

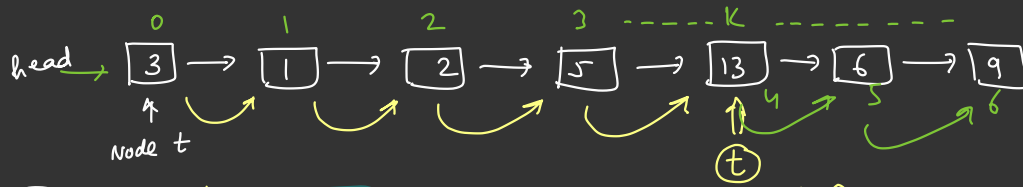
}



~~0~~ ~~1~~ ~~2~~ ~~3~~ 4

Node h = new Node(3),





$K=7$
↓
13

int getKthElement(Node head, int K) {

$K \geq 0$

Node t = head,

⇒ if ($K \geq \text{size}(\text{head})$) { return -1 };

while ($K > 0$) {
 → t = t.next;
 K--
}

$K=0$
↑
✓

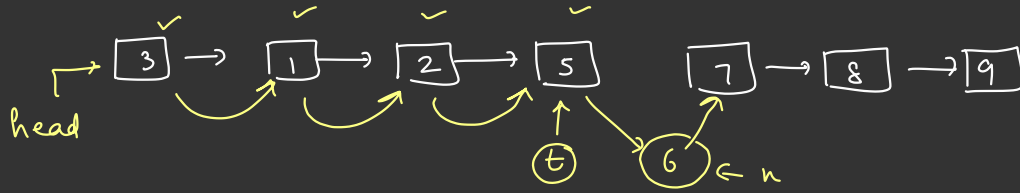
$K > \text{size}(\text{head})$:
 $K=6$

→ size = 0 $K=0$
→ head == null

return t.data,

}





$k=4$

$k=4 \Rightarrow$ after k nodes
data = 6 start with 1

Node insert(Node head, int k, int data)

if ($k > \text{size}(\text{head})$) {

Case-I

return head

}

if ($k == 0$) {

Case-II

Node n = new Node(data);

n.next = head;

return n;

}

Case-III

Travel {

Node t = head

for ($i=1; i \leq k-1; i++$) {

t = t.next

}

main() {

head = insert(head, 0, 6)

}

middle / end

insert

{

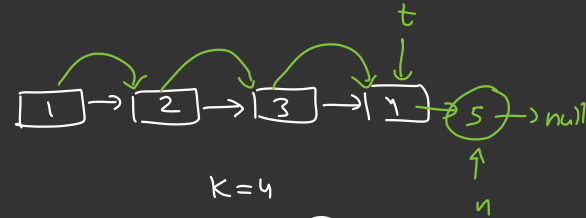
Node n = new Node(data);

n.next = t.next

t.next = n;

return head;

}



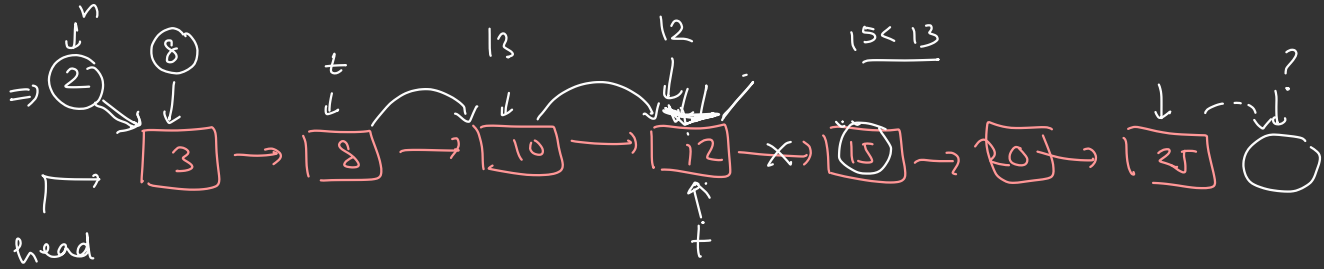
K=4

data = (5)

head = insert(head, 2, 2 5);
100 100

head = insert(head, 0, 0),
220 100

(a) Given a Sorted Linked list, insert element at its correct pos



→ Insert (13)

→ Insert (2)

Node insertSorted (head, data) {

⇒ if (head == null || data < head.data) {

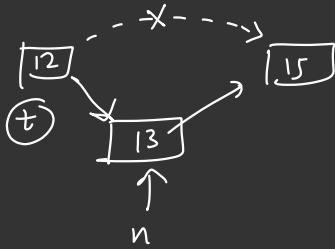
Node n = new node(data)

n.next = head;

return n;

⇒ while (t != null && t.next.data < data) {
t = t.next
t = t.next

TODO
10 14



}

```
Node n = new Node(data);
```

```
n.next = t.next;
```

```
t.next = n
```

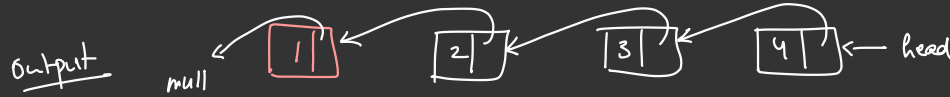
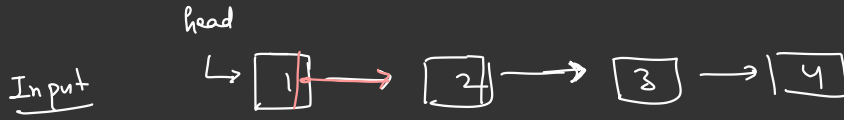
```
return head;
```

}

⇒ Reverse Entire Linked List, on same list.

10.45

15 min break :)



All Nodes

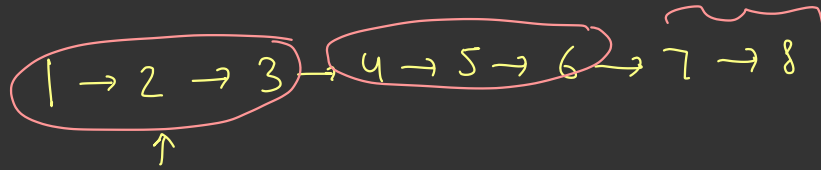
- Save the next Node first
- $current \rightarrow next = prev;$
- Track the prev Node

Node reverse(head) {
 prev = null
 current = head
 while (current != null) {
 → • $n = current \rightarrow next$
 → - $current \rightarrow next = prev$
 {
 prev = current
 current = n
 }
 }
 return prev;
}

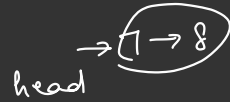
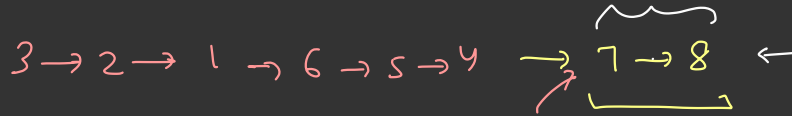
Save
updating the link
} update prev
& current

★ Interview Problem

⇒ Reverse a LL in groups of size k.



$k = 3$



Node reverseK(head, k) {

// Base Case

{ if (^{length of LL} size(head) < k) {
 return head;
}

// Rec Case



$\left(\frac{N}{k}\right) \text{ calls} \times k$

$= O(N)$

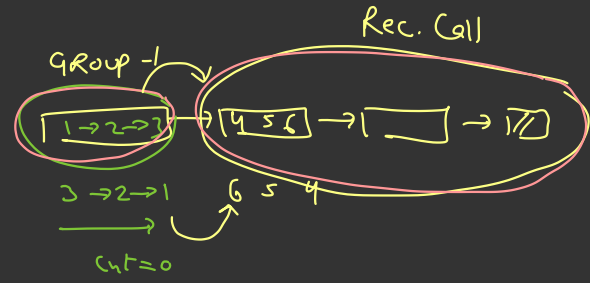
[ll of
size
k]

```

→ p = null
→ C = head, cnt = 0
while ( cnt < K ) {
    N = C->next
    C->next = p
    p = C
    C = N
    cnt++
}

```

{



Rec. Call

New head
}

```

if (current != null) {
    head.next = reversek(current, k);
}
return prev;

```

