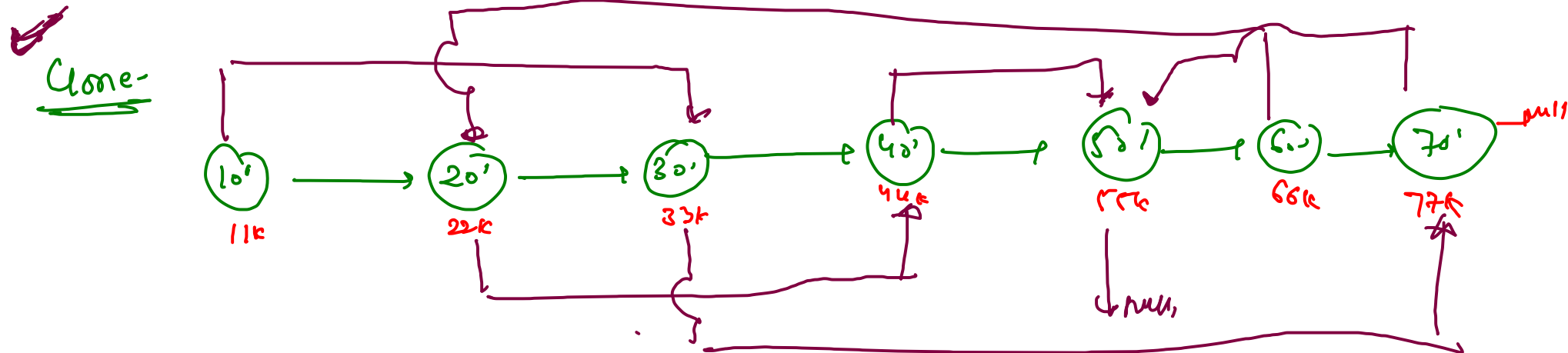
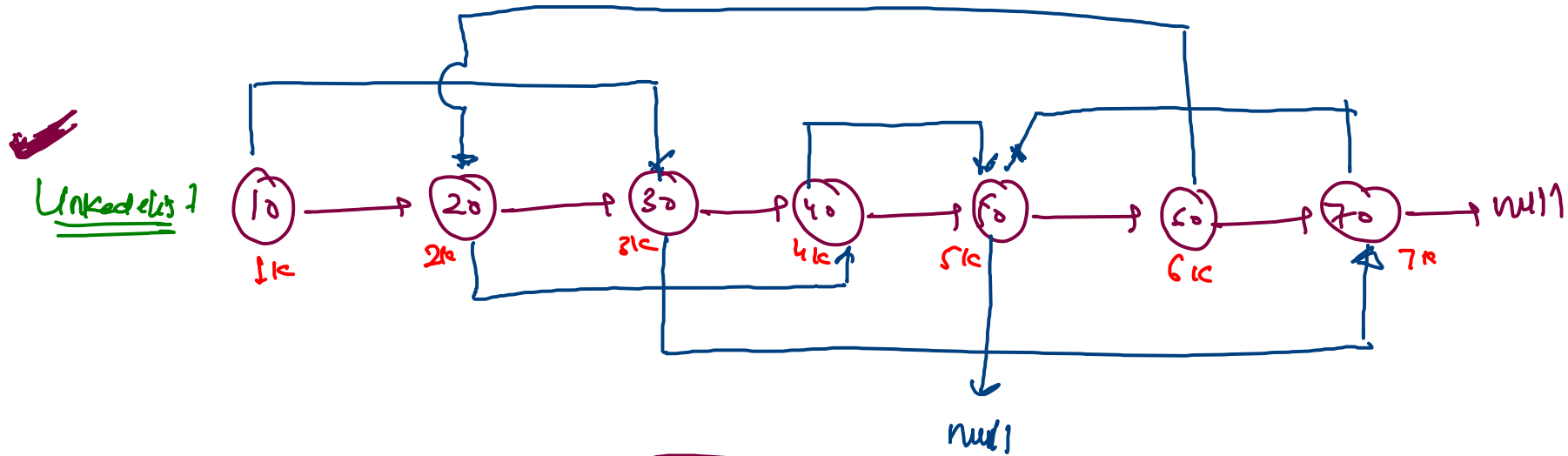
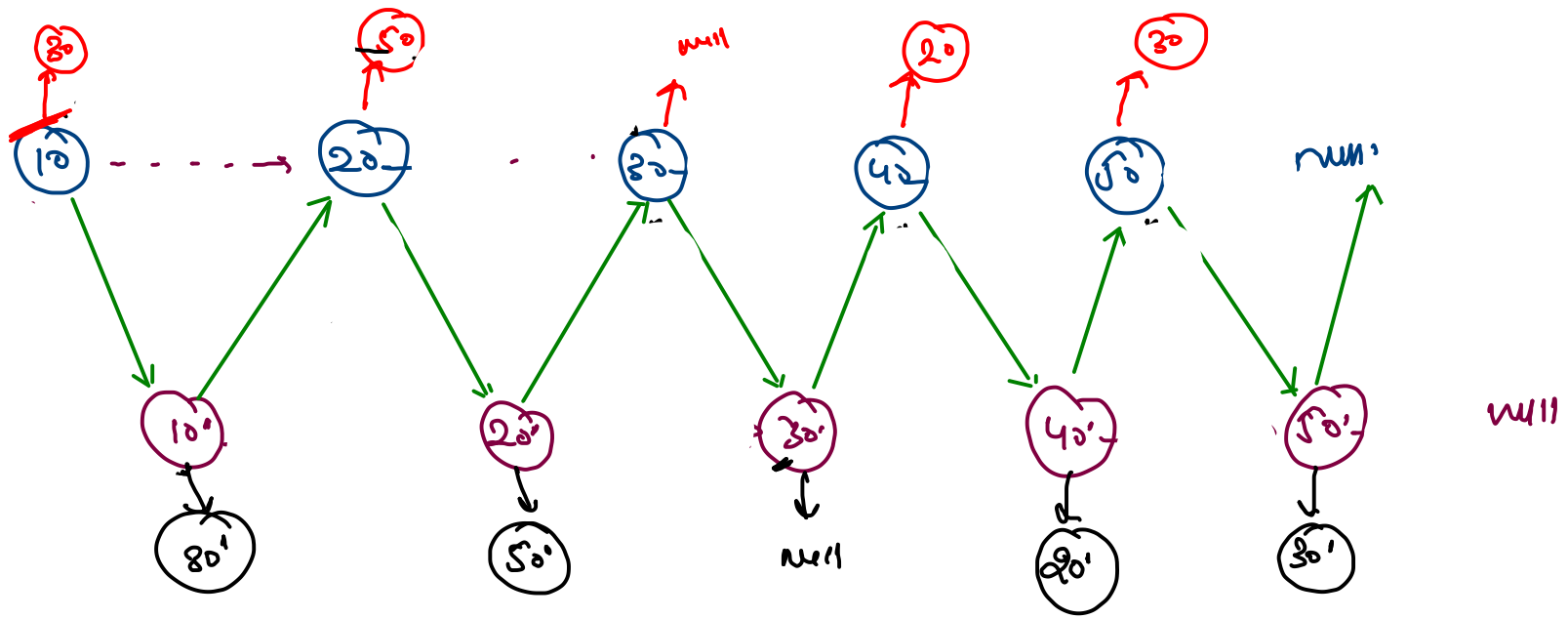


copy LinkedList with Random pointer:

Class →
int data;
Node next;
Node random





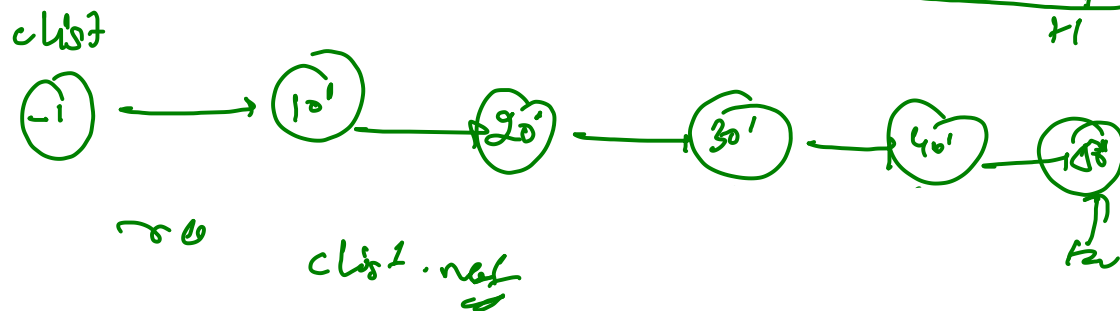
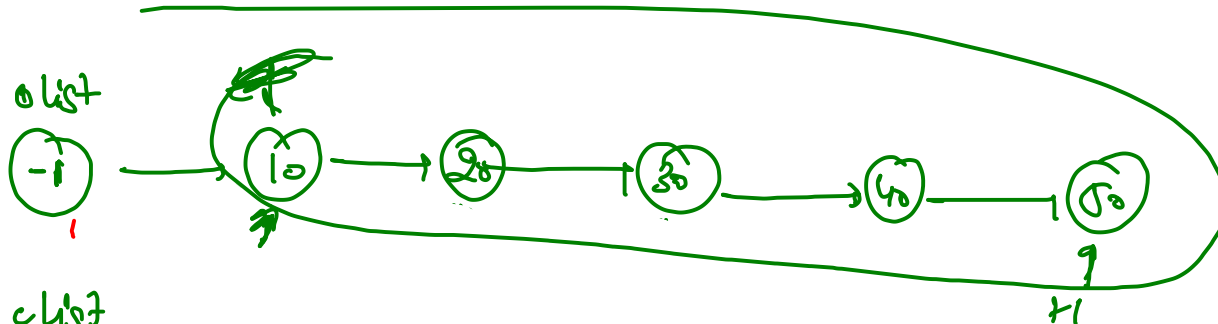
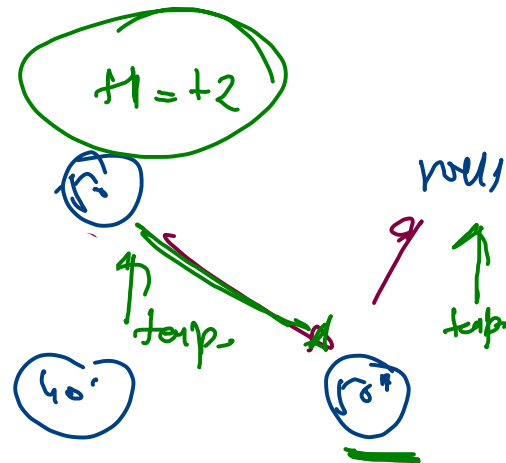
Set

$\text{temp.next.random} = \text{temp.random} = \text{null? null : temp.random.next};$

Forward

$\text{temp} = \text{temp.next.next};$

1. Make normal clone list
2. Alternate arrangement
3. Make Random pointers of clone
4. UnkedList
5. Recover o.list.

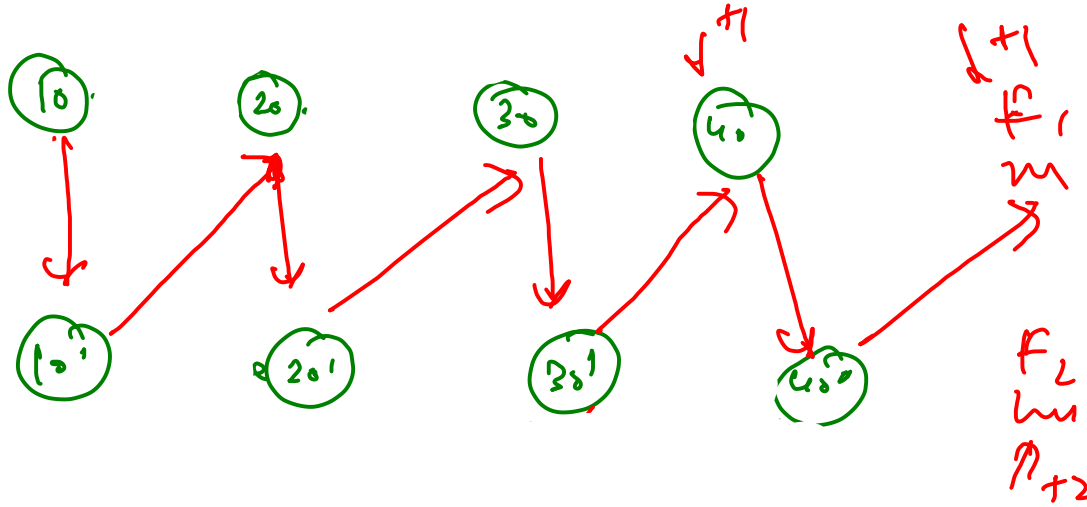

$$t_1 \cdot \text{next} = \text{temp}$$
$$f_1 = \text{temp}'$$

```
t2.next = temp.next;
```

$$r_2 = \text{temp.next}$$

```
tempo : temp, new t. next;
```

$$H \cdot \text{not} = \text{null};$$



forward1: t1.next;

forward2: t2.next;

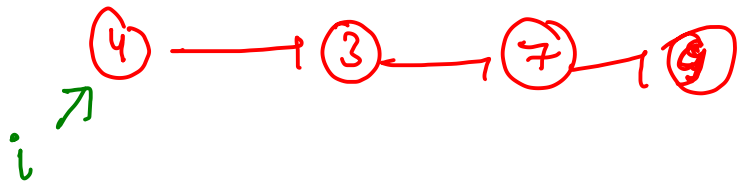
t1.next = f2;

t2.next = forward1.

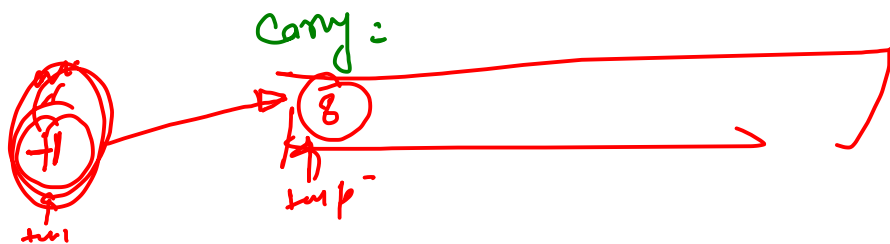
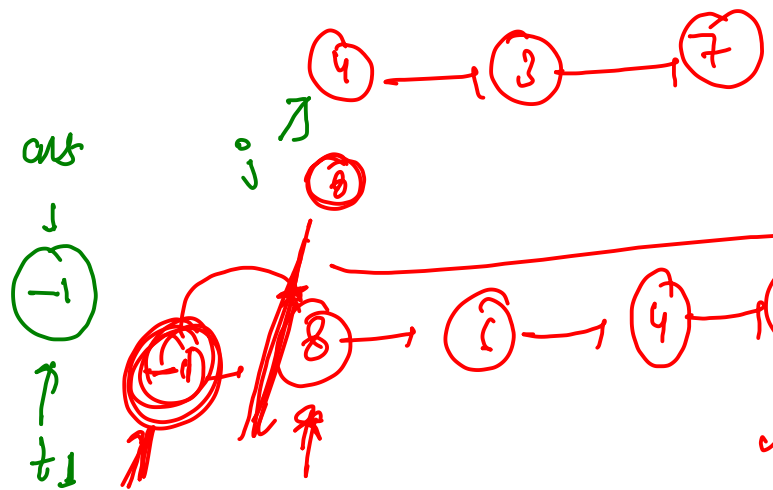
t1 = f1;

t2 = f2;

Add two Linked List →



$$\begin{array}{r}
 97 \quad 34 \\
 7 \quad 34 \\
 \hline
 10 \quad 4 \quad 68
 \end{array}$$



$(i \neq \text{null} \parallel j \neq \text{null} \parallel \text{Carry} \neq 0)$

$i \text{val} = i \neq \text{null} ? 0 : i \text{val};$

$i = i \neq \text{null} ? \text{null} : i \text{next};$

$j \text{val} = j \neq \text{null} ? 0 : j \text{val};$

$j = j \neq \text{null} ? \text{null} : j \text{next};$

$\text{Sum} = i \text{val} + j \text{val} + \text{Carry}$

$\text{Val} = \text{Sum} \% 10;$

$\text{Carry} = \text{Sum} / 10;$

$\text{nn} = \text{new List}(\text{Mod}(\text{Val}));$
 $t1 \text{next} = \text{nn};$
 $t1 = \text{nn};$

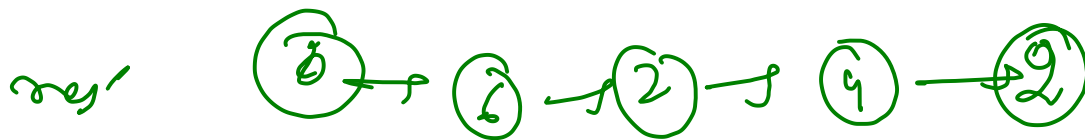
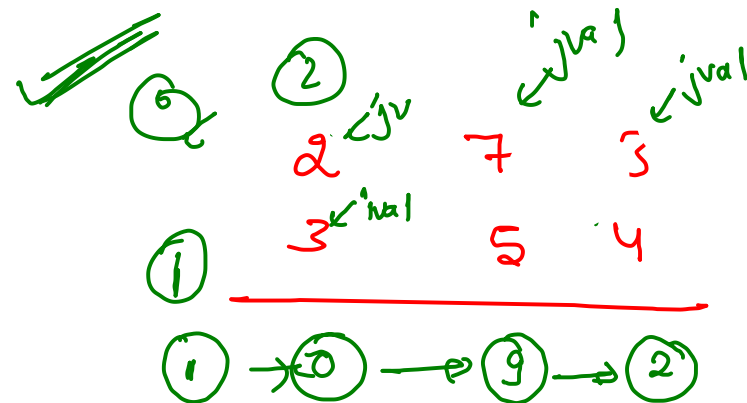
Step

① Reverse →

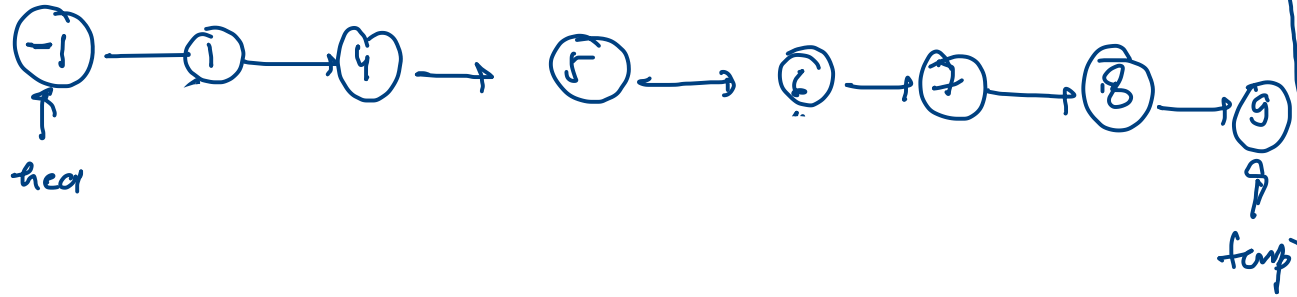
Subtract two linkedlist →

Multiplication of two linked list

yes



Remove duplicate from Sorted List



while (i != null);

if (temp.val != i.val) {
temp.next = i;

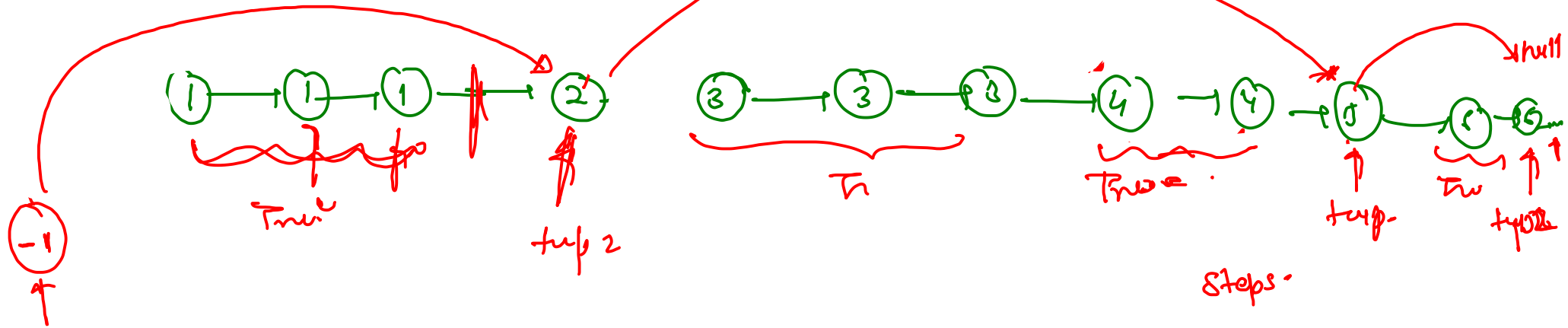
temp = i;

}

i = i.next;

temp.next = null;

Remove All duplicates - →



Steps -

dummy.

temp = dummy

temp.next = head

temp2 = head.next

flag = False

while

temp

True

temp.next = temp2

temp2 = temp2.next

if (temp2 != null)

```
public static ListNode removeDuplicates2(ListNode head) {  
    if(head == null || head.next == null) return head;  
    ListNode nhead = new ListNode(-1);  
    ListNode temp = nhead, temp2 = head.next;  
  
    temp.next = head;  
  
    while(temp2 != null) {  
        boolean flag = false;  
        while(temp2 != null && temp.next.val == temp2.val) {  
            flag = true;  
            temp2 = temp2.next;  
        }  
  
        if(flag == true) {  
            temp.next = temp2;  
        } else {  
            temp = temp.next;  
        }  
  
        if(temp2 != null)  
            temp2 = temp2.next;  
    }  
    return nhead.next;  
}
```