

# LINKED LISTS

Problem Solving with Computers-I

<https://ucsb-cs24-sp17.github.io/>



## Announcements

- PA3 and PA4 released
- PA3 is due on 5/8
- PA4 is due on 5/15 (a week after that)

*int arr[3] = { 1, 2, 3 };*

## Linked Lists

The Drawing Of List {1, 2, 3}

Stack

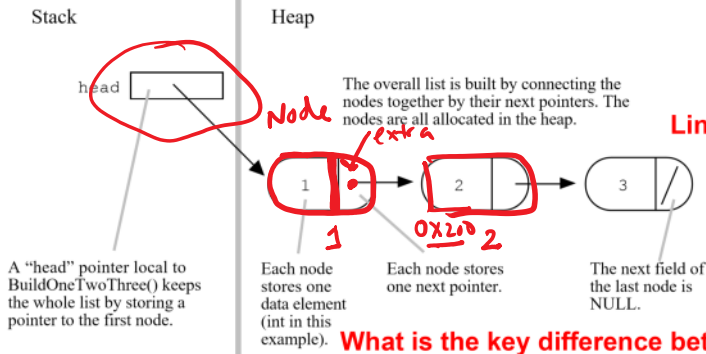
Heap



## Array List

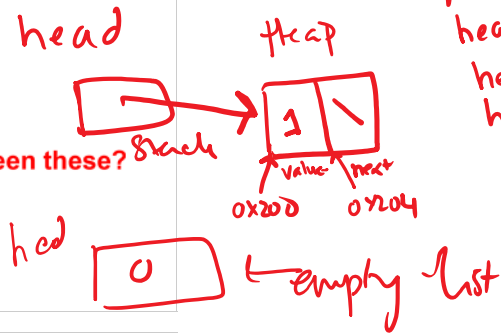
*struct Node {  
int value;  
Node \* next;  
};*

### The Drawing Of List {1, 2, 3}



```
struct Node {
    int value;
    Node *next;
};
```

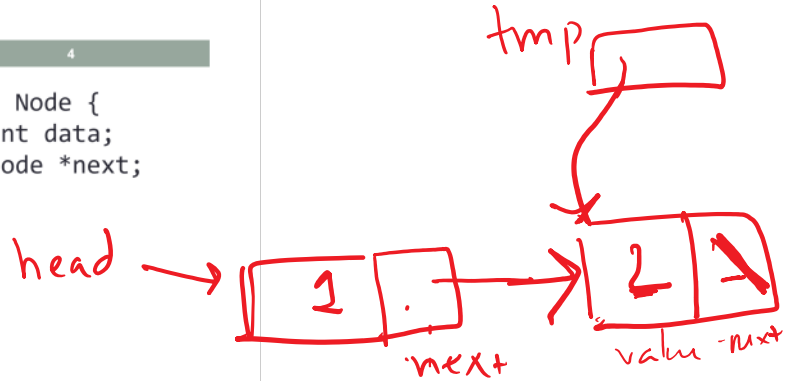
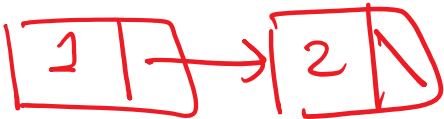
### Linked List



### Create a two node list

- Define an empty list
- Add a node to the list with data = 10

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

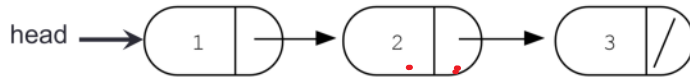


```
Node *tmp = new Node;
tmp->value = 2;
tmp->next = 0;
head->next = tmp;
```



## Accessing elements of a list

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



Assume the linked list has already been created, what do the following expressions evaluate to?

1. head->data 1
2. head->next->data 2
3. head->next->next->data 3
4. head->next->next->next->data E

- A. 1
- B. 2
- C. 3
- D. NULL
- E. Run time error

Node \*tmp = head->next->next->next;

int arr[3] = {1, 2, 3}; tmp->data;

for (int i=0; i<3; i++)  
cout << arr[i];

arr: 1 | 2 | 3

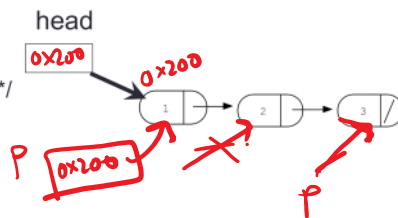
## Iterating through the list

```
int lengthOfList(Node * head) {
    /* Find the number of elements in the list */
```

```
int count = 0;
Node *p = head;
while ( p ) {
```

p = p->next; // move p to the next node  
count++;

```
Node *p;
for ( p = head; p != 0; p = p->next ) {
    count++;
}
```



## Linked-list with classes

```

class IntList {
public:
    IntList();           // constructor
    ~IntList();         // destructor
    // other methods
private:
    // definition of Node structure
    struct Node {
        int info;
        Node *next;
    };
    Node *first; // pointer to first node
};
    
```

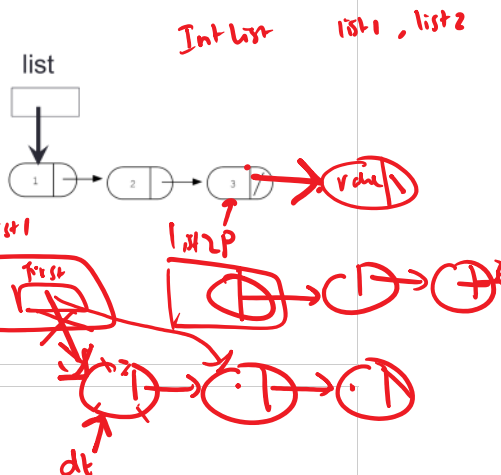
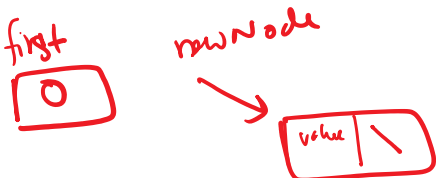
*IntList(): first(0) { val foo() }*  
*IntList \*list = new IntList;*  
*delete list;*  
*int count();*



## Deleting the list

```

Node* freeLinkedList(Node * list) {
    /* Free all the memory that was created on the heap*/
}
    
```



## Next time

- More linked list with classes



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- More linked list with classes