

CS 137 Part 10

Linked List

This Week

- This week we will introduce a complex data structure called a linked list.
- It is a structure where the data grows within it making it easy to insert new elements.
- Our primary example will be programming a polynomial

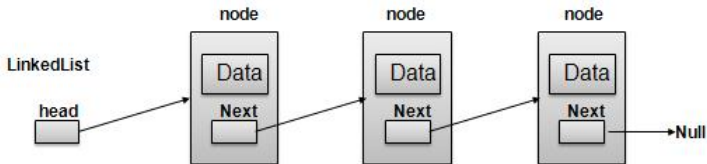
Linked List Framework

- A linked list consists of
 1. An item (I'll use an integer)
 2. A pointer to another Linked List element

```
struct ll{  
    struct llnode *head;  
};
```

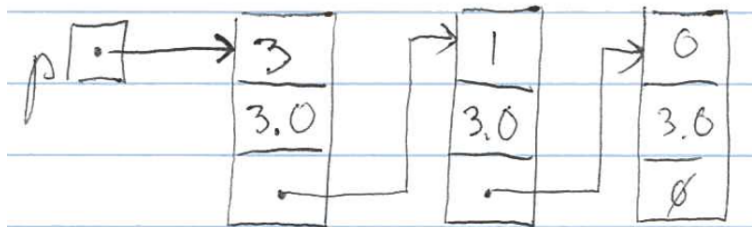
```
struct llnode{  
    int item  
    struct llnode *next;  
};
```

Linked List Picture



https://www.tutorialspoint.com/data_structures_algorithms/linked_lists_algorithm.htm

Polynomial Picture



Polynomial Struct

```
/*  
Order polynomial so largest degree  
is at the beginning. Need degree,  
coefficient, and pointer to next term.  
*/  
typedef struct polynode {  
    int deg;  
    double coeff;  
    struct polynode *next;  

```

Methods

```
poly *polyCreate();  
poly *polyDelete(poly *p);  
poly *polySetCoeff(  
    poly *p, int deg, double coeff);  
double polyEval(poly *p, double x);  
int polyDegree(poly *p);  
poly *polyReverse(poly *p);
```

One by One

```
/*  
Pre: None  
Post: Creates a null polynomial  
*/  
poly *polyCreate();  
/*  
Pre: *p is a valid polynomial (even null)  
Post: Destroys the polynomial and  

```


More

```
/*  
Pre: poly *p is valid  
Post: Returns  $p(x)$   
*/  
double polyEval(poly *p, double x);  
/*  
Pre: poly *p is valid, deg is nonnegative  
Post: Sets the coefficient at degree to be coeff  

```

More

```
/*  
Pre: poly *p is valid  
Post: returns largest nonzero entry in poly  
*/  
int polyDegree(poly *p);  
/*  
Pre: poly *p is valid  
Post: returns a polynomial copy of it.  
*/  
poly *polyCopy(poly *p);
```

More Implementation

Polynomial create and delete are left as exercises.

```
// Note p is passed *by value*
double polyEval(poly *q, double x) {
    double f = 0.0;
    polynode *p = q->head;
    //iterate over the nodes(terms) and
    //evaluate each appropriately
    for (; p; p = p->next)
        f += pow(x,p->deg) * (p->coeff);
    return f;
}
```

More Implementation

```
poly *polySetCoeff(poly *q, int deg,
    double coeff) {
    if (!coeff) return q;
    polynode *p = q->head;
    if (!p || deg > p->deg) { //add to front
        polynode *r = malloc(sizeof(poly));
        r->coeff = coeff;
        r->deg = deg;
        r->next = p;
        return q;
    }
    polynode *cur = q->head;
    for (; cur->next && cur->next->deg > deg;
        cur = cur->next);
    //More on next slide
```

```
if (cur->next && cur->next->deg == deg) {
    cur->next->coeff = coeff;
} else {
    polynode *r = malloc(sizeof(poly));
    r->coeff = coeff;
    r->deg = deg;
    r->next = cur->next;
    cur->next = r;
}
return q;
}
```

More Implementation

```
int polyDegree (poly *p) {  
    if (p == 0) return NEG_INF;  
    return p->head->deg;  
}
```

More Implementation

```
poly *polyCopy(poly *p){
    poly *q=polyCreate();
    polynode *pnode = p->head
    while(pnode){
        q = polySetCoeff(q,pnode->deg,pnode->coeff);
        pnode = pnode->next;
    }

    return q;
}
```