Computer Science I – Spring 2012 Lab: Linked Lists, Part I (Solutions)

For each question use the following struct definition:

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

}

1) Write a function that takes a pointer to the front of a linked list and changes the list by adding an integer n (passed in as a parameter) to each node of the list.

```
void addN(struct ll* list, int n) {
  while (list != NULL) {
    list->data += n;
    list = list->next;
  }
}
```

2) Write a function that deletes the first node in a linked list and returns a pointer to the new front of the list. If there are no items in the original list, NULL should be returned.

```
struct ll* deleteFirst(struct ll* list) {
    if (list == NULL) return NULL;
    struct ll* newFront = list->next;
    free(list);
    return newFront;
```

3) Write a function that makes a copy of an input list and returns a pointer to it. Note: This function should call malloc once for each node in the original list.

```
struct ll* copy(struct ll* list) {
  struct ll* newList = NULL;
  struct ll* curEnd = NULL;
  while (list != NULL) {
    struct ll* newNode = (struct ll*)malloc(sizeof(struct ll));
    newNode->data = list->data;
   newNode->next = NULL;
    if (newList == NULL) {
      newList = newNode;
      curEnd = newNode;
    }
    else {
      curEnd->next = newNode;
      curEnd = curEnd->next;
    }
    list = list->next;
  }
 return newList;
}
```

4) p contains the elements 66, 9, 14, 52, 87, 14 and 17, in that order. Consider running the following line of code:

```
p = question4(p);
```

where question4 is the function defined below. Show the contents of p after the function call.

```
struct ll* question4(struct ll *list) {
    struct ll* a = list;
    struct ll* b = list;
    struct ll* c;
    if (a == NULL) return NULL;
    while ( a->next != NULL)
        a = a ->next;
    a->next = b;
    c = b->next;
    b->next = NULL;
    return c;
}
```

Contents of p afterwards: 9, 14, 52, 87, 14, 17, and 66. (Moves first element to end.)