CS 137 Week 10
Linked List

November 20th, 2017
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
A linked list consists of

1. An item (I’ll use an integer)
2. A pointer to another Linked List element

```c
struct LL{
    int item
    struct LL next;
};
```
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 poly {
    double coeff;
    int deg;
    struct poly *next;
} poly;
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 returns the null polynomial
*/
poly *polyDelete(poly *p);
More

/*
Pre: poly *p is valid, deg is nonnegative
Post: Sets the coefficient at degree to be coeff
*/
poly *polySetCoeff(
    poly *p, int deg, double coeff);

/*
Pre: poly *p is valid
Post: Returns p(x)
*/
double polyEval(poly *p, double x);
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);

/*
Pre: poly *p is valid.
Post: compute \( x^{\text{deg}}p(1/x) \).
*/
poly *polyReverse(poly *p);
Implementation

poly *polyCreate() {
    return 0;
}

poly *polyDelete(poly *p) {
    while (p) {
        poly *t = p;
        p = p->next;
        free(t);
    }
    return p;
}
double polyEval(poly *p, double x) {
    double f = 0.0;
    // iterate over the nodes/terms and evaluate each
    for (; p; p = p->next)
        f += pow(x, p->deg) * (p->coeff);
    return f;
}
poly *polySetCoeff(poly *p, int deg, double coeff) {
    if (!coeff) return p;
    if (!p || deg > p->deg) {
        poly *q = malloc(sizeof(poly));
        q->coeff = coeff;
        q->deg = deg;
        q->next = p;
        return q;
    }
    poly *cur = p;
    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 {
    poly *q = malloc(sizeof(poly));
    q->coeff = coeff;
    q->deg = deg;
    q->next = cur->next;
    cur->next = q;
}

return p;
int polyDegree (poly *p) {
    if (p == 0) return NEG_INF;
    return p->deg;
}
poly *polyCopy(poly *p){
    poly *q = polyCreate();
    while (p){
        q = polySetCoeff(q, p->deg, p->coeff);
        p = p->next;
    }
    return q;
}
poly *polyReverse(poly *p) {
    poly *prev = 0;
    poly *cur = polyCopy(p);
    poly *next = 0;
    while (cur) {
        next = cur->next;
        cur->next = prev;
        prev = cur;
        prev = cur;
        cur = next;
    }
    return prev;
}