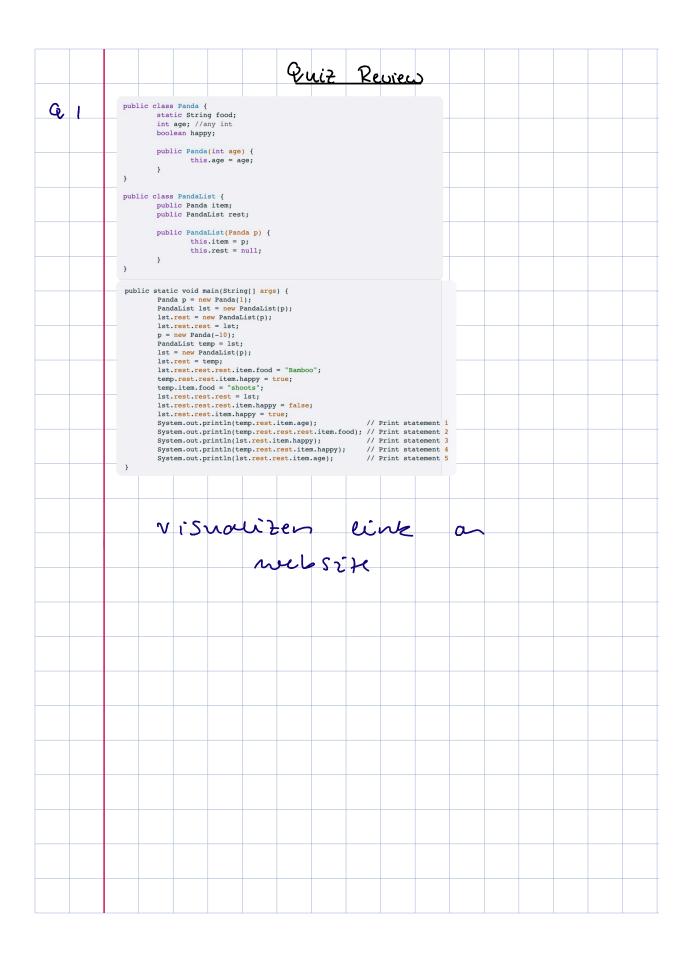
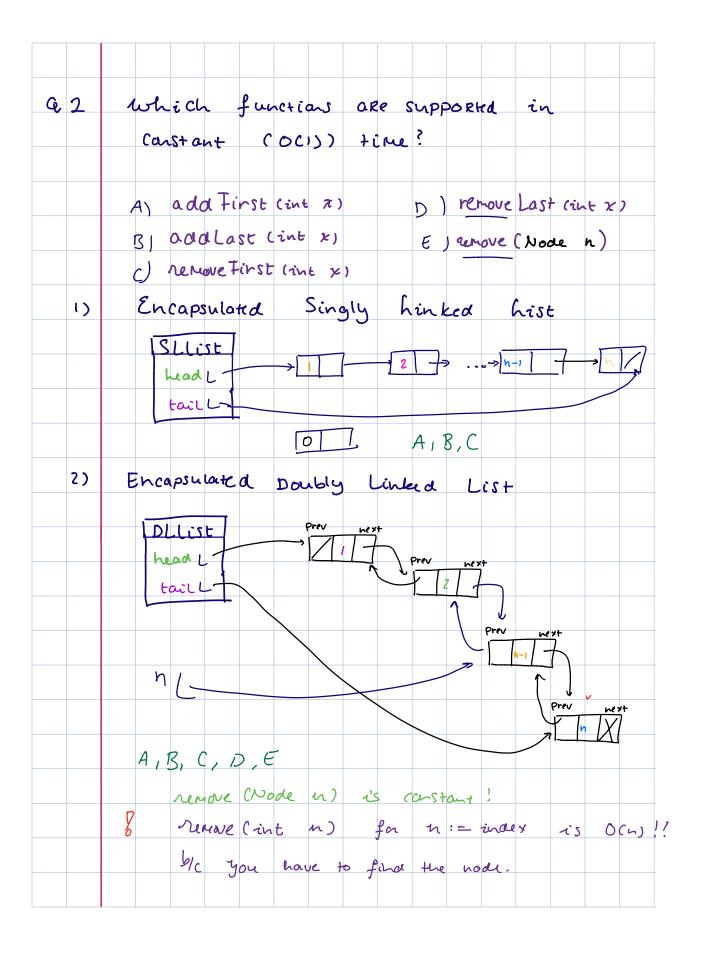
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 $\begin{array}{c} {\rm CS~61B} \\ {\rm Summer~2020} \end{array}$

Small Group Tutoring Section 3: Linked Lists

Worksheet 3

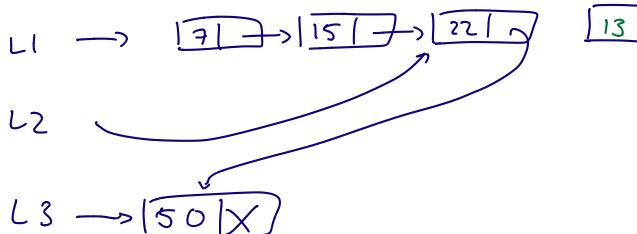
1 Pointer Practice

CASSure

Vanilla Implementation)

Draw the resulting box and pointer diagram for the IntLists after the following code is executed:

IntLists



2 Skip Me

Write a function that takes in an IntList L, which must contain at least one element, and returns an IntList with every odd indexed element removed, starting at index 0. For example, if $L = \{1,2,3,4\}$, the function should return an IntList with elements $\{1,3\}$.

1. Destructive: input IntList, L, should be modified Two Base Cases:

2. Nondestructive: input IntList, L, should not be modified

```
public static IntList skipNondestructive (IntList L) {

IntList pointer = _____;

IntList retPtr = nas Intligr(points, iten);

IntList retHead = _____;

IntList retHead = ______;

While points.Next! = nu() && ______ Points.next.next! = nu() {

retPtr.next = _______ next.next.next.next.iten);

pointer = _______ points.next.next.next.iten);

retPtr = ________ next.next.next.next.;

retPtr = _________;

return ___________;

}

return _______________;

return ______________;

retpr = _______________;

return ________________;

retpr = ________________________;

return _____________________;

return _______________________;
```

- 3 Benefits of Enhancements
 - 1. List one advantage of having a sentinel node. To hull Hondling Errors
 - 2. Suppose we implement a doubly linked list with a sentinel. In order to write the addFirst method, which pointers will we change?
 - y sentinel.next
 sentinel.prev

 sentinel.next.prev
 sentinel.next.next

