

# **LINKED LIST - II**

**Counting number of nodes in a list**

**Printing a list**

**Searching for a specific node in a list**

**Creating a list**

**Reversing a list**

**Deleting a specific node**

**Inserting a node in a sorted list**

The following site gives a good coverage of linked lists.  
<http://cslibrary.stanford.edu/103/LinkedListBasics.pdf>

## Counting the nodes in a List

- *Recursive version:*

```
int count (struct node * pHead)
{
    if (pHead==NULL)
        return 0;
    else
        return(1 + count (pHead->next) );
}
```

- *Iterative version:*

```
int count(struct node *pHead)
{
    struct node * p;
    int c = 0;

    p = pHead;
    while (p != NULL){
        c = c + 1;
        p = p->next;
    }
    return c;
}
```

## Printing the contents of a list

To print the contents, traverse the list from the head node to the last node.

```
int PrintList( struct node *list)
```

```
{
    struct node current = list ;
```

The dummy name *current* is assigned to the first node of the list . We shall be moving down the list by following the *next* link of *current* , without disturbing any item in the list including its name.

```
while (current != NULL)
```

```
{
    printf("%d", current -> data);
    current = current -> next;
}
```

```
return 1;
```

```
}
```

## Searching for a node containing a specific item

Given a target value, the search attempts to locate the requested node in the linked list. If a node in the list matches the target value, the search returns 1; otherwise it returns 0.

```
// Start with a dummy pointer to headnode
```

```
pCur = pHead;
```

```
// Search until target is found or we reach
```

```
// the end of list
```

```
while (pCur != NULL ){
```

```
if( pCur->data == target)
```

```
return 1;
```

```
pCur = pCur->next;
```

```
}
```

```
// target not found
```

```
return 0;
```