LECTURE 14

Time to delete from a linked list
Linked Lists -
- creating a list
- inserting nodes at the head
- traversing a list
- inserting nodes at the tail
- inserting a node between two other nodes
Today...

- Linked Lists -
  - deleting nodes in a list
    - at the head
    - at the tail
    - in the middle
    - with only one item in a list
  - harder example of linked lists
Live lecture code can be found here:

HTTPS://CGI.CSE.UNSW.EDU.AU/~CS1511/22T1/LIVE/WEEK08/
Where can I insert in a linked list?
- At the head
- Between any two nodes that exist
- After the tail as the last node
RECAP OF LINKED LISTS

INSERTING

- I can also have other conditions, for example insert in the middle of a list, insert after the first element of a list, etc.
• Where can I delete in a linked list?
  ○ Nowhere (if it is an empty list - edge case!)
  ○ At the head (deleting the head of the list)
  ○ Between any two nodes that exist
  ○ At the tail (last node of the list)
Deleting when nowhere! (it is an empty list)
  ○ Check if list is empty
  ○ If it is - return NULL

```c
struct node *current = head;
if (current == NULL){
    return NULL;
}
```
• Deleting when there is only one item in the list

```
head = 0xB62
0x666
```

```
1
NULL
```

```
0xB62
NULL
```
• Deleting when there is only one item in the list
  ○ free the head!
Deleting when at the head of the list with other items in the list

- Find the node that you want to delete (the head)

```c
struct node *current = head
```
• Deleting when at the head of the list with other items in the list
  ◦ Point the head to the next node

```c
struct node *new_head = current->next;
```
Deleting when at the head of the list with other items in the list
  ○ Delete the current head

```c
free(current);
```
Deleting when in the middle of two nodes (for example, node with 3)

- Set the head to a variable `current` to keep track of the loop

```c
struct node *current = head
```

![Diagram showing the deletion process in a linked list](image)
Deleting when in the middle of two nodes (for example, node with 3

- Loop until you find the right node - what do we think loop until the node with 3 or the previous node? Remember that once you are on the node with 3, you have no idea what previous node was.
Deleting when in the middle of two nodes (for example, node with 3)
  - So stop at a previous node (when the next is = 3)

```c
while (current->next->data != 3){
    current = current->next;
}
```
LINKED
LISTS

DELETING
IN MIDDLE
OF TWO
NODES

- Deleting when in the middle of two nodes (for example, node with 3)
  - Create new next node to store address

```c
struct node *new_next = current->next->next;
```
LINKED LISTS

DELETING IN MIDDLE OF TWO NODES

- Deleting when in the middle of two nodes (for example, node with 3)
  - Delete current->next

```c
free(current->next);
```
Deleting when in the middle of two nodes (for example, node with 3)
- Set the new current->next to the new_next node

```
current->next = new_next;
```
• Deleting when in the tail
  ○ Set the current pointer to the head of the list

```c
struct node *current = head
```
• Deleting when in the tail
  ○ Find the tail of the list (should I stop on the tail or before the tail?)
  ○ If the next is NULL than I am at the tail...

```c
while (current->next->next != NULL){
    current = current->next;
}
```

```
head = 0xB62
```

```
0xB62
0xA44
0xFF0
0xA44
0xB62
```
Deleting when in the tail
- Delete the current->next node

```c
free(current->next);
```
LINKED LISTS

DELETING THE TAIL

- Deleting when in the tail
  - Point my current->next node to a NULL

```c
current->next = NULL;
```
In all instances, we follow a similar structure of what to do when deleting a node. Please draw a diagram for yourself to really understand what you are deleting and the logic of deleting in a particular way.

To delete a node in a linked list:

- Find the previous node to the one that is being deleted
- Change the next of the previous node
- Free the node that is to be deleted
LINKED LISTS

DELETING A NODE

```c
struct node *delete_node (struct node *head, int data) {
    struct node *current = head;
    // if there is nothing in the list
    if (current == NULL) {
        return NULL;
    } else if (current->data == data) {
        struct node *new_head = current->next;
        free(current);
        return new_head; //will return whatever was after current as the new head
    } else { // if there is only one node in the list and it is the one to be deleted
        // above will capture it.
        //otherwise start looping through the list to find the data
        //1. find the previous node to the one you want to delete
        while (current->next->data != data && current->next->next != NULL) {
            current = current->next;
        }
        //2. if the next node is the one to be deleted
        if (current->next->data == data) {
            // create a pointer to the new next
            struct node *new_next = current->next->next;
            // 3. free the node to be deleted
            free(current->next);
            //point the next node to the new pointer
            current->next = new_next;
        }
        return head;
    }
}
```
Can you determine how many times do the minute and hour hands of a clock overlap in a day?
A PROBLEM

It’s a FIFA World Cup year!
To celebrate, I want to start adding countries to the list as they qualify for the world cup. I will then use the list to keep track of who has been knocked out of the competition and who is still playing.

- I need to create a list, to which I can add all the participating countries
- I want to be able to print out this list
- The countries will start in random order
- I want to add to my list in alphabetical order
- I want to know start knocking out countries
I value your feedback and use it to pace the lectures and improve your overall learning experience. If you have any feedback from today’s lecture, please follow the link below. Please remember to keep your feedback constructive, so I can action it and improve the learning experience.

https://www.menti.com/na5yrb8evn
WHAT DID WE LEARN TODAY?

LINKED LISTS
- DELETING

linked_list.c

HARDER EXAMPLES

fifa.c
REACH OUT

CONTENT RELATED QUESTIONS
Check out the forum

ADMIN QUESTIONS
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