

InsertHead LL

```
template <class T>
void List<T>::insertHead(T n)
{
    ListNode<T> *aNewNode = new
    ListNode<T>(n);
    aNewNode->_next = _head;
    _head = aNewNode;
    _size++;
};
```

Remove Head LL

```
template <class T>
void List<T>::removeHead()
{
    if (_size > 0) {
        ListNode<T> *temp = _head;
        _head = _head->_next;
        delete temp;
        _size--;
    }
}
```

Iterative Print LL

```
template <class T>
void List<T>::print(bool withNL)
{
    ListNode<T> *temp = _head;
    while (temp) {
        cout << temp->_item;
        if (withNL)
            cout << endl;
        else
            cout << " ";
        temp = temp->_next;
    }
    cout << endl;
}
```

Exist LL

```
template <class T>
bool List<T>::exist(T n)
{
    for (ListNode<T>* ptr = _head; ptr; ptr = ptr->_next) {
        if (ptr->_item == n)
            {return true;}
    }
    return false;
}
```

ReverseOP LL

```
template <class T>
void List<T>::reverseOp() {
    ListNode<T> *previous = NULL;
    //start from NULL
    ListNode<T> *current = _head;
    ListNode<T> *next;
    while (current != NULL) {
        next = current->_next;
        current->_next = previous;
        previous = current;
        current = next;
    }
    _head = previous;
}
```

Extract Max LL

```
template <class T>
T List<T>::extractMax()
{
    if (_head != NULL) {
        ListNode<T>* largest = _head;
        ListNode<T>* location = _head;
        T max = largest->_item; //
        //allocating the node before the
        largest.
        for (ListNode<T>* ptr = _head;
        ptr; ptr = ptr->_next) {
            if (ptr->_next != NULL) {
                if (ptr->_next->_item > largest->_item) {
                    largest = ptr->_next;
                    location = ptr;
                    max = largest->_item;
                }
            }
            // removing and joining
            if (largest == _head) {
                _head = largest->_next;
                delete largest;
                _size--;
            }
            else {
                location->_next = largest->-
                _next;
                delete largest;
                _size--;
            }
        }
    }
}
```

Extract Max LL (cont)

```
return max;
}
return T();
}
```

Operator Overloading

```
#include <iostream>
using namespace std;
class Cal {
public:
    static int add(int a,int b){
        return a + b;
    }
    static int add(int a, int b,
    int c)
    {
        return a + b + c;
    }
};
int main(void) {
    Cal C; // class object
    declaration.
    cout<<C.add(10, 20)
    <<endl;
    cout<<C.add(12, 20, 23);
    return 0;
}
```

Hash Insert

```
hash-insert(key, data)
int i = 1; // num of collisions
while (i <= m) { // Try every bucket
    int bucket = h(key, i);
    if (T[bucket] == null){ // Found an empty
    bucket
    T[bucket] = {key, data}; // Insert key/data
    return success; // Return
    }
    i++;
}
HandeError(); // Table full!
```

Hash Search

```
hash-search(key)
int i = 1;
while (i <= m) {
    int bucket = h(key, i);
```

```
}
```

```
if (T[bucket] == null) // Empty bucket!  
return key-not-found;  
if (T[bucket].key == key) // Full bucket.  
return T[bucket].data;  
i++;  
}  
return key-not-found; // Exhausted entire  
table
```

Quick Sort

```
int partition (int arr[], int  
low, int high)  
{  
    int pivot = arr[high]; //  
pivot  
    int i = (low - 1); // Index  
of smaller element  
  
    for (int j = low; j <= high  
- 1; j++)  
    {  
        // If current element is  
smaller than or  
// equal to pivot  
        if (arr[j] <= pivot)  
        {  
            i++; // increment  
index of smaller element
```



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Page 1 of 3.

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Quick Sort (cont)

```
        swap(&arr[i], &arr[j]);
    }
}
swap(&arr[i + 1], &arr[high]);
return (i + 1);
}

/* The main function that implements QuickSort
arr[] --> Array to be sorted,
low --> Starting index,
high --> Ending index */
void quickSort(int arr[], int low, int high)
{
    if (low < high)
    {
        /* pi is partitioning index, arr[pi] is now
        at right place */
        int pi = partition(arr, low, high);

        // Separately sort elements before
        // partition and after partition
        quickSort(arr, low, pi - 1);
        quickSort(arr, pi + 1, high);
    }
}
```



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Page 2 of 3.

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