
Algorithmen und Datenstrukturen

Codemonkeys Lösungen von Fabian Damken



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Inhaltsverzeichnis

1	Lizenz	5
2	Einführung	6
3	Lösungen	7
3.1	Abstrakte Datenstruktur ArrayList	8
3.1.1	contains on ArrayList based LinkedList	8
3.1.2	insert at position ArrayList based on SinglyLinkedList	8
3.1.3	remove on ArrayList on LinkedList	8
3.2	Abstrakte Datenstrunktur PriorityQueue	9
3.2.1	Prio-Q auf LinkedList - peek	9
3.2.2	Prio-Q auf LinkedList - push	9
3.2.3	Prio-Q auf Linkedlist - pop	9
3.3	Array	10
3.3.1	Array is sorted	10
3.3.2	Binary Search Iterative	10
3.3.3	Binary Search recursive	10
3.3.4	duplicate every second element	10
3.3.5	Insert Element In Array At	10
3.3.6	Insert Element In Array	11
3.3.7	linear search	11
3.3.8	merge Arrays iterativly	12
3.3.9	Quicksort recursive	12
3.3.10	Remove Element From Array	12
3.3.11	rotate Pairs	12
3.3.12	rotate successive triples in array	13
3.3.13	rotate triples	13
3.3.14	Search second largest Element	13
3.3.15	selectionsort iterative	14
3.3.16	shift elements left with rotation	14
3.3.17	shift elements right with rotation	15
3.3.18	Sort $O(n^2)$ iterative	15
3.4	Baum	16
3.4.1	Binary Search Tree: add	16
3.4.2	Binary Search Tree: remove	16
3.4.3	Binary Search Tree: traverse	16
3.5	Graph	17
3.5.1	AStern: breakCondition/variant	17
3.5.2	AStern: functionality	17
3.5.3	AStern - complete	17
3.5.4	Bellmanford: breakCondition/variant	17
3.5.5	Bellmanford: functionality	17
3.5.6	Bellmanford - complete	17
3.5.7	Dijkstra: breakCondition/variant	17
3.5.8	Dijkstra: functionality	17

3.5.9	Dijkstra: invariant	17
3.5.10	Dijkstra - complete	17
3.5.11	Floydwarshall: breakCondition/variant	17
3.5.12	Floydwarshall: functionality	18
3.5.13	Floydwarshall - complete	18
3.5.14	Graph: addEdge	18
3.5.15	Graph: addNode	18
3.5.16	Graph: addSubgraph	18
3.5.17	Graph: countEdges	18
3.5.18	Graph: countNodes	18
3.5.19	Graph: findConnectedSubgraphs	18
3.5.20	Graph: findNode	18
3.5.21	Graph: removeEdge	19
3.5.22	Graph: removeNode	19
3.5.23	Kruskal: breakCondition/variant	19
3.5.24	Kruskal: functionality	19
3.5.25	Kruskal: invariant	19
3.5.26	Kruskal: UnionFind	19
3.5.27	Kruskal - complete	19
3.5.28	Prim: breakCondition/variant	20
3.5.29	Prim: functionality	20
3.5.30	Prim: invariant	20
3.5.31	Prim - complete	20
3.6	Iterativ	21
3.6.1	check for palindrome in arrays of String	21
3.6.2	Check for palindrome	21
3.6.3	Fibonacci Iterativ	21
3.7	lambda Aufgaben	23
3.7.1	lambda-expressions + StrategyPattern	23
3.8	MIPS	24
3.8.1	Array Sortieren	24
3.8.2	Euklidischer Algorithmus	24
3.8.3	Pascalsches Dreieck	24
3.9	Rekursiv	25
3.9.1	Aprox Square root (new)	25
3.9.2	Fibonaccireihe Rekursiv	25
3.10	Singly Linked List	26
3.10.1	clone linked elements	26
3.10.2	clone singly linked list	26
3.10.3	duplicate every second element	26
3.10.4	get	27
3.10.5	insert	27
3.10.6	insertFirst	27
3.10.7	insertLast	28
3.10.8	insertSingle	29
3.10.9	InsertSingleFirst	29
3.10.10	InsertSingleLast	30
3.10.11	invert iterativly LinkedList	30
3.10.12	merge linked lists	30
3.10.13	remove	31

3.10.14	remove duplicated linked list elements	31
3.10.15	removeFirst	31
3.10.16	removeLast	32
3.11	String Operations	33
3.11.1	Prefix Check	33
3.11.2	simple String Matcher	33

Todo list


Abstrakte Datenstruktur ArrayList: insert at position ArrayList based on SinglyLinkedList	8
Array: Binary Search Iterative	10
Array: Binary Search recursive	10
Array: Quicksort recursive	12
Baum: Binary Search Tree: add	16
Baum: Binary Search Tree: remove	16
Baum: Binary Search Tree: traverse	16
Graph: AStern: breakCondition/variant	17
Graph: AStern: functionality	17
Graph: AStern - complete	17
Graph: Bellmanford: breakCondition/variant	17
Graph: Bellmanford: functionality	17
Graph: Bellmanford - complete	17
Graph: Dijkstra: breakCondition/variant	17
Graph: Dijkstra: functionality	17
Graph: Dijkstra: invariant	17
Graph: Dijkstra - complete	17
Graph: Floydwarshall: breakCondition/variant	17
Graph: Floydwarshall: functionality	18
Graph: Floydwarshall - complete	18
Graph: Graph: addEdge	18
Graph: Graph: addSubgraph	18
Graph: Graph: countEdges	18
Graph: Graph: countNodes	18
Graph: Graph: findConnectedSubgraphs	18
Graph: Graph: removeEdge	19
Graph: Graph: removeNode	19
Graph: Kruskal: breakCondition/variant	19
Graph: Kruskal: functionality	19
Graph: Kruskal: invariant	19
Graph: Kruskal: UnionFind	19
Graph: Kruskal - complete	19
Graph: Prim: breakCondition/variant	20
Graph: Prim: functionality	20
Graph: Prim: invariant	20
Graph: Prim - complete	20
MIPS: Array Sortieren	24
MIPS: Euklidischer Algorithmus	24
MIPS: Pascalsches Dreieck	24
Singly Linked List: insert	27
Singly Linked List: remove	31

1 Lizenz

Bei Weitergabe dieses Dokumentes ist es obligatorisch, dass der Lizenzgeber in angemessener Form genannt wird. Außerdem muss kenntlich gemacht werden, ob das Dokument verändert wurde. Das Dokument darf nur unter den selben Bedingungen wie das Original weitergegeben werden.

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2 Einführung

Dieses Dokument enthält (selbsterstellte!) Lösungen für Codemonkeys.

3 Lösungen

Die folgenden Sektionen erhalten Lösungen für Codemonkeys,

3.1 Abstrakte Datenstruktur ArrayList

3.1.1 contains on ArrayList based LinkedList

```
1 {
2     for (ArrayListElement<T> el = getFirst();
3         el != null; el = el.getNext()) {
4         for (Listobject<T> obj : el.getData()) {
5             if (obj != null && data.equals(obj.getData())) {
6                 return true;
7             }
8         }
9     }
10    return false;
11 }
```

3.1.2 insert at position ArrayList based on SinglyLinkedList

3.1.3 remove on ArrayList on LinkedList

```
1 {
2     if (i < 0 || getFirst() == null) {
3         return false;
4     }
5
6     int index = 0;
7     for (ArrayListElement<T> el = getFirst();
8         el != null; el = el.getNext()) {
9         final Listobject<T>[] data = el.getData();
10        boolean found = false;
11        for (int j = 0; j < el.getN(); j++) {
12            if (index > i) {
13                data[j - 1] = data[j];
14            } else if (index == i) {
15                found = true;
16            }
17
18            index++;
19        }
20        if (found) {
21            el.decN();
22            return true;
23        }
24    }
25    return false;
26 }
```

Abstrakte
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List

3.2 Abstrakte Datenstruktur PriorityQueue

3.2.1 Prio-Q auf LinkedList - peek

```
1 {
2     return getHead() == null ? null : getHead().getKey();
3 }
```

3.2.2 Prio-Q auf LinkedList - push

```
1 {
2     if (key == null) {
3         return false;
4     }
5
6     final MListElement<T> elem = new MListElement<T>(key);
7     final MListElement<T> head = getHead();
8     if (head == null) {
9         setHead(elem);
10
11         return true;
12     }
13     if (getComp().compare(key, head.getKey()) <= 0) {
14         elem.setNext(head);
15         setHead(elem);
16
17         return true;
18     }
19
20     for (MListElement<T> el = getHead(); el != null; el = el.getNext()) {
21         if (getComp().compare(key, el.getKey()) > 0
22             && (el.getNext() == null
23                 || getComp().compare(key, el.getNext().getKey()) <= 0)) {
24             elem.setNext(el.getNext());
25             el.setNext(elem);
26
27             return true;
28         }
29     }
30     return false;
31 }
```

3.2.3 Prio-Q auf Linkedlist - pop

```
1 {
2     final MListElement<T> head = getHead();
3     if (head == null) {
4         return null;
5     }
6     setHead(head.getNext());
7     return head.getKey();
8 }
```

3.3 Array

3.3.1 Array is sorted

```
1 {
2     if (a == null) {
3         return false;
4     }
5
6     for (int i = 0; i < a.length - 1; i++) {
7         Integer x = a[i];
8         Integer y = a[i + 1];
9         if (x == null || y == null || comp.compare(x, y) > 0) {
10            return false;
11        }
12    }
13    return true;
14 }
```

3.3.2 Binary Search Iterative

3.3.3 Binary Search recursive

3.3.4 duplicate every second element

```
1 {
2     final Listobject<T>[] result =
3         new Listobject[array.length + array.length / 2];
4     for (int i = 0, j = 0; i < array.length; i++) {
5         result[j++] = array[i];
6         if (i % 2 != 0) {
7             result[j++] = array[i];
8         }
9     }
10    return result;
11 }
```

Array:
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Array:
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3.3.5 Insert Element In Array At

```
1 {
2     final Listobject<T>[] oldArray = this.getArray();
3     final Listobject<T>[] newArray;
4     if (pos < oldArray.length && oldArray[pos] == null) {
5         newArray = new Listobject[oldArray.length];
6         for (int i = 0; i < oldArray.length; i++) {
7             newArray[i] = oldArray[i];
8         }
9         newArray[pos] = element;
10    }
11 }
```

```

10     } else {
11         newArray = new Listobject[pos < oldArray.length
12             ? oldArray.length + 1
13             : pos + 1];
14         for (int i = 0; i < newArray.length; i++) {
15             if (i < pos && i < oldArray.length) {
16                 newArray[i] = oldArray[i];
17             } else if (i > pos && i <= oldArray.length) {
18                 newArray[i] = oldArray[i - 1];
19             } else if (i == pos) {
20                 newArray[i] = element;
21             }
22         }
23     }
24     setArray(newArray);
25     return newArray;
26 }

```

3.3.6 Insert Element In Array

```

1  {
2      final Listobject<T>[] oldArray = getArray();
3      final Listobject<T>[] newArray = new Listobject[oldArray.length + 1];
4      boolean inserted = false;
5      for (int i = 0; i < newArray.length; i++) {
6          if (inserted) {
7              newArray[i] = oldArray[i - 1];
8          } else if (i == oldArray.length) {
9              newArray[i] = element;
10         } else {
11             final Listobject<T> el = oldArray[i];
12             if (el.compareTo(element) < 0) {
13                 newArray[i] = el;
14             } else if (el.compareTo(element) > 0) {
15                 newArray[i] = element;
16                 inserted = true;
17             } else {
18                 newArray[i] = element;
19                 inserted = true;
20             }
21         }
22     }
23     setArray(newArray);
24     return newArray;
25 }

```

3.3.7 linear search

```

1  {
2      if (getElem() == null) {
3          return -1;
4      }
5
6      for (int i = 0; i < getArrayLength(); i++) {
7          if (getArrayElem(i) == null) {
8              continue;
9          }

```

```

10
11     if (getComp().compare(getElem(), getArrayElem(i)) == 0) {
12         return i;
13     }
14 }
15 return -1;
16 }

```

3.3.8 merge Arrays iteratively

```

1 {
2     final Listobject<T>[] result =
3         new Listobject[left.length + right.length];
4     int i = 0;
5     int a = 0;
6     int b = 0;
7     for (; a < left.length && b < right.length; i++) {
8         final Listobject<T> aElem = left[a];
9         final Listobject<T> bElem = right[b];
10        if (aElem.compareTo(bElem) < 0) {
11            result[i] = aElem;
12            a++;
13        } else {
14            result[i] = bElem;
15            b++;
16        }
17    }
18    for (; a < left.length; i++, a++) {
19        result[i] = left[a];
20    }
21    for (; b < right.length; i++, b++) {
22        result[i] = right[b];
23    }
24    return result;
25 }

```

3.3.9 Quicksort recursive

3.3.10 Remove Element From Array

```

1 {
2     final Listobject<T>[] newArray = new Listobject[array.length - 1];
3     for (int i = 0; i < array.length; i++) {
4         if (i < index) {
5             newArray[i] = array[i];
6         } else if (i > index) {
7             newArray[i - 1] = array[i];
8         }
9     }
10    return newArray;
11 }

```

Array:
Quick-
sort
re-
cur-
si-
ve

3.3.11 rotate Pairs

```

1 {
2     if (list == null) {
3         throw new NullPointerException();
4     }
5
6     for (int i = 1; i < list.length; i += 2) {
7         final Listobject<T> tmp = list[i - 1];
8         list[i - 1] = list[i];
9         list[i] = tmp;
10    }
11
12    return list;
13 }

```

3.3.12 rotate successive triples in array

```

1 {
2     if (a < 0 || b < 0 || c < 0) {
3         throw new IndexOutOfBoundsException();
4     }
5     if (a >= array.length || b >= array.length || c >= array.length) {
6         return false;
7     }
8
9     final Listobject<T> aElem = array[a];
10    final Listobject<T> bElem = array[b];
11    final Listobject<T> cElem = array[c];
12    array[a] = cElem;
13    array[b] = aElem;
14    array[c] = bElem;
15
16    return true;
17 }

```

3.3.13 rotate triples

```

1 {
2     if (a < 0 || b < 0 || c < 0) {
3         throw new IndexOutOfBoundsException();
4     }
5     if (a >= array.length || b >= array.length || c >= array.length) {
6         return false;
7     }
8
9     final Listobject<T> aElem = array[a];
10    final Listobject<T> bElem = array[b];
11    final Listobject<T> cElem = array[c];
12    array[a] = cElem;
13    array[b] = aElem;
14    array[c] = bElem;
15
16    return true;
17 }

```

3.3.14 Search second largest Element

```

1 {
2   for (int i = 0; i < getLength(); i++) {
3     if (getElem(i) == null) {
4       continue;
5     }
6
7     if (getLargest() == -1) {
8       setLargest(i);
9     } else if (getComp().compare(
10      getElem(i), getElem(getLargest())) >= 0) {
11       if (getComp().compare(getElem(i), getElem(getLargest())) != 0) {
12         setSecLargest(getLargest());
13       }
14       setLargest(i);
15     } else if (getSecLargest() == -1
16      || getComp().compare(getElem(i),
17      getElem(getSecLargest())) >= 0) {
18       setSecLargest(i);
19     }
20   }
21 }

```

3.3.15 selectionsort iterative

```

1 {
2   for (int i = array.length - 1; i > 0; i--) {
3     int m = 0;
4     for (int j = 0; j < i; j++) {
5       if (array[m].compareTo(array[j]) < 0) {
6         m = j;
7       }
8     }
9
10    if (array[m].compareTo(array[i]) > 0) {
11      Listobject<T> tmp = array[i];
12      array[i] = array[m];
13      array[m] = tmp;
14    }
15  }
16  return array;
17 }

```

3.3.16 shift elements left with rotation

```

1 {
2   if (list == null) {
3     return null;
4   }
5   if (list.length == 0) {
6     return list;
7   }
8
9   Listobject<T> first = list[0];
10  for (int i = 0; i < list.length - 1; i++) {
11    list[i] = list[i + 1];
12  }
13  list[list.length - 1] = first;

```

```
14
15     return list;
16 }
```

3.3.17 shift elements right with rotation

```
1 {
2     if (list == null) {
3         return null;
4     }
5
6     Listobject<T>[] result = Listobject
7         .factoryMethodListobjectTArray(list.length);
8     result[0] = list[list.length - 1];
9     for (int i = 0; i < list.length - 1; i++) {
10         result[i + 1] = list[i];
11     }
12     return result;
13 }
```

3.3.18 Sort $O(n^2)$ iterative

```
1 {
2     for (int i = 0; i < inputdata.length; i++) {
3         for (int j = 1; j < inputdata.length - i; j++) {
4             if (comp.compare(inputdata[j - 1], inputdata[j]) > 0) {
5                 final Listobject<T> tmp = inputdata[j - 1];
6                 inputdata[j - 1] = inputdata[j];
7                 inputdata[j] = tmp;
8             }
9         }
10    }
11
12    return inputdata;
13 }
```

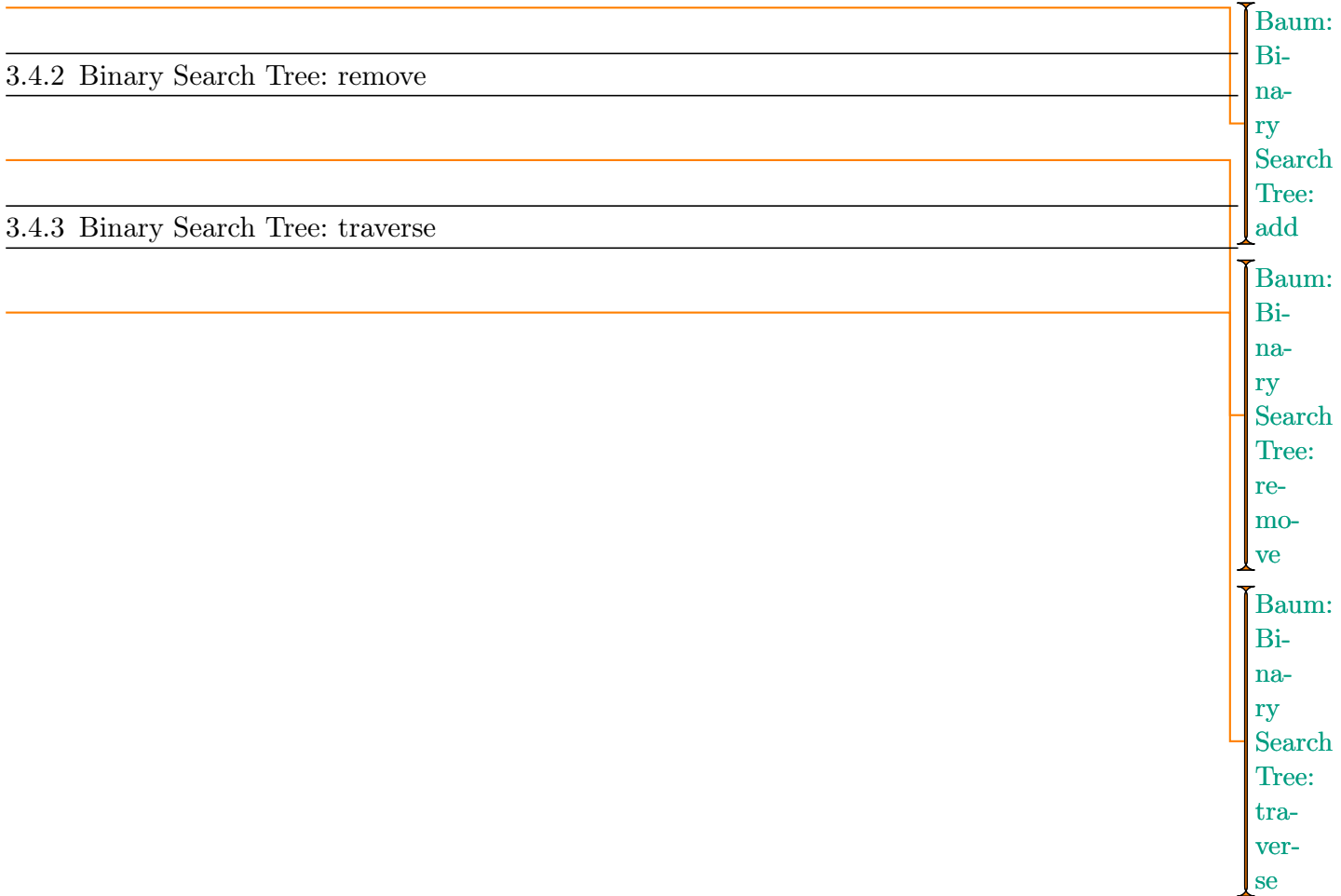



3.4 Baum

3.4.1 Binary Search Tree: add

3.4.2 Binary Search Tree: remove

3.4.3 Binary Search Tree: traverse



3.5 Graph

3.5.1 AStern: breakCondition/variant

3.5.2 AStern: functionality

3.5.3 AStern - complete

3.5.4 Bellmanford: breakCondition/variant

3.5.5 Bellmanford: functionality

3.5.6 Bellmanford - complete

3.5.7 Dijkstra: breakCondition/variant

3.5.8 Dijkstra: functionality

3.5.9 Dijkstra: invariant

3.5.10 Dijkstra - complete

3.5.11 Floydwarshall: breakCondition/variant

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3.5.12 Floydwarshall: functionality

3.5.13 Floydwarshall - complete

3.5.14 Graph: addEdge

3.5.15 Graph: addNode

```
1 {
2     if (data == null) {
3         return null;
4     }
5
6     final Node<N, E> node = new Node(getIdGen(), data);
7     final ArrayList<Node<N, E>> nodes = getNodeList();
8     nodes.add(node);
9     setNodeList(nodes);
10    return node;
11 }
```

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3.5.16 Graph: addSubgraph

3.5.17 Graph: countEdges

3.5.18 Graph: countNodes

3.5.19 Graph: findConnectedSubgraphs

3.5.20 Graph: findNode

```
1 {
2     if (startNode == null || data == null || !contains(startNode)) {
3         return null;
4     }
5 }
```

Graph:
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```

6     final HashSet<Node<N, E>> processed = new HashSet<>();
7     final ArrayDeque<Node<N, E>> stack = new ArrayDeque<>();
8     stack.push(startNode);
9     while (!stack.isEmpty()) {
10        final Node<N, E> node = stack.pop();
11
12        if (processed.contains(node)) {
13            continue;
14        }
15
16        processed.add(node);
17        for (final Edge<N, E> edge : node.getFanOut()) {
18            stack.push(edge.getTargetNode());
19        }
20
21        if (objectEquals(node.getData(), data)) {
22            return node;
23        }
24    }
25    return null;
26 }

```

3.5.21 Graph: removeEdge

3.5.22 Graph: removeNode

3.5.23 Kruskal: breakCondition/variant

3.5.24 Kruskal: functionality

3.5.25 Kruskal: invariant

3.5.26 Kruskal: UnionFind

3.5.27 Kruskal - complete

Graph:
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3.5.28 Prim: breakCondition/variant

3.5.29 Prim: functionality

3.5.30 Prim: invariant

3.5.31 Prim - complete

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3.6 Iterativ

3.6.1 check for palindrome in arrays of String

```
1 {
2     if (a == null) {
3         throw new NullPointerException();
4     }
5     if (a.length <= 0) {
6         return null;
7     }
8
9     final boolean[] result = new boolean[a.length];
10    for (int i = 0; i < a.length; i++) {
11        final String s = a[i].toLowerCase();
12        boolean palindrome = true;
13        for (int j = 0; j < StringHelper.length(s) / 2; j++) {
14            if (s.charAt(j) != s.charAt(s.length() - j - 1)) {
15                palindrome = false;
16                break;
17            }
18        }
19        result[i] = palindrome;
20    }
21    return result;
22 }
```

3.6.2 Check for palindrome

```
1 {
2     if (s == null) {
3         throw new NullPointerException();
4     }
5     if (StringHelper.isEmpty(s)) {
6         return false;
7     }
8
9     final String lower = s.toLowerCase();
10    for (int i = 0; i < StringHelper.length(lower) / 2; i++) {
11        if (lower.charAt(i) != lower.charAt(s.length() - i - 1)) {
12            return false;
13        }
14    }
15    return true;
16 }
```

3.6.3 Fibonacci Iterativ

```
1 {
2     if (n < 0) {
3         throw new IllegalArgumentException();
4     }
5
6     if (n == 0) {
7         return 0;
8     }
9 }
```

```
8     }
9
10    int prev = 0;
11    int result = 1;
12    for (int i = 1; i < n; i++) {
13        result = prev + (prev = result);
14    }
15    return result;
16 }
```

3.7 lambda Aufgaben

3.7.1 lambda-expressions + StrategyPattern

doArrayWork:

```
1 {
2     final Integer[] result = new Integer[array.length];
3     for (int i = 0; i < array.length; i++) {
4         result[i] = array[i];
5     }
6     for (int i = 0; i < ops.length; i++) {
7         getOperations()[ops[i]].doSomethingOnArrays(result);
8     }
9     return result;
10 }
```

makeOperations:

```
1 {
2     getOperations()[0] = arr -> {
3         for (int i = 0; i < arr.length; i++) {
4             arr[i] = arr[i] * arr[i];
5         }
6         return arr;
7     };
8     getOperations()[1] = arr -> {
9         for (int i = 0; i < arr.length; i++) {
10            arr[i] = arr[i] * 2;
11        }
12        return arr;
13    };
14    getOperations()[2] = arr -> {
15        for (int i = 0; i < arr.length; i++) {
16            arr[i] = arr[i] + 2;
17        }
18        return arr;
19    };
20 }
```

3.8 MIPS

3.8.1 Array Sortieren

3.8.2 Euklidischer Algorithmus

3.8.3 Pascalsches Dreieck

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3.9 Rekursiv

3.9.1 Aprox Square root (new)

```
1 {
2     if (x < 0 || g < 0 || tolerance < 0) {
3         throw new IllegalArgumentException();
4     }
5
6     if (Math.abs((x / g) - g) < tolerance) {
7         return g;
8     }
9
10    return proxRootRec(x, ((x / g) + g) / 2, tolerance);
11 }
```

3.9.2 Fibonaccireihe Rekursiv

```
1 {
2     if (i <= 0) {
3         return 0;
4     }
5     if (i == 1) {
6         return 1;
7     }
8     return fibRec(i - 1) + fibRec(i - 2);
9 }
```

3.10 Singly Linked List

3.10.1 clone linked elements

```
1 {
2     if (el == null) {
3         throw new NullPointerException();
4     }
5
6     final ListElement<T> head = new ListElement<T>(el.getData());
7     ListElement<T> clone = head;
8     for (ListElement<T> orig = el.next();
9         orig != null; orig = orig.next()) {
10        final ListElement<T> elem = new ListElement<T>(orig.getData());
11        clone.setNext(elem);
12        clone = elem;
13    }
14    return head;
15 }
```

3.10.2 clone singly linked list

```
1 {
2     if (list == null) {
3         throw new NullPointerException();
4     }
5     if (list.isEmpty()) {
6         return new LinkedList<T>();
7     }
8
9     final ListElement<T> head = list.getFirst();
10    final LinkedList<T> result = new LinkedList<T>();
11    ListElement<T> clone = new ListElement<T>(head.getData());
12    result.setFirst(clone);
13    int count = 1;
14    for (ListElement<T> el = head.next(); el != null; el = el.next()) {
15        final ListElement<T> elem = new ListElement<T>(el.getData());
16        clone.setNext(elem);
17        clone = elem;
18        count++;
19    }
20    result.setSize(count);
21    result.setLast(clone);
22    return result;
23 }
```

3.10.3 duplicate every second element

```
1 {
2     boolean duplicate = true;
3     for (MListElement<T> el = head; el != null; el = el.getNext()) {
4         if (duplicate) {
5             final MListElement<T> dupl = new MListElement<T>(el.getKey());
6             dupl.setNext(el.getNext());
7             el.setNext(dupl);
8         }
9         duplicate = !duplicate;
10    }
11 }
```

```

8         el = dupl;
9     }
10
11     duplicate = !duplicate;
12 }
13
14 return head;
15 }

```

3.10.4 get

```

1 {
2     int i = 0;
3     for (ListElement<T> el = getFirst(); el != null; el = el.next(), i++) {
4         if (i == idx) {
5             return el;
6         }
7     }
8     return null;
9 }

```

3.10.5 insert

3.10.6 insertFirst

```

1 {
2     if (el == null) {
3         return false;
4     }
5     // Loop detection using Floyd's circle-finding algorithm.
6     boolean run = true;
7     for (ListElement<T> i = el, j = el; run;) {
8         if (i.hasNext()) {
9             i = i.next();
10        } else {
11            run = false;
12            break;
13        }
14        if (j.hasNext() && j.next().hasNext()) {
15            j = j.next().next();
16        } else {
17            run = false;
18            break;
19        }
20
21        if (i == j) {
22            return false;
23        }
24    }
25
26    ListElement<T> last = null;
27    int count = 0;
28    for (ListElement<T> elem = el; elem != null;
29         elem = elem.next(), count++) {

```

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```

30     if (contains(elem)) {
31         return false;
32     }
33     if (!elem.hasNext()) {
34         last = elem;
35     }
36 }
37 setSize(size() + count);
38 last.setNext(getFirst());
39 setFirst(el);
40 if (getLast() == null) {
41     setLast(last);
42 }
43
44 return true;
45 }

```

3.10.7 insertLast

```

1  {
2      if (el == null) {
3          return false;
4      }
5      // Loop detection using Floyd's circle-finding algorithm.
6      boolean run = true;
7      for (ListElement<T> i = el, j = el; run;) {
8          if (i.hasNext()) {
9              i = i.next();
10         } else {
11             run = false;
12             break;
13         }
14         if (j.hasNext() && j.next().hasNext()) {
15             j = j.next().next();
16         } else {
17             run = false;
18             break;
19         }
20
21         if (i == j) {
22             return false;
23         }
24     }
25
26     ListElement<T> last = null;
27     int count = 0;
28     for (ListElement<T> elem = el;
29         elem != null; elem = elem.next(), count++) {
30         if (contains(elem)) {
31             return false;
32         }
33         if (!elem.hasNext()) {
34             last = elem;
35         }
36     }
37     setSize(size() + count);
38     if (getLast() == null) {
39         setFirst(el);
40     } else {

```

```

41     getLast().setNext(el);
42 }
43 setLast(last);
44
45 return true;
46 }

```

3.10.8 insertSingle

```

1 {
2     if (el == null || idx < 0 || idx > size() || contains(el)) {
3         return false;
4     }
5
6     el.setNext(null);
7
8     if (idx == 0) {
9         el.setNext(getFirst());
10        setFirst(el);
11        if (getLast() == null) {
12            setLast(el);
13        }
14    } else if (idx == size()) {
15        if (getLast() == null) {
16            setFirst(el);
17            setLast(el);
18        } else {
19            getLast().setNext(el);
20            setLast(el);
21        }
22    } else {
23        int i = 1;
24        for (ListElement<T> elem = getFirst();
25            elem != null; elem = elem.next(), i++) {
26            if (i == idx) {
27                el.setNext(elem.next());
28                elem.setNext(el);
29                break;
30            }
31        }
32    }
33    setSize(size() + 1);
34    return true;
35 }

```

3.10.9 InsertSingleFirst

```

1 {
2     if (el == null || getFirst() == el) {
3         return false;
4     }
5
6     if (getFirst() == null) {
7         setLast(el);
8     }
9     el.setNext(getFirst());
10    setFirst(el);

```

```
11     setSize(size() + 1);
12
13     return true;
14 }
```

3.10.10 InsertSingleLast

```
1 {
2     if (el == null || getLast() == el) {
3         return false;
4     }
5
6     if (getFirst() == null) {
7         setFirst(el);
8     } else {
9         getLast().setNext(el);
10    }
11    setLast(el);
12    el.setNext(null);
13
14    setSize(size() + 1);
15
16    return true;
17 }
```

3.10.11 invert iteratively LinkedList

```
1 {
2     if (head == null) {
3         return null;
4     }
5
6     ListElement<T> next = null;
7     ListElement<T> cur = head;
8     for (ListElement<T> el = head.next(); el != null; el = next) {
9         next = el.next();
10
11        el.setNext(cur);
12        cur = el;
13    }
14    head.setNext(null);
15    return cur;
16 }
```

3.10.12 merge linked lists

```
1 {
2     if (left == null || right == null || comp == null) {
3         throw new IllegalArgumentException();
4     }
5
6     MListElement<T> result = null;
7     for (MListElement<T> i = left, j = right, merged = null;
8         i != null || j != null; ) {
9         final MListElement<T> use;
```

```

10     if (i == null) {
11         use = j;
12         j = j.getNext();
13     } else if (j == null) {
14         use = i;
15         i = i.getNext();
16     } else if (comp.compare(i.getKey(), j.getKey()) < 0) {
17         use = i;
18         i = i.getNext();
19     } else {
20         use = j;
21         j = j.getNext();
22     }
23
24     if (merged != null) {
25         merged.setNext(use);
26     }
27     merged = use;
28     if (result == null) {
29         result = merged;
30     }
31 }
32
33 return result;
34 }

```

3.10.13 remove

3.10.14 remove duplicated linked list elements

```

1 {
2     if (head == null) {
3         return null;
4     }
5
6     ListElement<T> prev = head;
7     for (ListElement<T> el = head.next(); el != null; el = el.next()) {
8         if (comp.compare(prev.getData(), el.getData()) == 0) {
9             prev.setNext(el.next());
10        } else {
11            prev = el;
12        }
13    }
14    return head;
15 }

```

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3.10.15 removeFirst

```

1 {
2     final ListElement<T> first = getFirst();
3     if (first != null) {
4         setFirst(first.next());
5         setSize(size() - 1);
6         if (size() == 0) {

```

```
7         setLast(null);
8     }
9 }
10 return first;
11 }
```

3.10.16 removeLast

```
1 {
2     if (getFirst() == null) {
3         return null;
4     }
5
6     final ListElement<T> result = getLast();
7     if (getFirst() == getLast()) {
8         setFirst(null);
9         setLast(null);
10    } else {
11        ListElement<T> secondLast = getFirst();
12        while (secondLast.next() != getLast()) {
13            secondLast = secondLast.next();
14        }
15
16        secondLast.setNext(null);
17        setLast(secondLast);
18    }
19    setSize(size() - 1);
20    return result;
21 }
```

3.11 String Operations

3.11.1 Prefix Check

```
1 {
2     if (a == null || b == null) {
3         return false;
4     }
5
6     final String lowerA = a.toLowerCase();
7     final String lowerB = b.toLowerCase();
8     for (int i = 0; i < lowerA.length(); i++) {
9         if (i >= lowerB.length() || lowerA.charAt(i) != lowerB.charAt(i)) {
10            return false;
11        }
12    }
13    return true;
14 }
```

3.11.2 simple String Matcher

```
1 {
2     if (S == null || T == null) {
3         throw new IllegalArgumentException();
4     }
5
6     final String haystack = S.toLowerCase();
7     final String needle = T.toLowerCase();
8
9     final ArrayList<int[]> tupels = new ArrayList<int[]>();
10    final ArrayList<Integer> result = new ArrayList<Integer>();
11    for (int i = 0; i < haystack.length(); i++) {
12        tupels.add(new int[] { i + 1, -1 });
13
14        final java.util.Iterator<int[]> it = tupels.iterator();
15        while (it.hasNext()) {
16            final int[] tuple = it.next();
17            tuple[1] += 1;
18            if (haystack.charAt(i) != needle.charAt(tuple[1])) {
19                it.remove();
20            } else if (tuple[1] == needle.length() - 1) {
21                it.remove();
22                result.add(tuple[0]);
23            }
24        }
25    }
26    return result;
27 }
```