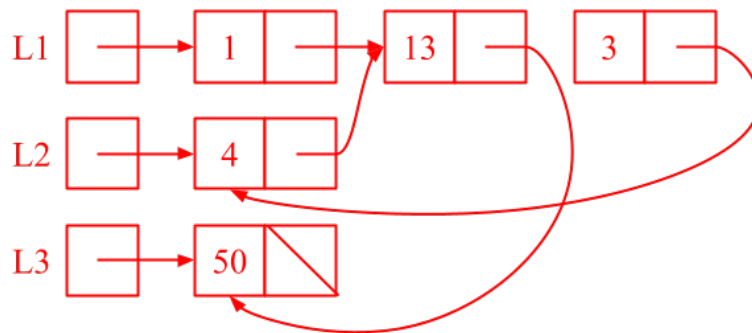


## 1 Boxes and Pointers

Draw a box and pointer diagram to represent the IntLists L1, L2, and L3 after each statement.

- 1 IntList L1 = IntList.list(1, 2, 3);
- 2 IntList L2 = new IntList(4, L1.rest);
- 3 L2.rest.first = 13;
- 4 L1.rest.rest.rest = L2;
- 5 IntList L3 = IntList.list(50);
- 6 L2.rest.rest = L3;

**Solution:**



## 2 Partition

Implement `partition`, which takes in an `IntList lst` and an integer `k`, and *destructively* partitions `lst` into `k` `IntLists` with the following properties:

- It is the **same** length as the other lists. You may assume the `IntList` is evenly divisible.
- Its ordering is consistent with the ordering of `lst`, i.e. items in earlier in `lst` must **precede** items that are later.

These lists should be put in an array of length `k`, and this array should be returned.

For instance, if `lst` contains the elements 6, 5, 4, 3, 2, 1, and `k = 2`, then a **possible** partition, is putting elements [6, 4, 2] at index 0, and elements [5, 3, 1] at index 1.

You may assume you have the access to the method `reverse`, which destructively reverses the ordering of a given `IntList` and returns a pointer to the reversed `IntList`. **Hint:** Think about how to build up the `IntList` backward at each index, starting with `null`.

You may not create any `IntList` instances.

```

1 public static IntList[] partition(IntList lst, int k) {
2     IntList[] array = new IntList[k];
3     int index = 0;
4     IntList L = _____
5     while (L != null) {
6
7         _____
8
9         _____
10
11        _____
12
13        _____
14
15        _____
16
17        _____
18
19        index = _____ % _____;
20    }
21    return array;
22 }
```

**Solution:** [\[Here\]](#) is a video walkthrough of the solution.

```
1 public static IntList[] partition(IntList lst, int k) {
2     IntList[] array = new IntList[k];
3     int index = 0;
4     IntList L = reverse(lst);
5     while (L != null) {
6         IntList prevAtIndex = array[index];
7         IntList next = L.rest;
8         array[index] = L;
9         array[index].rest = prevAtIndex;
10        L = next;
11        index = (index + 1) % array.length;
12    }
13    return array;
14 }
```

**Explanation:** We reverse our `IntList` so that we can build up each element of the `IntList[]` array backwards—in general, it is much easier to build an `IntList` backward than forward.

The general idea is to initialize each element in the array to `null`, then put an element of `L` inside the correct index by assigning `array[index] = L`. Then, we get whatever we've built up so far (`prevAtIndex`) and add it to the end of our `rest` element so that we have the entire `IntList` again with one element at the front.

Afterwards, we advance `L` to the next element and increment the index.

### 3 Remove Duplicates

Using the simplified `DLList` class defined on the next page, implement the `removeDuplicates` method.

`removeDuplicates` should remove all duplicate items from the **DLList**. For example, if our initial list is `[8, 4, 4, 6, 4, 10, 12, 12]`, our final list should be `[8, 4, 6, 10, 12]`. You may **not** assume that duplicate items are grouped together, or that the list is sorted!

```

1  public class DLLlist {
2      Node sentinel;
3
4      public DLLlist() {
5          // ...
6      }
7
8      public class Node {
9          int item;
10         Node prev;
11         Node next;
12     }
13
14     public void removeDuplicates() {
15
16         Node ref = _____;
17         Node checker;
18
19         while (_____ ) {
20
21             checker = _____;
22
23             while (_____ ) {
24
25                 if (_____ ) {
26
27                     Node checkerPrev = checker.prev;
28                     Node checkerNext = checker.next;
29
30                     _____;
31
32                     _____;
33
34                     _____;
35
36                     checker = _____;
37                 } else {
38
39                     checker = _____;
40                 }
41             }
42
43             ref = _____;
44         }
45     }
46 }

```

**Solution:**

```
1 public void removeDuplicates() {
2     Node ref = sentinel.next;
3     Node checker;
4     while (ref != sentinel) {
5         checker = ref.next;
6         while (checker != sentinel) {
7             if (ref.item == checker.item) {
8                 Node checkerPrev = checker.prev;
9                 Node checkerNext = checker.next;
10                checkerPrev.next = checker.next;
11                checkerNext.prev = checker.prev;
12                checker = checkerNext;
13            } else {
14                checker = checker.next;
15            }
16        }
17        ref = ref.next;
18    }
19 }
```