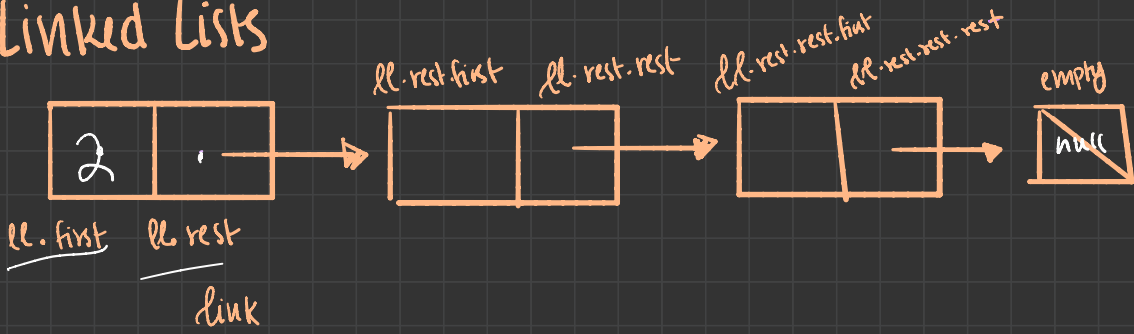


Linked Lists



- first : value of linked list
- rest : pointer to next linked list

can recursively go down and call function by reassigning current

Recursive

def traversing (ll):

→ if ll is Link.empty or ll.rest is Link.empty:

return
traversing (ll.rest)



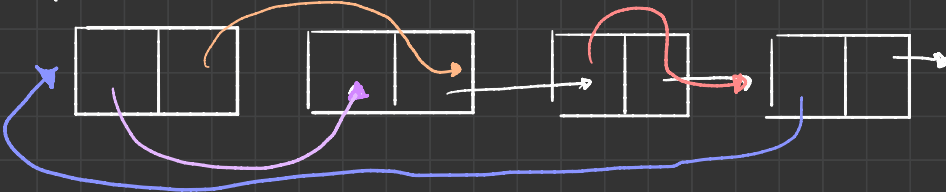
Iterative

def traversing (ll):

→ while (ll is not Link.empty and ll.rest is not Link.empty):

ll = ll.rest

link:



llk.first = llk.rest.first

llk.rest = llk.rest.rest

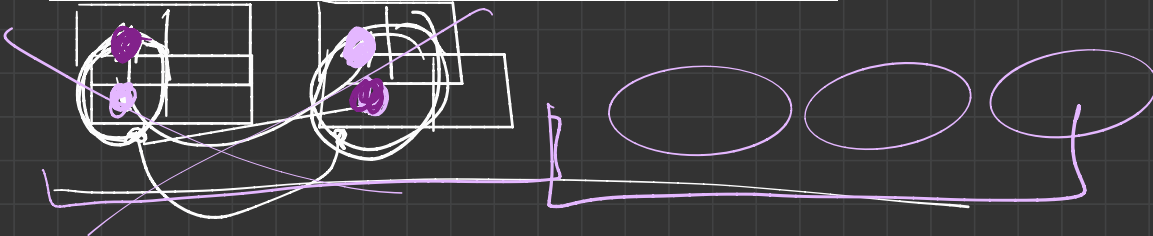
llk.rest.first = llk.rest.rest

llk.rest.first.first = llk

Question 1:

2.3 **Tutorial:** Write a recursive function `flip_two` that takes as input a linked list `lnk` and mutates `lnk` so that every pair is flipped.

```
def flip_two(lnk):  
    """  
    >>> one_ln = Link(1)  
    >>> flip_two(one_ln)  
    >>> one_ln  
    Link(1)  
    >>> lnk = Link(1, Link(2, Link(3, Link(4, Link(5))))))  
    >>> flip_two(lnk)  
    >>> lnk  
    Link(2, Link(1, Link(4, Link(3, Link(5))))))  
    """
```



def flip_two(lnk):

if lnk is Link.Empty or lnk.rest is Link.Empty:
 return

lnk.first, lnk.rest.first = lnk.rest.first, lnk.first

return flip_two(lnk.rest.rest)

Recursive:

def flip_two(lnk):

while (lnk is not Link.Empty or lnk.rest is not Link.Empty):

lnk.first, lnk.rest.first = lnk.rest.first, lnk.first

lnk = lnk.rest.rest

Iterative:

Question 2:

2.4 **Tutorial:** Implement `filter_link`, which takes in a linked list `link` and a function `f` and returns a generator which yields the values of `link` for which `f` returns `True`.

Try to implement this both using a while loop and without using any form of iteration.

```
def filter_link(link, f):  
    """  
    >>> link = Link(1, Link(2, Link(3)))  
    >>> g = filter_link(link, lambda x: x % 2 == 0)  
    >>> next(g)  
    2  
    >>> next(g)  
    StopIteration  
    >>> list(filter_link(link, lambda x: x % 2 != 0))  
    [1, 3]  
    """
```

```
while lnk is not Link.Empty:  
    if f(lnk.first):  
        yield lnk.first  
        lnk = lnk.rest
```