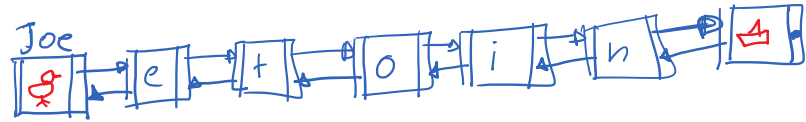


# 'LinkedList' Variants

Wednesday, September 25, 2019 4:57 PM



Joe <e, t, o, i, n>



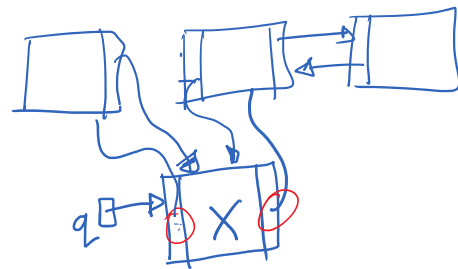
## • The Doubly Linked List

```
template <typename T>
class DoublyLinkedList {
    T m_data;
    DoublyLinkedList* m_next;
    DoublyLinkedList* m_prev;
    ...
};
```

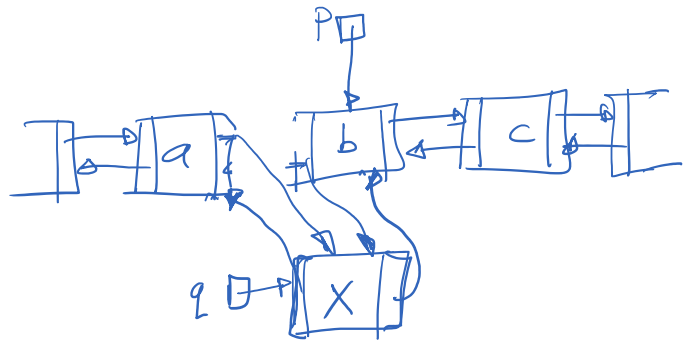
### • Insert

Insert X at position p

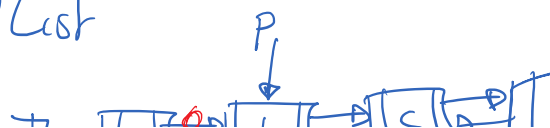
- 1 create new node.
- 2 insert element x
- 3 setup new container pointers
- 4 modify list's pointers



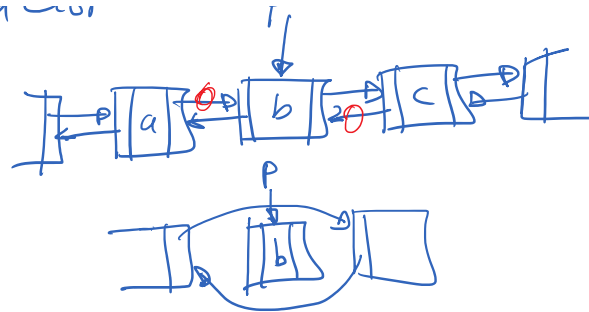
```
DoublyLinkedList::insert
(DoublyLinkedList* p, T& x)
{
    DoublyLinkedList* q;
    q = new DoublyLinkedList;
    q->m_data = x;
    q->m_next = p;
    q->m_prev = p->m_prev;
    p->m_prev = q;
    q->m_prev->m_next = q;
}
```



## • Remove on Doubly Linked List

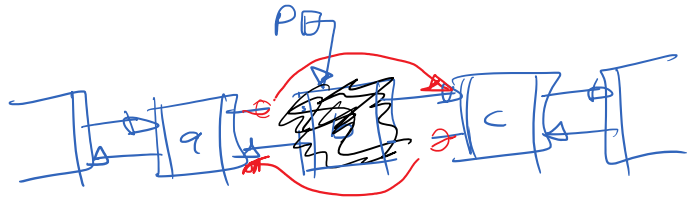


• Remove on doubly linked list



```

DoublyLinkedList::remove
(DoublyLinkedList* p)
{
    p->m_prev->m_next = p->m_next;
    p->m_next->m_prev = p->m_prev;
    delete p;
}
    
```



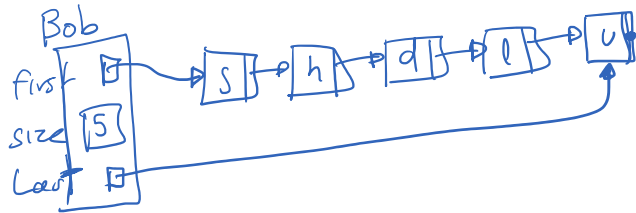
• Encapsulated Linked List.

```

class LLNode
{
    T m_data;
    LLNode* m_next;
}

class LList
{
    int m_size;
    LLNode* m_first;
    LLNode* m_last;
};
    
```

Bob < s, h, d, l, u >



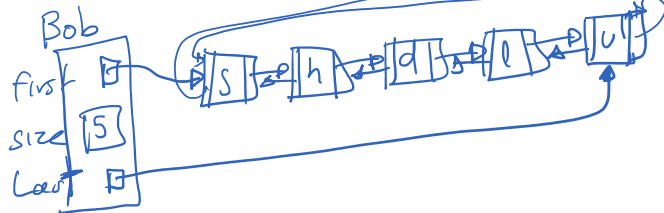
Bob.insert\_front(x);

Encapsulated Circular Doubly Linked List

```

class LLNode
{
    T m_data;
    LLNode* m_next;
    LLNode* m_prev;
}
    
```

Bob < s, h, d, l, u >



```

class LList
{
    int m_size;
    LLNode* m_first;
    LLNode* m_last;
};
    
```

Bob.insert\_front(x);

};

