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# Doubly Linked Lists

cs206

Lec 19

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```
void addLast(J c);
void addFirst(J c);
```

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```
private Node<J> nextToLastNode() {
    Node<J> n = head;
    if (n.next == null)
        return null;
    while (n.next.next != null) {
        n = n.next;
    }
    return n;
}
```

Assumes that  
caller confirmed  
that head!=null

!!!!

```
public void addLast(J c) {
    Node<J> newnode = new Node<>(c);
    if (head == null) {
        head = newnode;
        return;
    }
    Node<J> n = nextToLastNode();
    if (n == null) {
        head.next = newnode;
        return;
    }
    n.next = newnode;
```

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# AddFirst

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```
public void addFirst(J c) {  
    Node<J> newnode = new Node<>(c);  
    if (head == null) {  
        head = newnode;  
        return;  
    }  
    newnode.next = head;  
    head = newnode;  
}
```

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# Lab

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- `public boolean contains(J jj)`
- This method should search through its linked list for a node containing the object `r` (use `==`).

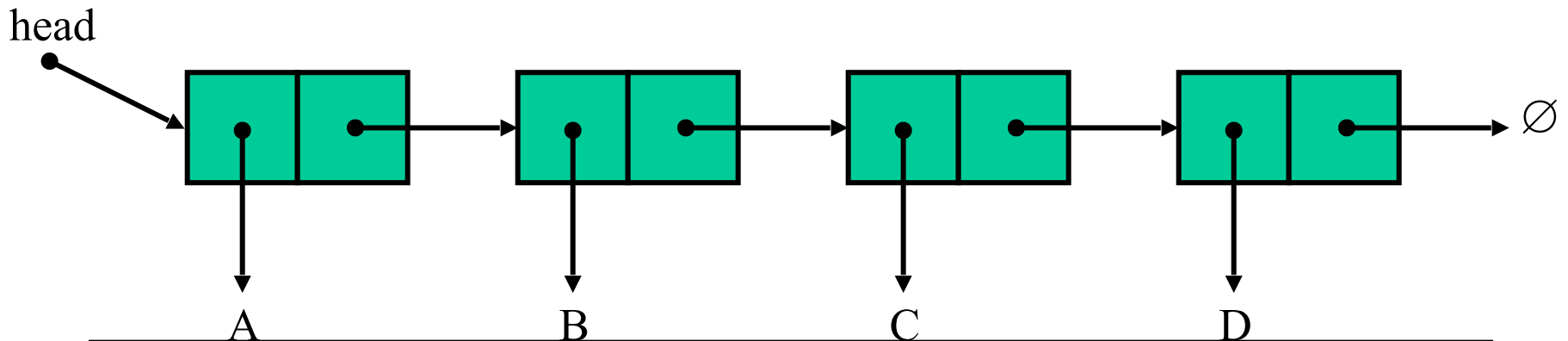
```
public boolean contains(J jj) {
    Node<J> n = head;
    while (n != null) {
        if (n.data == jj)
            return true;
        n = n.next;
    }
    return false;
}
```

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# removeLast()

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- Problem
  - How do you remove the last
  - Problem, knowing the last node is not enough?
    - To remove D we need to do things to C
    - Cannot go backwards!!
- So, need to search forward in list to find the node before the last node
- Happily, I already had a function to do that



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# Remove Last

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```
public J removeLast() {
    if (head == null)
        return null;
    if (head.next == null) {
        J tmp = head.data;
        head = null;
        return tmp;
    }
    Node<J> n2last = nextToLastNode();
    J tmp = n2last.next.data;
    n2last.next = null;
    return tmp;
}
```

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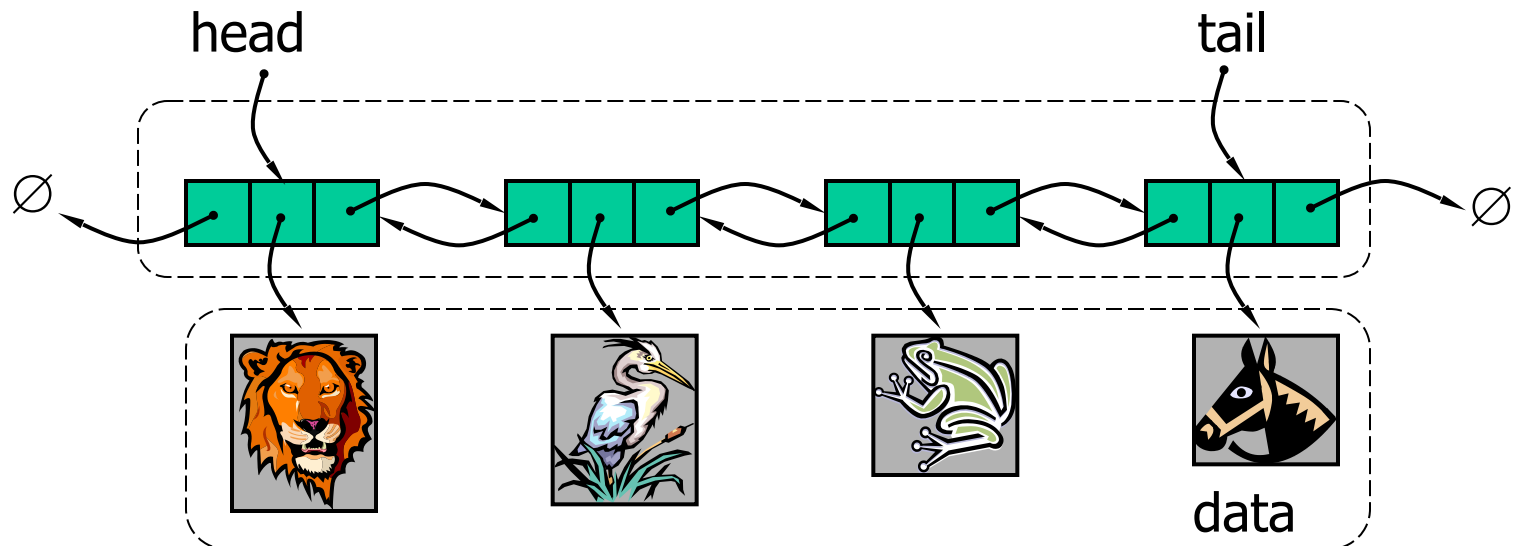
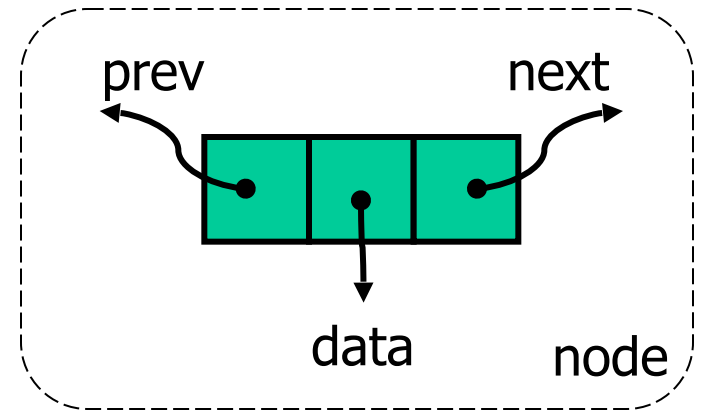
# Musings on singly linked lists

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- The whole remove last method is a pain
- Not knowing how to go backward is a pain
  - Linked lists are a pain
- Can't do anything about linked lists being a pain

# Doubly Linked List

- Can be traversed forward and backward
- Nodes store an extra reference





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# Double Linked List interface

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```
public interface LinkedListInterfaceComp<E extends Comparable<E>> {  
    int size();  
    boolean isEmpty();  
    Comparable<E> first();  
    Comparable<E> last();  
    void addLast(Comparable<E> c);  
    void addFirst(Comparable<E> c);  
    Comparable<E> removeFirst();  
    Comparable<E> removeLast();  
    Comparable<E> remove(Comparable<E> r);  
    boolean contains(Comparable<E> id);  
}
```

This could also be applied to a single linked list (or an array list)  
or ...

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# Node & DLL start

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```
public class DoubleLinkedList<T extends Comparable<T>> implements
LinkedListInterfaceComp<T> {
    protected class Node<V extends Comparable<V>> {
        public Comparable<V> data;
        public Node<V> next;
        public Node<V> prev;
        public Node(Comparable<V> data) {
            this.data = data;
            this.next = null;
            this.prev = null;
        }
    }
    private Node<T> head = null;
    private Node<T> tail = null;
    private int size = 0;
```

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# Basics

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```
@Override
public int size() {
    return size;
}

@Override
public boolean isEmpty() {
    return size == 0;
}

@Override
public Comparable<T> first() {
    if (head == null)
        return null;
    return head.data;
}

@Override
public Comparable<T> last() {
    if (head == null)
        return null;
    return tail.data;
}
```

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# Insertion: AddFirst, AddLast

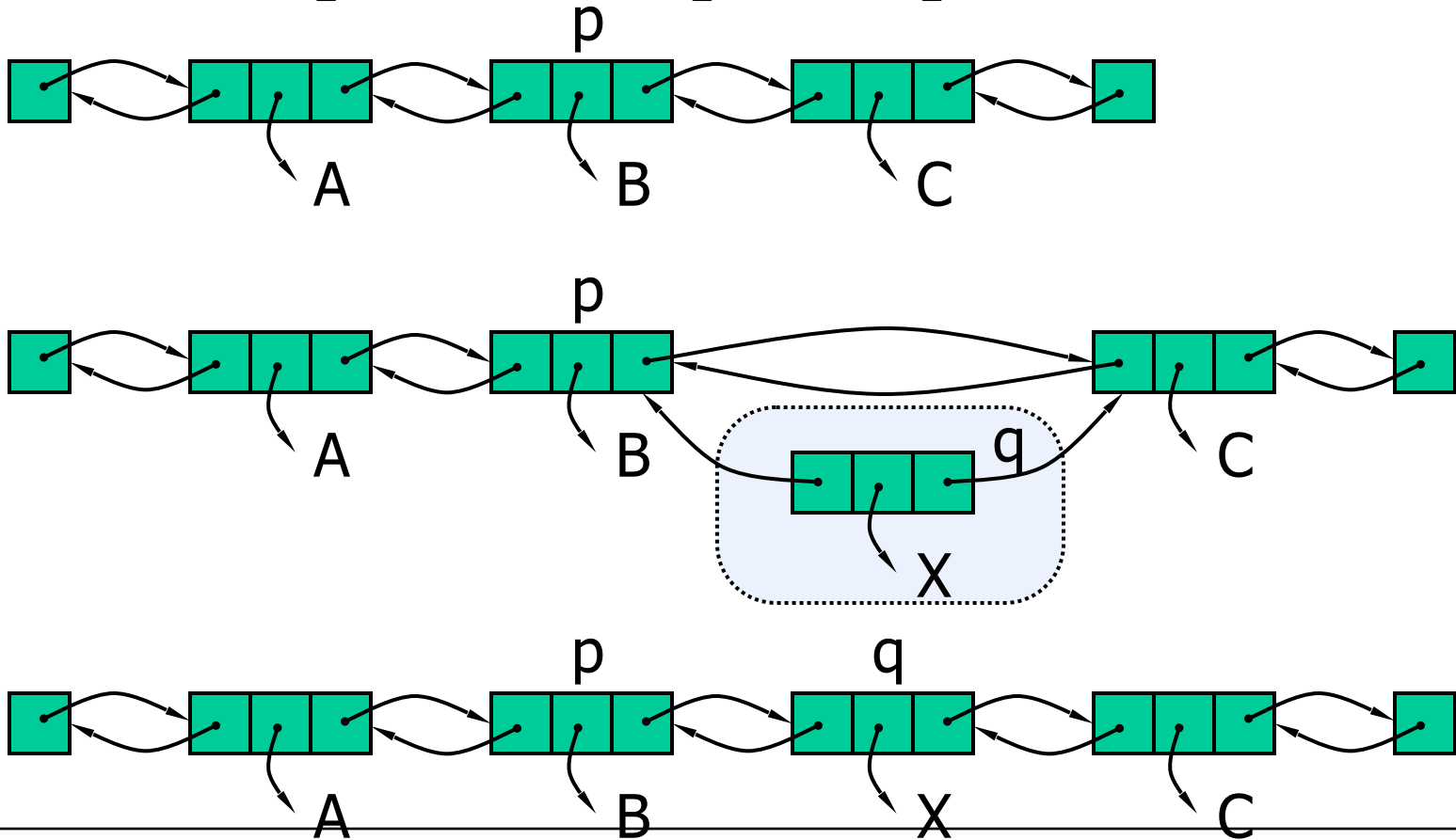
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# Add Between

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- Insert  $q$  between  $p$  and  $p.next$



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# Add Between

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```
public void addBtw(T c, Node prev, Node next) {  
    Node newest = new Node(c);  
    prev.next = newest;  
    next.prev = newest;  
    newest.prev = prev;  
    newest.next = next;  
    size++;  
}
```

Problems??

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# Deletion — first element

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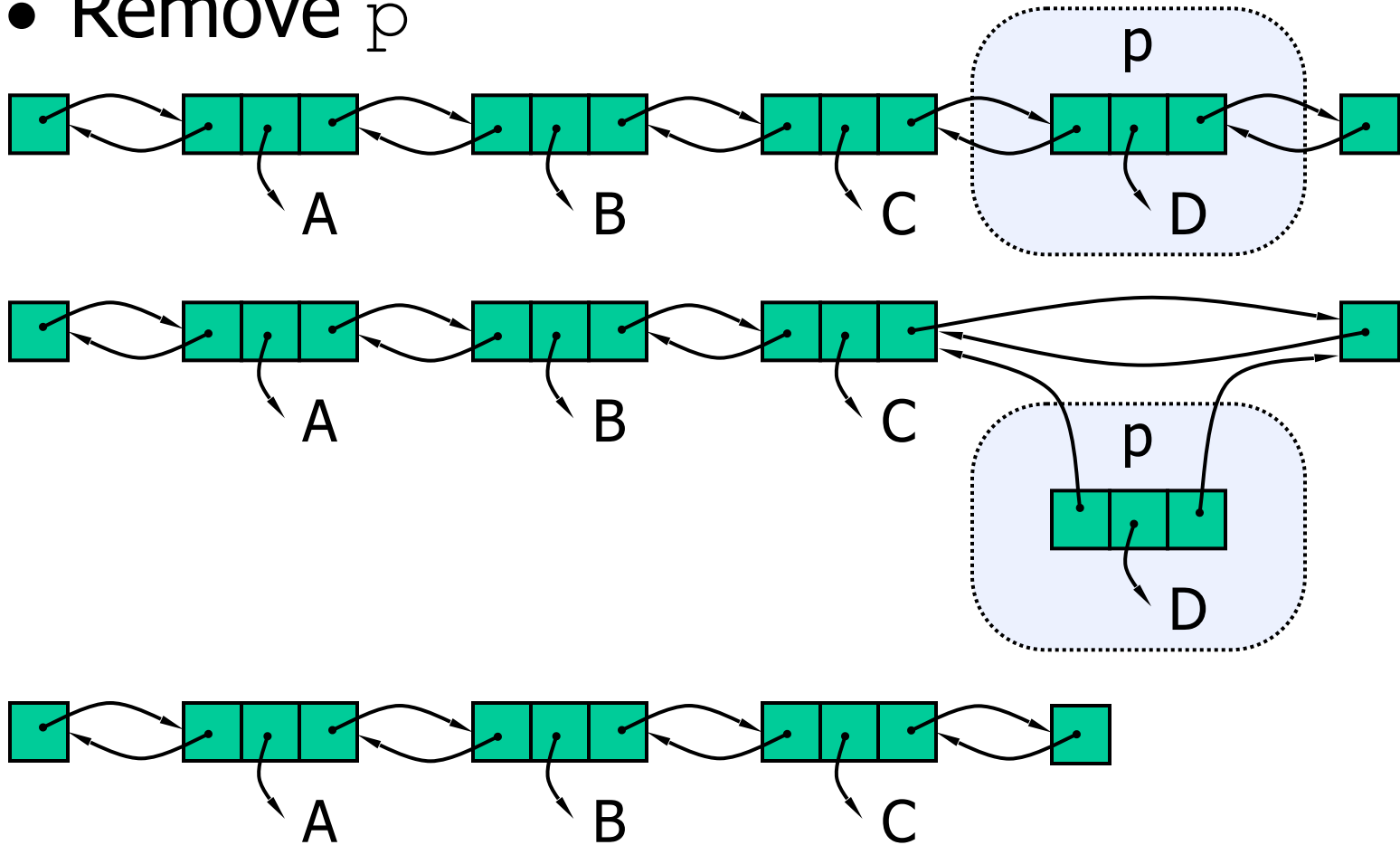
```
public Comparable<T> removeLast() {
    if (head == null)
        return null;
    Comparable<T> rtn = tail.data;
    if (head == tail) {
        head = null;
        size = 0;
        tail = null;
        return (T) rtn;
    }
    tail = tail.prev;
    tail.next = null;
    size--;
    return rtn;
}
```

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# Deletion

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- Remove  $p$





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# Deletion and contains

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```
Comparable<E> remove(Comparable<E> r);  
boolean contains(Comparable<E> id);
```

First write a private utility function

```
private Node<T> find(Comparable<E> look4)
```

that returns a node containing look4 (or null)

then use this function in remove and contains

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# Sorted Linked Lists

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```
public class SortedDLL<T extends Comparable<T>> extends
DoubleLinkedList<T> {
    public void addSorted(Comparable<T> t) {
        // lots of thought here
        // feels a lot like addBetween except you have to figure
        // out where
    }
}
```

- If you have a sorted linked list, should you have
  - addFirst
  - addLast
  - removeFirst
  - removeLast