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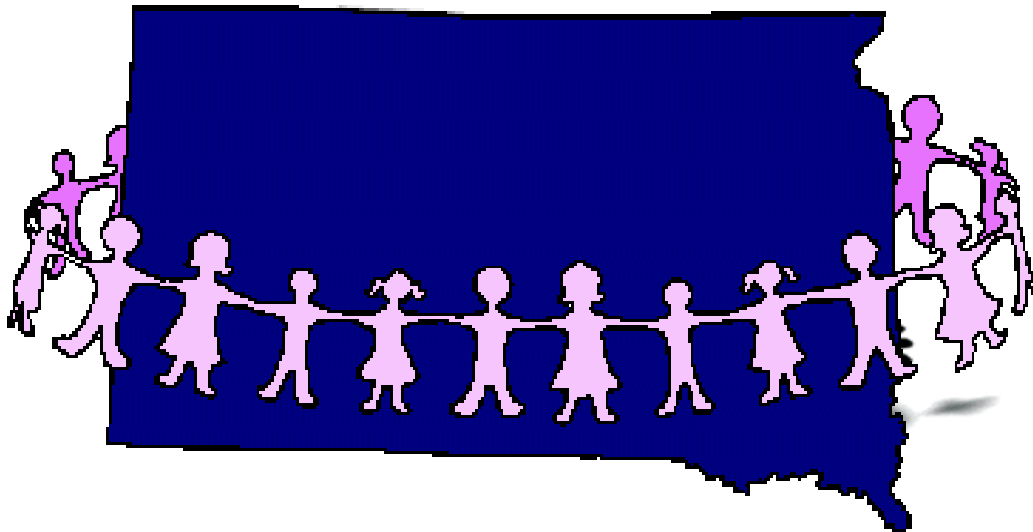
# **ECSE207L**

## **DATA STRUCTURES**

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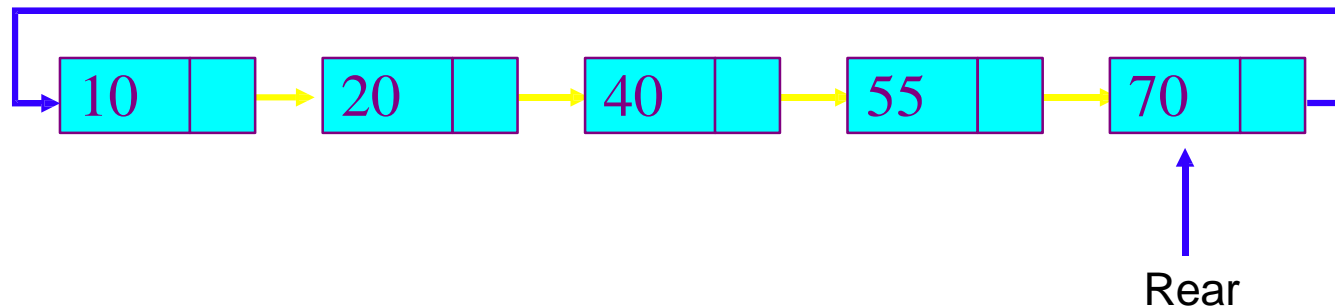
## Circular Linked List

# Circular Linked Lists



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- A Circular Linked List is a special type of Linked List
- It supports traversing from the end of the list to the beginning by making the last node point back to the head of the list
- A Rear pointer is often used instead of a Head pointer





- Circular linked lists are useful for implementing queues.
- No need to keep separate front and rear references.
- Circular linked lists are useful for playing video and sound files in “looping” mode.
- Used in computers to go round and round through various applications and give a time slice to each of them.
- They are also a stepping stone to implementing graphs.

# Circular linked list structure



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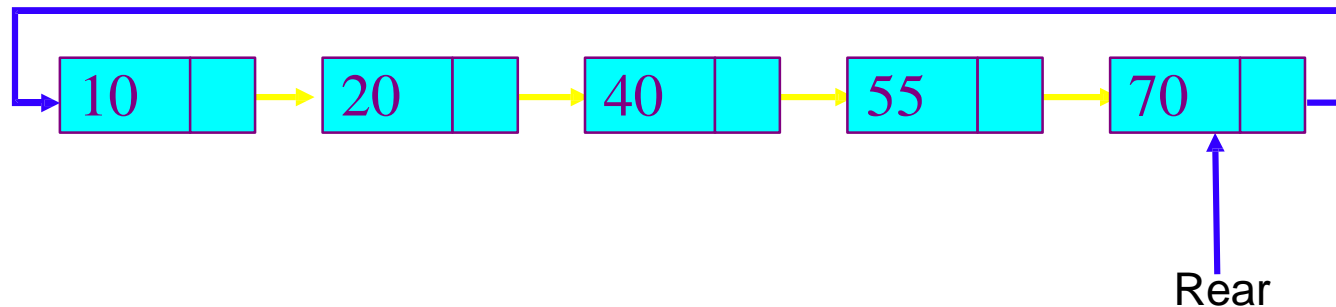
- Similar to a singly linked list except that last node (Rear) points to the first node.
- The convention is to call the list by the Rear node.
- Makes it easier, as front node is just next to the rear node.

# Traverse the list



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```
void print(NodePtr Rear){ NodePtr Cur;  
if(Rear != NULL){  
Cur = Rear.getlink(); do{  
print node data; Cur = Cur.getlink();  
}while(Cur != Rear.getlink());  
  
}  
}
```



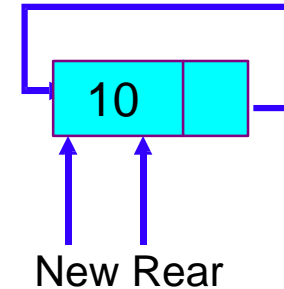
# Insert Node



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- Insert into an empty list

```
NotePtr New      =      Node ;  
new  
New.setData(10) ;  
Rear = New ;  
Rear.setlink(Rear) ;
```

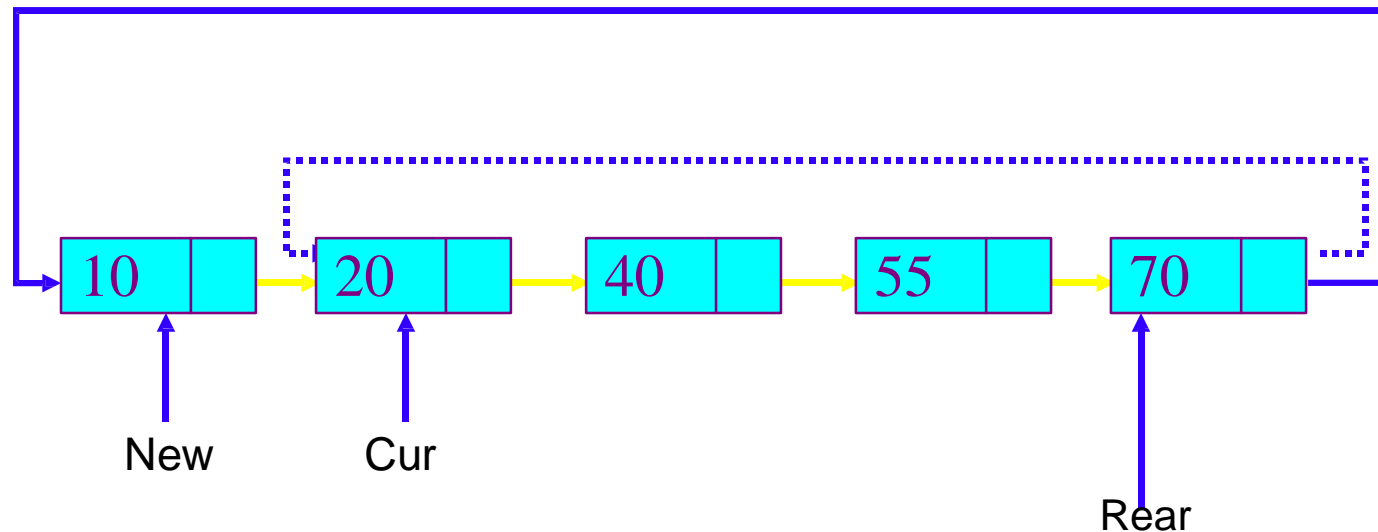




- Insert at head of a Circular Linked List

**`New.setlink(Cur);`**

**`Rear.setlink(New);`**





# Insert in middle of a circular list

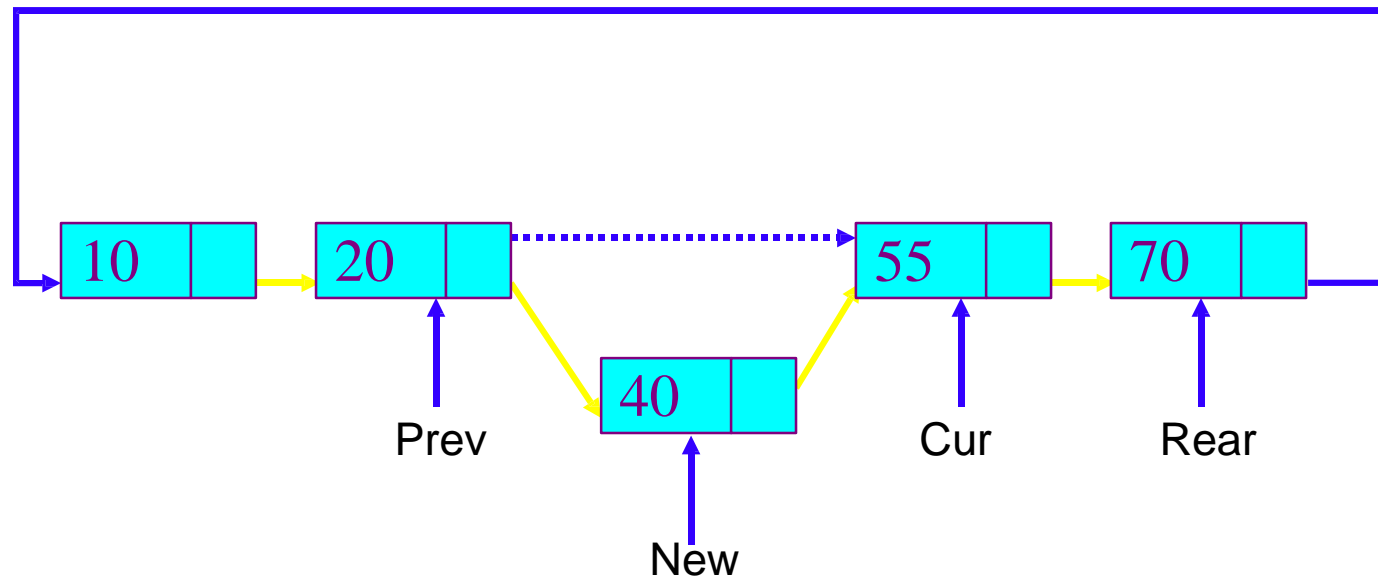


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- Insert in middle of a Circular Linked List between Pre and Cur

**New.setlink(Cur);**

**Prev.setlink(New);**



# Insert at end

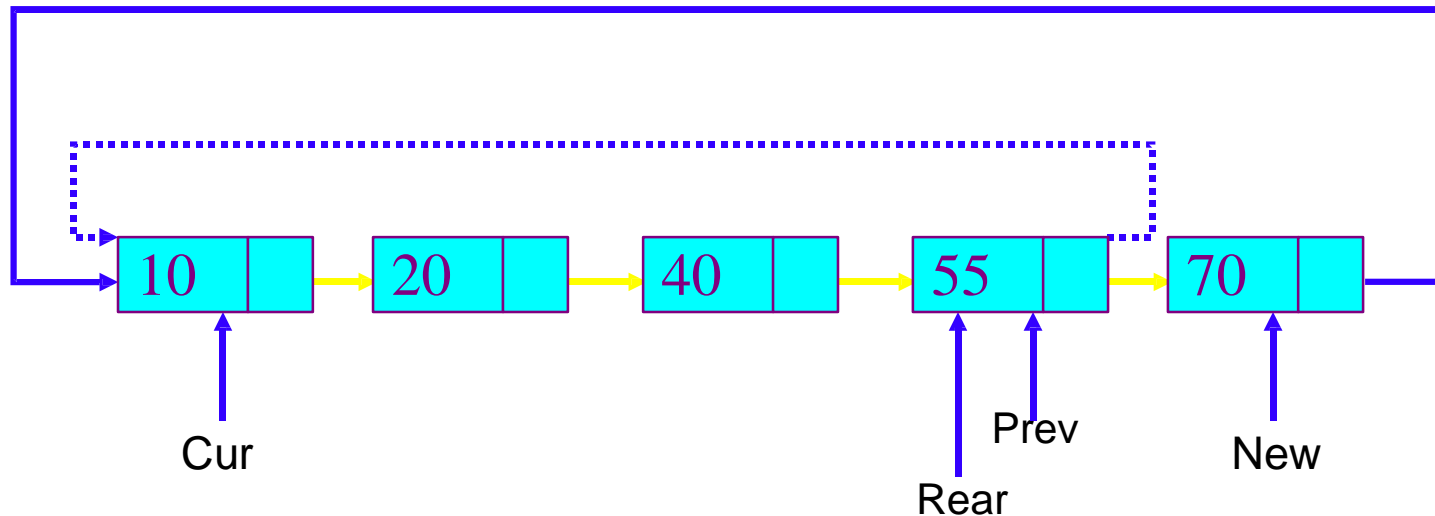


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## ■ Insert at end of a Circular Linked List

```
New.setlink(Cur) ; Prev.setlink(New) ;
```

```
Rear = New;
```



# Delete single remaining node

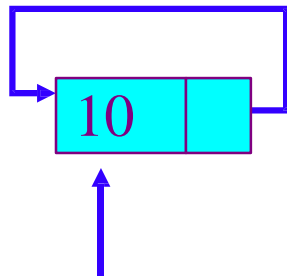


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- Delete a node from a single-node Circular Linked List

```
Rear = NULL;
```

```
delete Cur;
```



Rear = Cur = Prev

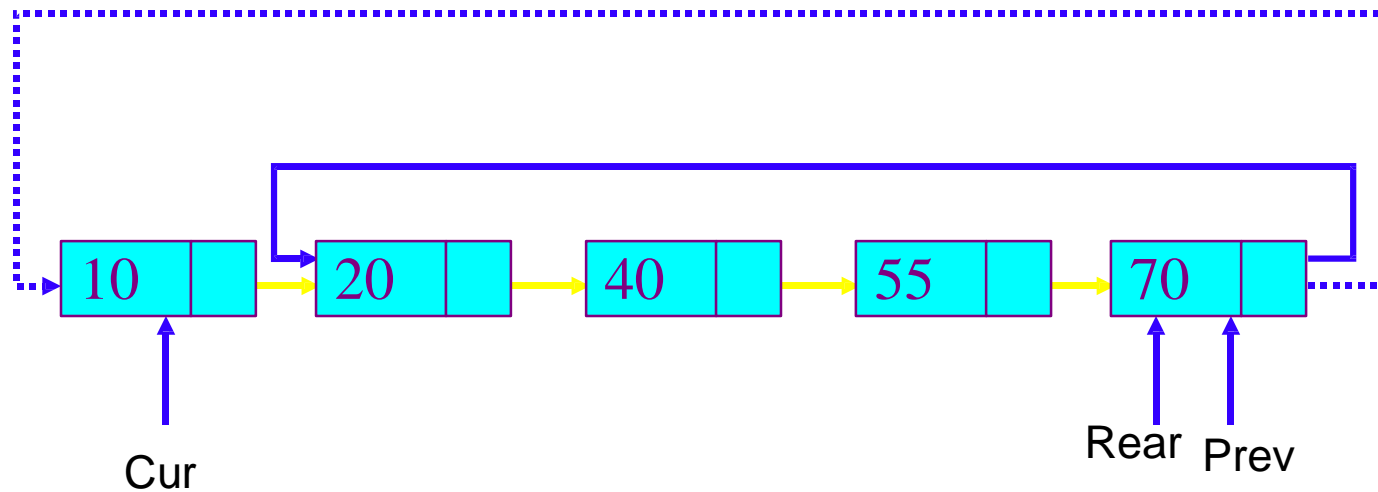
# Delete Node



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- Delete the head node from a Circular Linked List

```
Prev.setlink( Cur.getlink() );
```



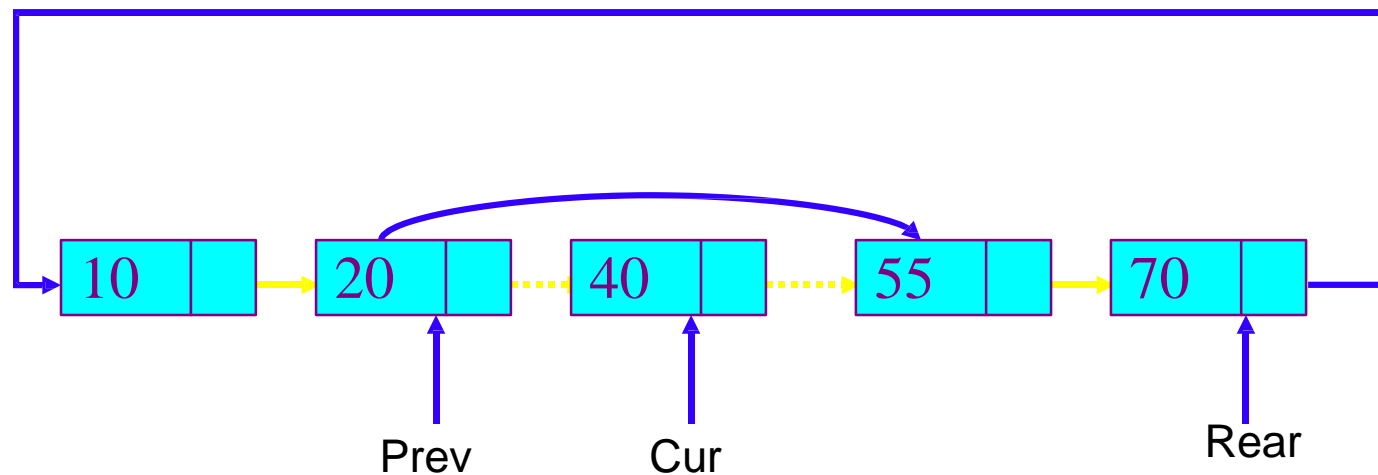
# Delete any node in middle of list



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- Delete a middle node `Cur` from a Circular Linked List

```
Prev.setlink(Cur.getlink());
```



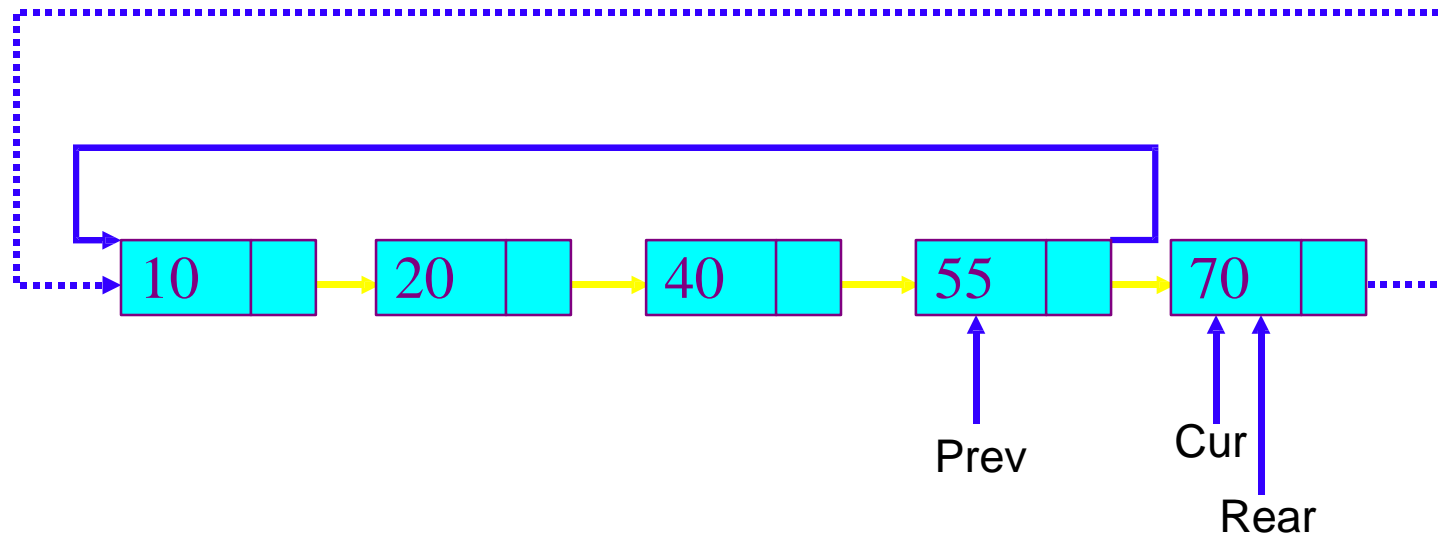
# Delete end node in middle of list



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## ■ Delete the end node from a Circular Linked List

```
Prev->next = Cur->next;    // same as: Rear->next;  
delete Cur;  
Rear = Prev;
```





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# Doubly Linked Lists

# Doubly Linked Lists



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- Permits traversal of list in both directions
- Useful where navigation in both directions needed
- Used in memory management systems to keep track of allocated blocks and free blocks
- Used by browsers to navigate forwards and backwards
- Can be used to implement a graph
- Various applications use this to redo and undo functionality (games)

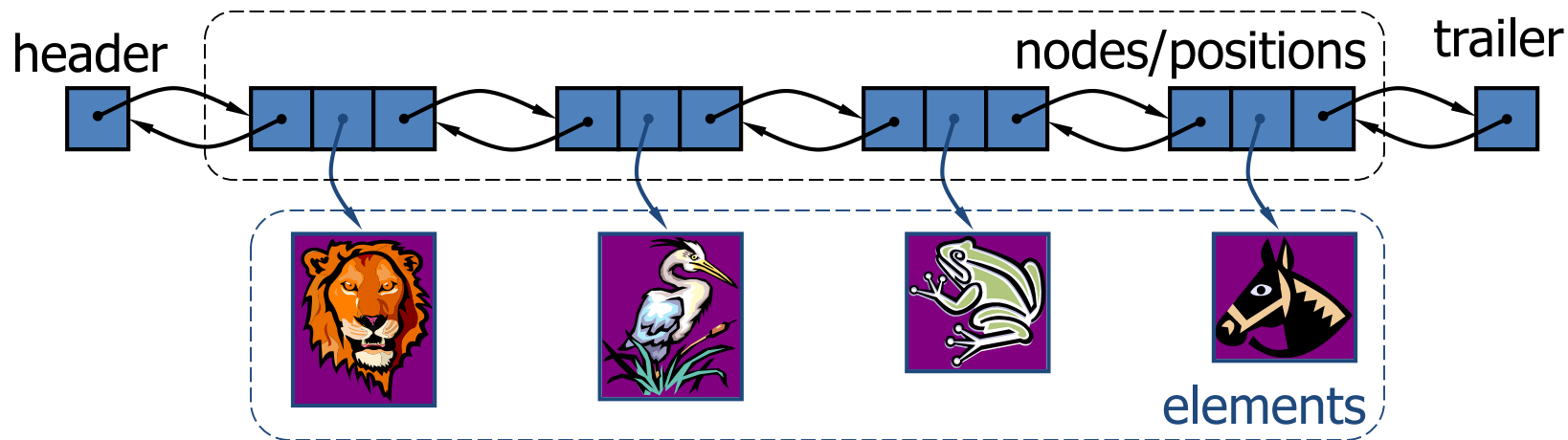
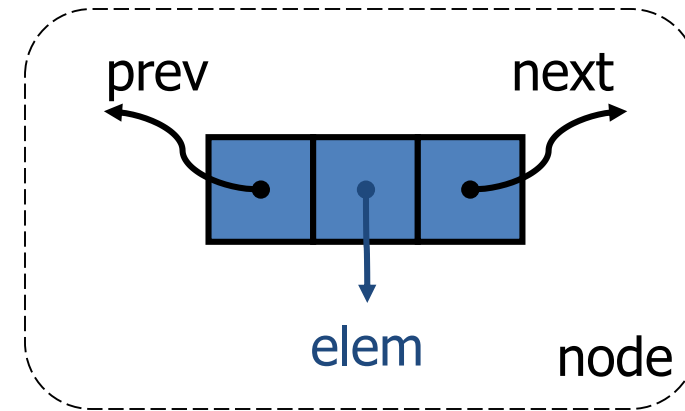


# Doubly Linked List



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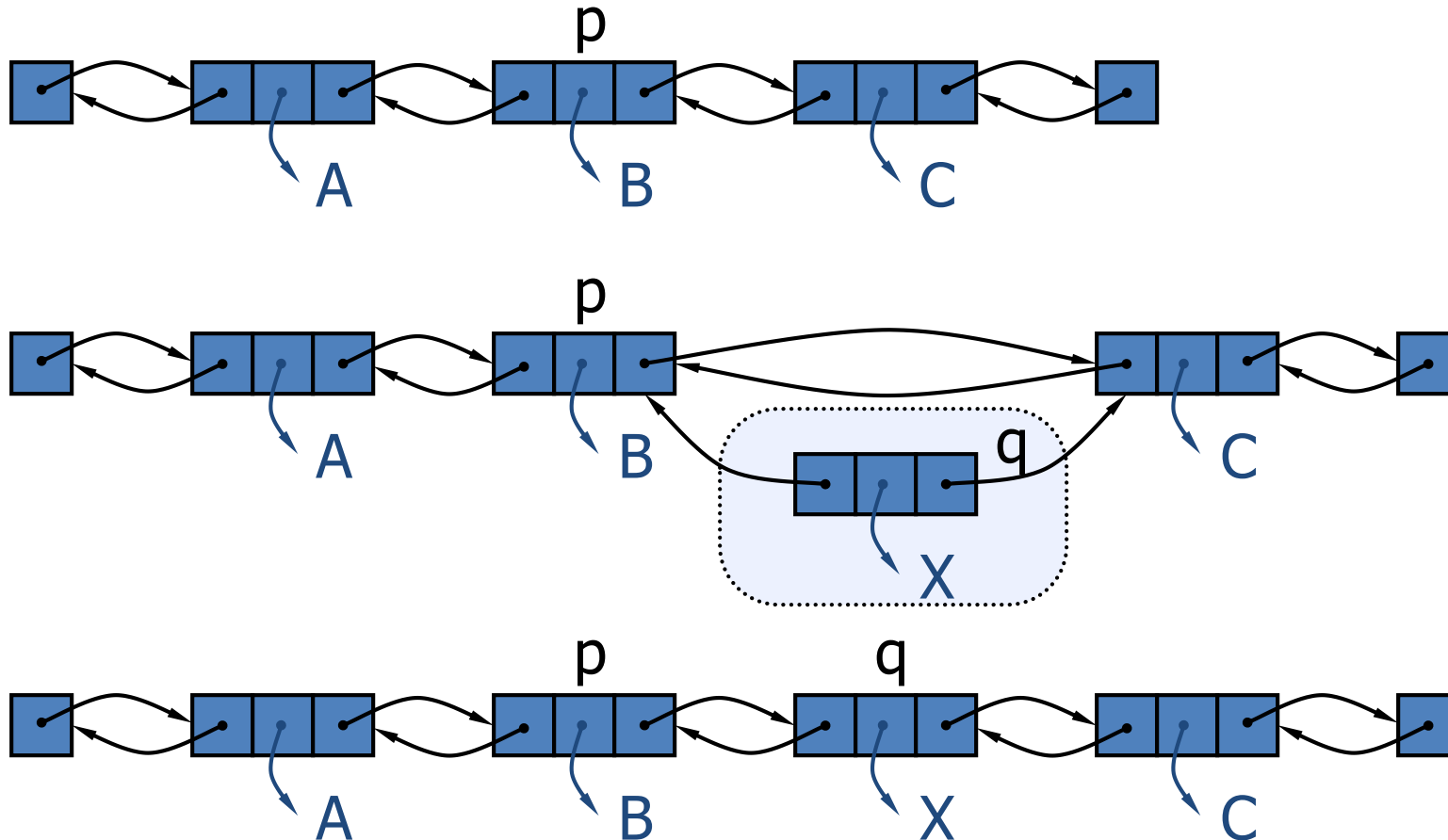
- A doubly linked list provides a natural implementation of the Node List ADT
- Nodes implement Position and store:
  - element
  - link to the previous node
  - link to the next node
- Special trailer and header nodes



# Insertion



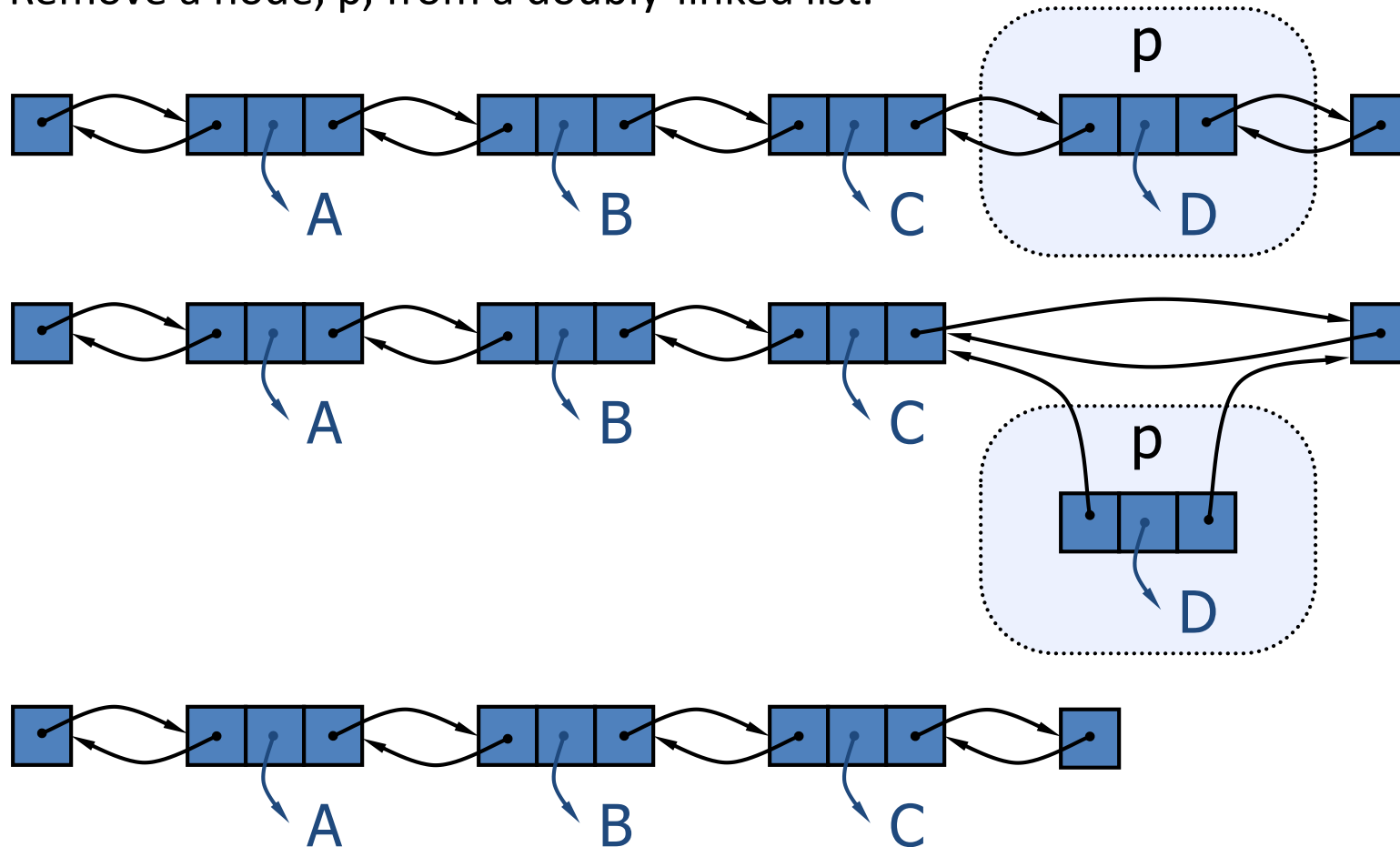
- Insert a new node,  $q$ , between  $p$  and its successor.



# Deletion



- Remove a node,  $p$ , from a doubly-linked list.





- Each node has
  - A data field
  - A left link
  - A right link
- Thus each node has two links, one pointing to previous node and one pointing to next node in the list.
- The first node is named **Front**
- The last node is named **Rear**
- The left link of **Front** is set to NULL
- The right link of **Rear** is set to NULL



```
public class Node {  
    public int data;  
    public Node left;  
    public Node right;  
  
    Node(int n, Node p, Node q) {  
        data = n;  
        left = p;  
        right = q;  
    }  
};
```



- Print the list from first to last node
- Print the list backwards
- Insert a new element between **cur** and **next** nodes
- Delete the **cur** node
- Insert a new node in empty list
- Delete the first node
- Delete the last node



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# THANKYOU

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