

Lesson 02 Demo 08

Implement CRUD Operations on a Doubly Circular Linked List

Objective: To create a doubly circular linked list in JavaScript with CRUD functionalities such as node addition, traversal, value modification, and node deletion

Tools required: Visual Studio Code (VS Code) and JavaScript

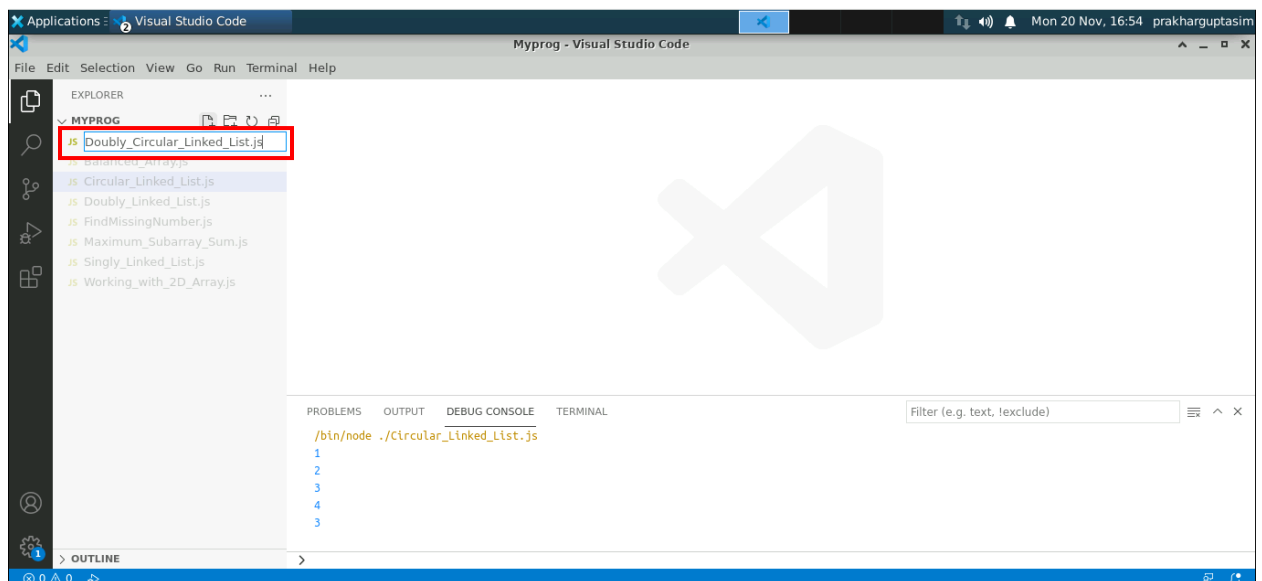
Prerequisites: Perform demo 01 of lesson 02

Steps to be followed:

1. Create and execute the JS file

Step 1: Create and execute the JS file

1.1 Create a JavaScript file named **Doubly_Circular_Linked_List.js** as shown below:



1.2 Write the code in the file created in step 1.1 as shown below:

```
class ListNode {
    constructor(data) {
        this.data = data;
        this.next = null;
        this.prev = null;
    }
}

class DoublyCircularLinkedList {
    constructor() {
        this.head = null;
    }

    // Create: Add a new node to the list
    add(data) {
        const newNode = new ListNode(data);
        if (!this.head) {
            this.head = newNode;
            newNode.next = newNode;
            newNode.prev = newNode;
        } else {
            newNode.prev = this.head.prev;
            newNode.next = this.head;
            this.head.prev.next = newNode;
            this.head.prev = newNode;
        }
    }

    // Read: Traverse and display elements of the list
    read() {
        if (!this.head) {
            return;
        }

        let current = this.head;
```

```
do {
    console.log(current.data);
    current = current.next;
} while (current !== this.head);
}

// Update: Modify the value of a node at a given position
update(position, data) {
    if (!this.head) {
        return;
    }

    let current = this.head;
    let count = 0;
    do {
        if (count === position) {
            current.data = data;
            return;
        }
        current = current.next;
        count++;
    } while (current !== this.head);

    console.log("Position not found");
}

// Delete: Remove a node from the list at a specified position
delete(position) {
    if (!this.head) {
        return;
    }

    if (this.head.next === this.head) {
        if (position === 0) {
            this.head = null;
        }
        return;
    }
}
```

```
let current = this.head;
let count = 0;
do {
  if (count === position) {
    current.prev.next = current.next;
    current.next.prev = current.prev;

    if (position === 0) {
      this.head = current.next;
    }
    return;
  }
  current = current.next;
  count++;
} while (current !== this.head);

console.log("Position not found");
}
}
```



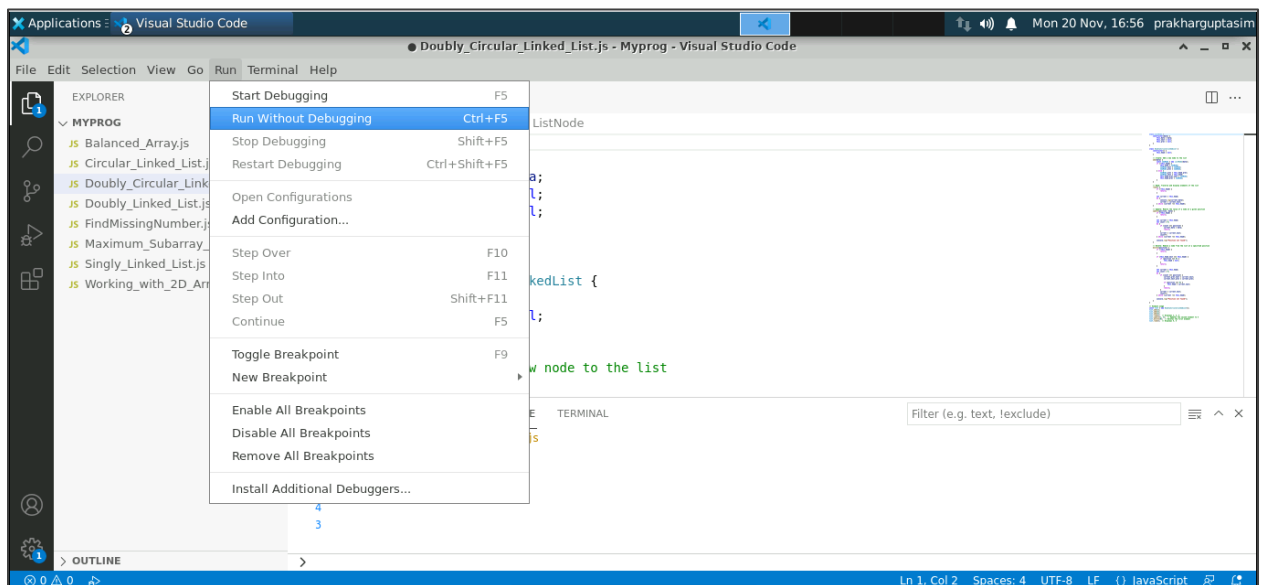
```
// Example usage
const list = new DoublyCircularLinkedList();
list.add(1);
list.add(2);
list.add(3);
list.read(); // Displays 1, 2, 3
list.update(1, 4); // Updates the second element to 4
list.delete(0); // Deletes the first element
list.read(); // Displays 4, 3
```

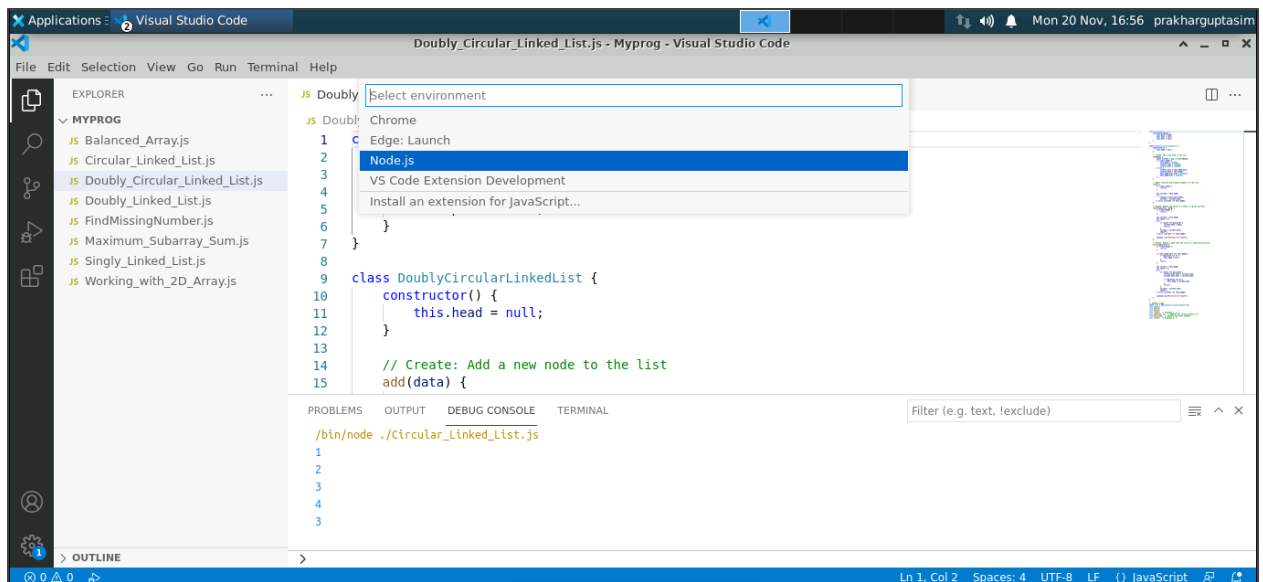
```

1  class ListNode {
2      constructor(data) {
3          this.data = data;
4          this.next = null;
5          this.prev = null;
6      }
7  }
8
9  class DoublyCircularLinkedList {
10     constructor() {
11         this.head = null;
12     }
13
14     // Create: Add a new node to the list
15     add(data) {
16         const newNode = new ListNode(data);
17         if (!this.head) {
18             this.head = newNode;
19             newNode.next = newNode;
20             newNode.prev = newNode;
21         } else {
22             newNode.prev = this.head.prev;
23             newNode.next = this.head;
24             this.head.prev.next = newNode;
25             this.head.prev = newNode;

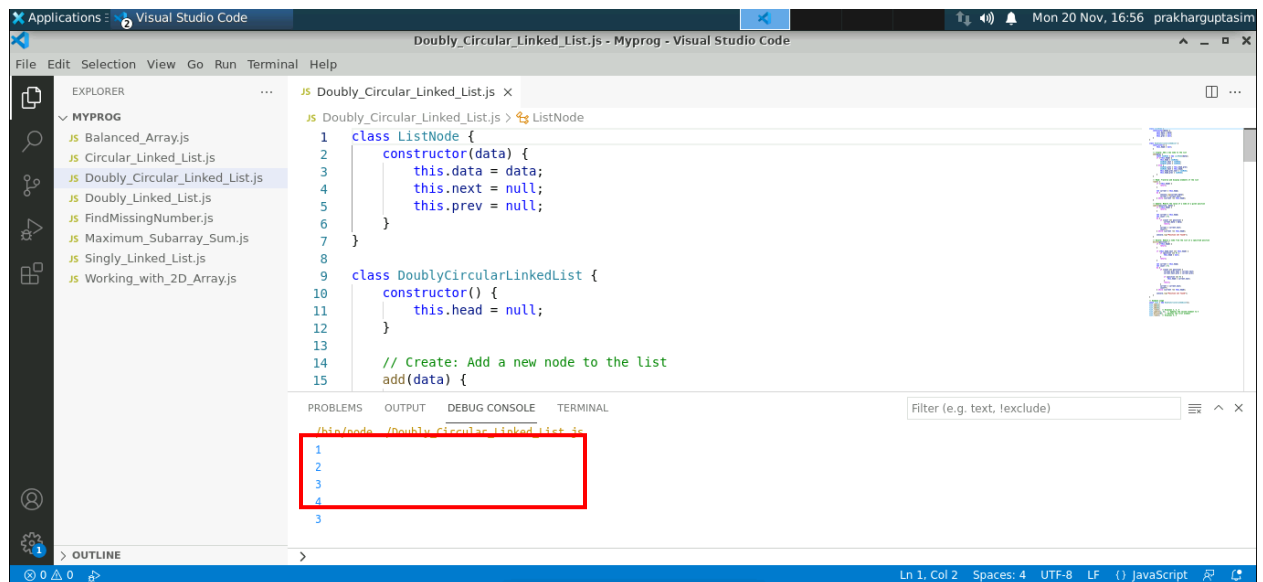
```

1.3 Save the code and click on **Run->Run Without Debugging->Node.js** to check the output in the debug console





- Now you can see the output in the debug console as shown below:



By following the above steps, you have successfully performed the **CRUD** operations on a double circular linked list. Here, the **add()** method adds a new node at the end of the list, **read()** method traverses and prints the list, **update()** method changes the value at a given position, and **delete()** method removes a node at a specified position