

Lesson 02 Demo 07

Implement CRUD Operations on a Circular Linked List

Objective: To create a 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

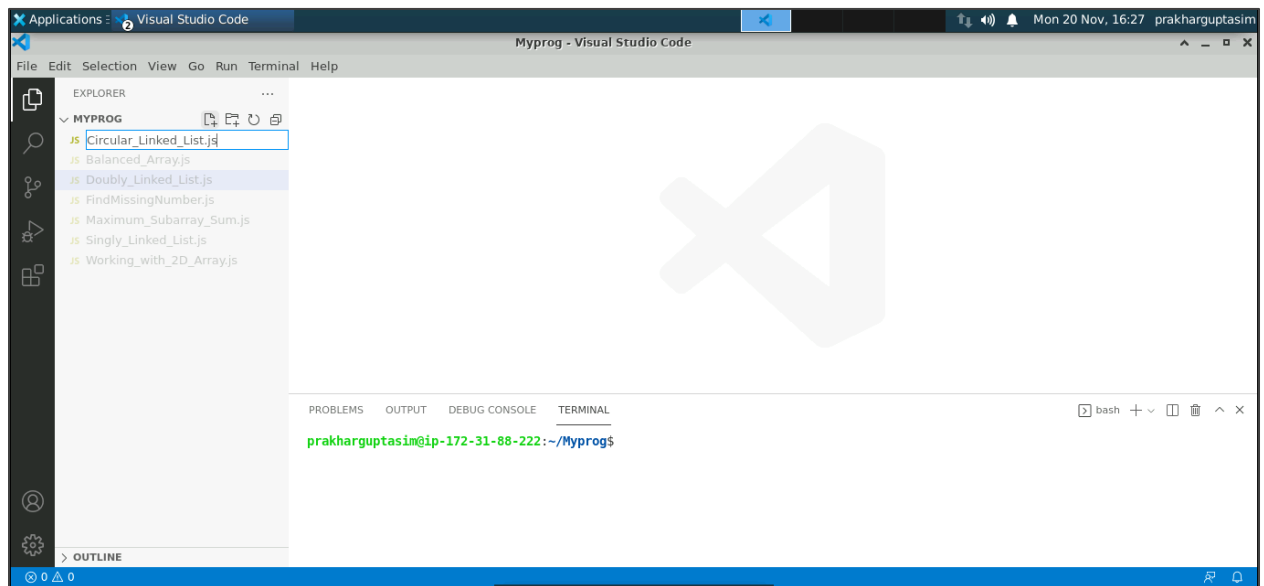
Prerequisites: Perform demo 01 of lesson 02

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 **Circular_Linked_List.js** as shown below:



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

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

class CircularLinkedList {
  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 = this.head;
    } else {
      let current = this.head;
      while (current.next !== this.head) {
        current = current.next;
      }
      current.next = newNode;
      newNode.next = this.head;
    }
  }

  // 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 (position === 0) {
        if (this.head.next === this.head) {
            this.head = null;
        } else {
            let current = this.head;
            while (current.next !== this.head) {
                current = current.next;
            }
        }
    }
}
```

```
    }  
    this.head = this.head.next;  
    current.next = this.head;  
  }  
  return;  
}  
  
let current = this.head;  
let previous = null;  
let count = 0;  
do {  
  if (count === position) {  
    previous.next = current.next;  
    return;  
  }  
  previous = current;  
  current = current.next;  
  count++;  
} while (current !== this.head && current !== null);  
  
console.log("Position not found");  
}  
}  
  
// Example usage  
const list = new CircularLinkedList();  
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
```

```

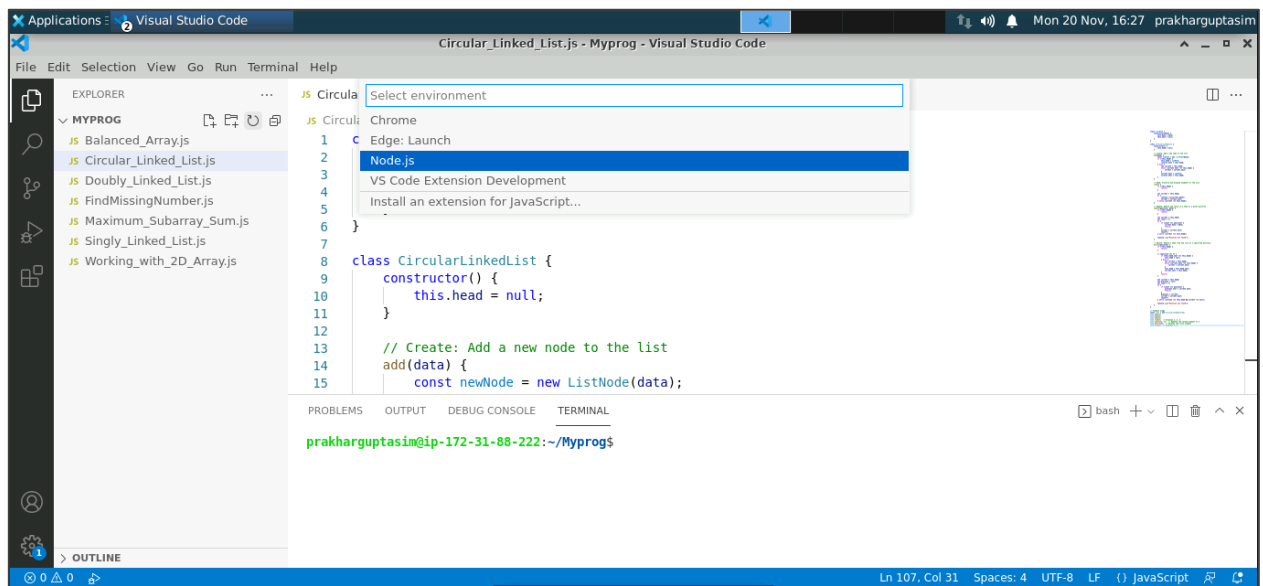
1 class ListNode {
2   constructor(data) {
3     this.data = data;
4     this.next = null;
5   }
6 }
7
8 class CircularLinkedList {
9   constructor() {
10    this.head = null;
11  }
12
13  // Create: Add a new node to the list
14  add(data) {
15    const newNode = new ListNode(data);

```

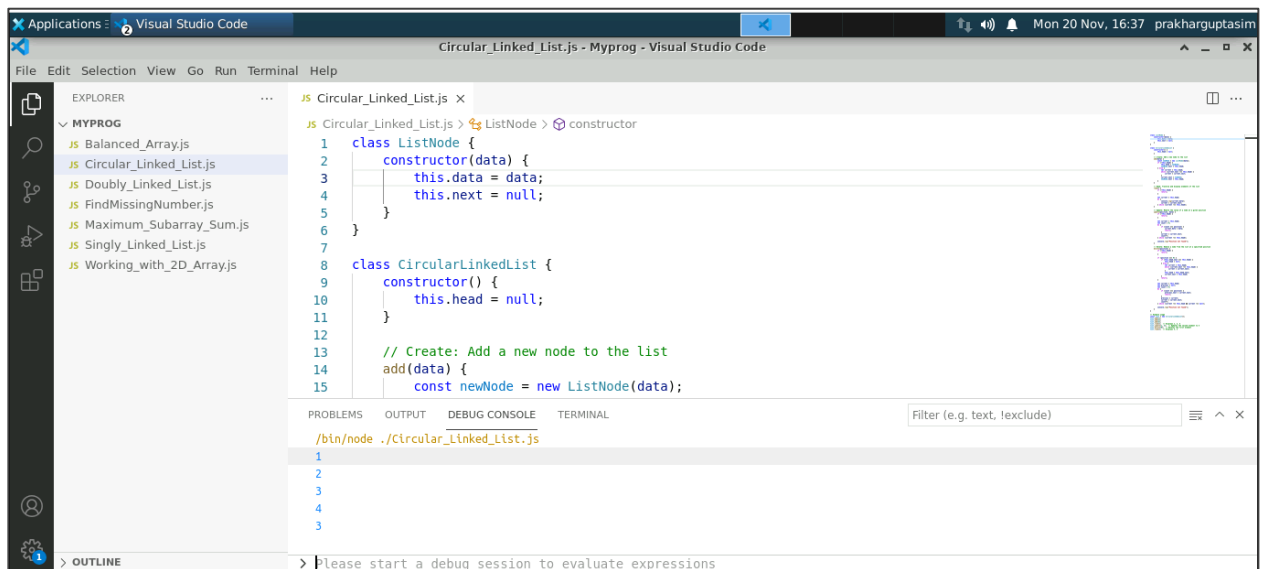
prakharguptasim@ip-172-31-88-222:~/Myprog\$

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

Start Debugging F5
Run Without Debugging Ctrl+F5
 Stop Debugging Shift+F5
 Restart Debugging Ctrl+Shift+F5
 Open Configurations
 Add Configuration...
 Step Over F10
 Step Into F11
 Step Out Shift+F11
 Continue F5
 Toggle Breakpoint F9
 New Breakpoint
 Enable All Breakpoints
 Disable All Breakpoints
 Remove All Breakpoints
 Install Additional Debuggers...



- 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 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.