

03-C1

列表

无序列表：插入与删除

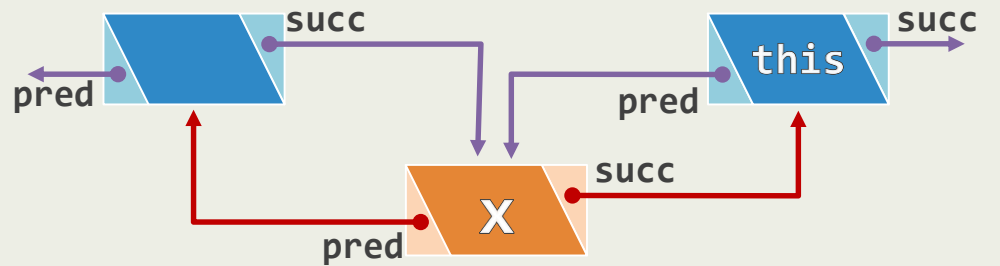
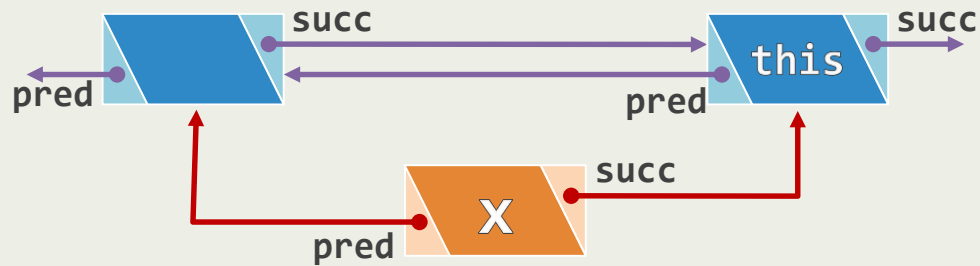
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List::insert(e, p)

template <typename T> ListNodePosi<T> List<T>:: //e当作p的前驱插入

insert(T const & e, ListNodePosi<T> p) { _size++; return p->insertPred(e); }



ListNode::insertPred()

template <typename T> //前插入算法（后插入算法完全对称）

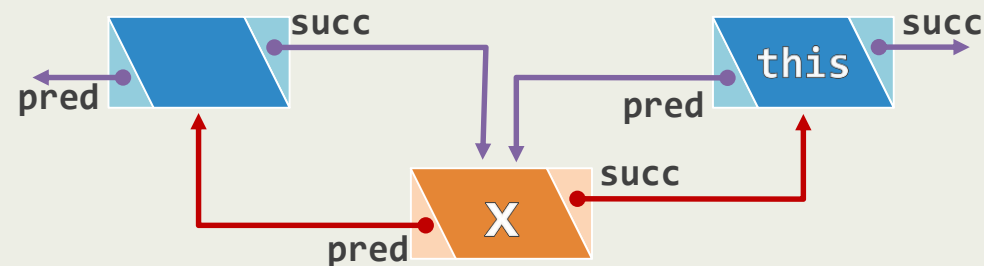
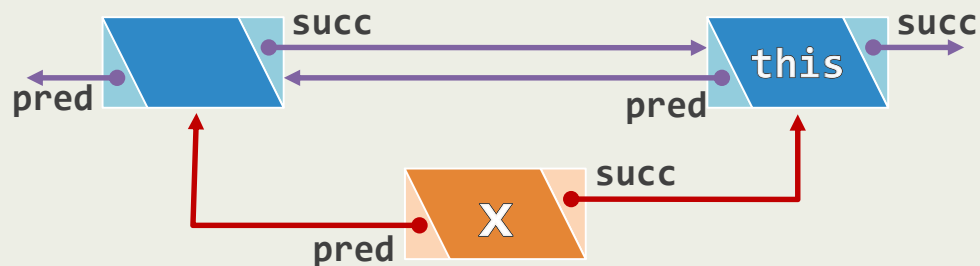
ListNodePosi<T> ListNode<T>::insertPred(T const & e) { //O(1)

ListNodePosi<T> x = new ListNode(e, pred, this); //创建

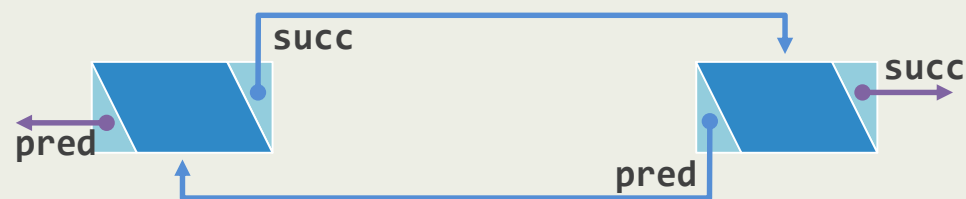
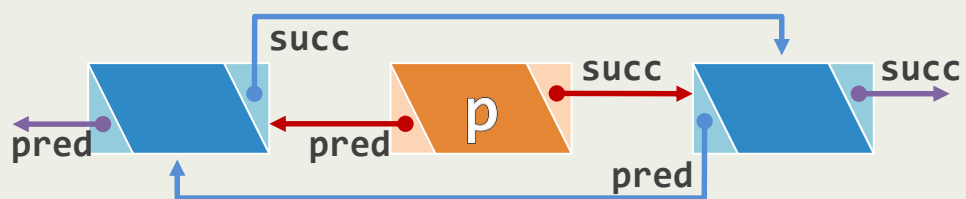
pred->succ = x; pred = x; //次序不可颠倒

return x; //建立链接，返回新节点的位置

} //得益于哨兵，即便this为首节点亦不必特殊处理——此时等效于insertFirst(e)



List::remove(p): 思路 + 过程



List::remove(p): 实现

```
template <typename T> T List<T>::remove( ListNodePosi<T> p ) { //删除合法节点p

    T e = p->data; //备份待删除节点存放的数值 (设类型T可直接赋值)

    p->pred->succ = p->succ;    p->succ->pred = p->pred; //短路联接

    delete p; _size--; return e; //返回备份的数值

} //O(1)
```

