UNIVERSITY OF CALOOCAN CITY
COMPUTER ENGINEERING DEPARTMENT

Data Structure and Algorithm

Laboratory Activity No. 7

Doubly Linked Lists

Submitted by:
Sumel, Hendrix Nathan L.

Instructor:
Engr. Maria Rizette H. Sayo

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I. Objectives

Introduction

A doubly linked list is a type of linked list data structure where each node contains three components:

Data - The actual value stored in the node
Previous pointer - A reference to the previous node in the sequence
Next pointer - A reference to the next node in the sequence.

This laboratory activity aims to implement the principles and techniques in:

- Writing algorithms using Linked list
- Writing a python program that will perform the common operations in a Doubly linked list
- A doubly linked list is particularly useful when you need frequent bidirectional traversal or easy deletion of nodes from both ends of the list.

II. Methods

- Using Google Colab, type the source codes below:

```
class Node:
    """Node class for doubly linked list"""
    def __init__(self, data):
        self.data = data
        self.prev = None
        self.next = None


class DoublyLinkedList:
    """Doubly Linked List implementation"""


    def __init__(self):
        self.head = None
        self.tail = None
        self.size = 0


    def is_empty(self):
        """Check if the list is empty"""
        return self.head is None


    def get_size(self):
        """Get the size of the list"""
```

```python
        return self.size

    def display_forward(self):
        """Display the list from head to tail"""
        if self.is_empty():
            print("List is empty")
            return

        current = self.head
        print("Forward: ", end="")
        while current:
            print(current.data, end="")
            if current.next:
                print(" ↔ ", end="")
            current = current.next
        print()

    def display_backward(self):
        """Display the list from tail to head"""
        if self.is_empty():
            print("List is empty")
            return

        current = self.tail
        print("Backward: ", end="")
        while current:
            print(current.data, end="")
            if current.prev:
                print(" ↔ ", end="")
            current = current.prev
        print()

    def insert_at_beginning(self, data):
        """Insert a new node at the beginning"""
        new_node = Node(data)

        if self.is_empty():
            self.head = self.tail = new_node
```

```
        else:
            new_node.next = self.head
            self.head.prev = new_node
            self.head = new_node

        self.size += 1
        print(f"Inserted {data} at beginning")

    def insert_at_end(self, data):
        """Insert a new node at the end"""
        new_node = Node(data)

        if self.is_empty():
            self.head = self.tail = new_node
        else:
            new_node.prev = self.tail
            self.tail.next = new_node
            self.tail = new_node

        self.size += 1
        print(f"Inserted {data} at end")

    def insert_at_position(self, data, position):
        """Insert a new node at a specific position"""
        if position < 0 or position > self.size:
            print("Invalid position")
            return

        if position == 0:
            self.insert_at_beginning(data)
            return
        elif position == self.size:
            self.insert_at_end(data)
            return

        new_node = Node(data)
        current = self.head
```

```
        # Traverse to the position
        for _ in range(position - 1):
            current = current.next

        # Insert the new node
        new_node.next = current.next
        new_node.prev = current
        current.next.prev = new_node
        current.next = new_node

        self.size += 1
        print(f"Inserted {data} at position {position}")

    def delete_from_beginning(self):
        """Delete the first node"""
        if self.is_empty():
            print("List is empty")
            return None

        deleted_data = self.head.data

        if self.head == self.tail:  # Only one node
            self.head = self.tail = None
        else:
            self.head = self.head.next
            self.head.prev = None

        self.size -= 1
        print(f"Deleted {deleted_data} from beginning")
        return deleted_data

    def delete_from_end(self):
        """Delete the last node"""
        if self.is_empty():
            print("List is empty")
            return None

        deleted_data = self.tail.data
```

```
        if self.head == self.tail:  # Only one node
            self.head = self.tail = None
        else:
            self.tail = self.tail.prev
            self.tail.next = None

        self.size -= 1
        print(f"Deleted {deleted_data} from end")
        return deleted_data

    def delete_from_position(self, position):
        """Delete a node from a specific position"""
        if self.is_empty():
            print("List is empty")
            return None

        if position < 0 or position >= self.size:
            print("Invalid position")
            return None

        if position == 0:
            return self.delete_from_beginning()
        elif position == self.size - 1:
            return self.delete_from_end()

        current = self.head

        # Traverse to the position
        for _ in range(position):
            current = current.next

        # Delete the node
        deleted_data = current.data
        current.prev.next = current.next
        current.next.prev = current.prev

        self.size -= 1
```

```
        print(f"Deleted {deleted_data} from position {position}")
        return deleted_data

    def search(self, data):
        """Search for a node with given data"""
        if self.is_empty():
            return -1

        current = self.head
        position = 0

        while current:
            if current.data == data:
                return position
            current = current.next
            position += 1

        return -1

    def reverse(self):
        """Reverse the doubly linked list"""
        if self.is_empty() or self.head == self.tail:
            return

        current = self.head
        self.tail = self.head

        while current:
            # Swap next and prev pointers
            temp = current.prev
            current.prev = current.next
            current.next = temp

            # Move to the next node (which is now in prev due to swap)
            current = current.prev

        # Update head to the last node we processed
        if temp:
```

```
            self.head = temp.prev

        print("List reversed successfully")

    def clear(self):
        """Clear the entire list"""
        self.head = self.tail = None
        self.size = 0
        print("List cleared")

# Demonstration and testing
def demo_doubly_linked_list():
    """Demonstrate the doubly linked list operations"""
    print("=" * 50)
    print("DOUBLY LINKED LIST DEMONSTRATION")
    print("=" * 50)

    dll = DoublyLinkedList()

    # Insert operations
    dll.insert_at_beginning(10)
    dll.insert_at_end(20)
    dll.insert_at_end(30)
    dll.insert_at_beginning(5)
    dll.insert_at_position(15, 2)

    # Display
    dll.display_forward()
    dll.display_backward()
    print(f"Size: {dll.get_size()}")
    print()

    # Search operation
    search_value = 20
    position = dll.search(search_value)
    if position != -1:
        print(f"Found {search_value} at position {position}")
    else:
```

```
        print(f"{search_value} not found in the list")
    print()

    # Delete operations
    dll.delete_from_beginning()
    dll.delete_from_end()
    dll.delete_from_position(1)

    # Display after deletions
    dll.display_forward()
    print(f"Size: {dll.get_size()}")
    print()

    # Insert more elements
    dll.insert_at_end(40)
    dll.insert_at_end(50)
    dll.insert_at_end(60)

    # Display before reverse
    print("Before reverse:")
    dll.display_forward()

    # Reverse the list
    dll.reverse()

    # Display after reverse
    print("After reverse:")
    dll.display_forward()
    dll.display_backward()
    print()

    # Clear the list
    dll.clear()
    dll.display_forward()

# Interactive menu for user to test
def interactive_menu():
    """Interactive menu for testing the doubly linked list"""
```

```
dll = DoublyLinkedList()

while True:
    print("\n" + "=" * 40)
    print("DOUBLY LINKED LIST MENU")
    print("=" * 40)
    print("1. Insert at beginning")
    print("2. Insert at end")
    print("3. Insert at position")
    print("4. Delete from beginning")
    print("5. Delete from end")
    print("6. Delete from position")
    print("7. Search element")
    print("8. Display forward")
    print("9. Display backward")
    print("10. Reverse list")
    print("11. Get size")
    print("12. Clear list")
    print("13. Exit")
    print("=" * 40)

    choice = input("Enter your choice (1-13): ")

    if choice == '1':
        data = int(input("Enter data to insert: "))
        dll.insert_at_beginning(data)

    elif choice == '2':
        data = int(input("Enter data to insert: "))
        dll.insert_at_end(data)

    elif choice == '3':
        data = int(input("Enter data to insert: "))
        position = int(input("Enter position: "))
        dll.insert_at_position(data, position)

    elif choice == '4':
        dll.delete_from_beginning()
```

```
elif choice == '5':
    dll.delete_from_end()

elif choice == '6':
    position = int(input("Enter position to delete: "))
    dll.delete_from_position(position)

elif choice == '7':
    data = int(input("Enter data to search: "))
    pos = dll.search(data)
    if pos != -1:
        print(f"Element found at position {pos}")
    else:
        print("Element not found")

elif choice == '8':
    dll.display_forward()

elif choice == '9':
    dll.display_backward()

elif choice == '10':
    dll.reverse()

elif choice == '11':
    print(f"Size: {dll.get_size()}")

elif choice == '12':
    dll.clear()

elif choice == '13':
    print("Exiting...")
    break

else:
    print("Invalid choice! Please try again.")
```

```
if __name__ == "__main__":
    # Run the demonstration
    demo_doubly_linked_list()

    # Uncomment the line below to run interactive menu
    # interactive_menu()
```

- Save your source codes to GitHub

Answer the following questions:

1. What are the three main components of a Node in the doubly linked list implementation, and what does the __init__ method of the DoublyLinkedList class initialize.

ANSWER: The three main components of node in the doubby linked list is the data, prev, and next which means self.data is the one that holds data value like number, string, etc. self.prev means pointer to the previous node, and lastly self.next which means pointer to the next node.

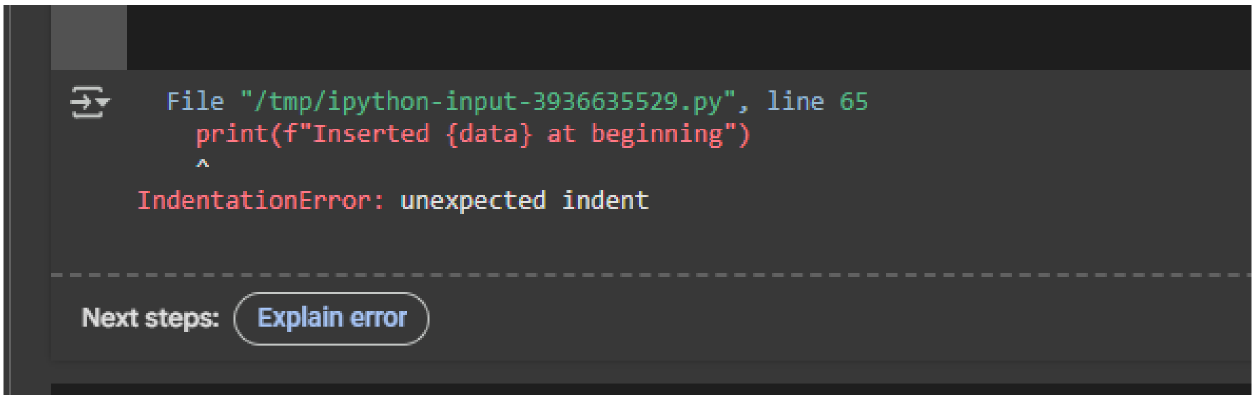
2. The insert_at_beginning method successfully adds a new node to the start of the list. However, if we were to reverse the order of the two lines of code inside the else block, what specific issue would this introduce? Explain the sequence of operations that would lead to this problem:

```
def insert_at_beginning(self, data):
    new_node = Node(data)

    if self.is_empty():
        self.head = self.tail = new_node
    else:
        new_node.next = self.head
        self.head.prev = new_node
        self.head = new_node

    self.size += 1
```

ANSWER: In the insert_at_beginning method, the order of those two lines really matter. Right now it first make the new node point to the old head, then it tells the old head to point back to the new node. If we switch the order, the program gonna try to do self.head.prev = new_node before the new node is even connected, and if the list is empty then self.head is just None, so it will error because None don’t have. prev. Even if list is not empty, the link will not connect right and can mess up the structure. That’s why it’s important to set new_node.next first, then fix the old head’s pointer, and only after that update self.head to the new node.



3. How does the reverse method work? Trace through the reversal process step by step for a list containing [A, B, C], showing the pointer changes at each iteration

```
def reverse(self):
    if self.is_empty() or self.head == self.tail:
        return

    current = self.head
    self.tail = self.head

    while current:
        temp = current.prev
        current.prev = current.next
        current.next = temp
        current = current.prev

    if temp:
    self.head = temp.prev
```

ANSWER: The reverse method works by swapping the next and prev pointers of every node one by one until the list is completely flipped. At the start, it sets current to the head and also makes the head become the new tail, since after reversing the first element will move to the end. Then it goes through each node. For example, if the list is [A, B, C], on the first step node A will change so that its prev now points to B and its next becomes None. On the second step node B swaps its pointers so that it connects to A on the right and C on the left. On the third step node C gets updated so that its prev is now None and its next is B. After all nodes are processed, the head gets updated to the last node we touched, which is C. In the end the list that was [A, B, C] becomes [C, B, A].

III. Results

Present the visualized procedures done. Also present the results with corresponding data visualizations such as graphs, charts, tables, or image . Please provide insights, commentaries, or explanations regarding the data. If an explanation requires the support of literature such as academic journals, books, magazines, reports, or web articles please cite and reference them using the IEEE format.

Please take note of the styles on the style ribbon as these would serve as the style format of this laboratory report. The body style is Times New Roman size 12, line spacing: 1.5. Body text should be in Justified alignment, while captions should be center-aligned. Images should be readable and include captions. Please refer to the sample below:

Conclusion

1. For question one, the node really just have three main parts which is the data, the prev, and the next. This is what makes it connect forward and backward. The DoublyLinkedList also setup its own starting values like the head, the tail, and the size. So from the start, the list is empty but ready to store nodes.

2. For question two, the order of codes inside insert_at_beginning really matters. If we put the line self.head.prev = new_node first before linking the new node, it will cause error specially when the list is empty because self.head is still None. Even when it's not empty, the connections can break. That's why we always first link the new node to the old head, then make the old head point back, then finally update the head.

3. For question three, the reverse method works by swapping the pointers step by step. Like if the list is [A, B, C], first A will flip its links, then B swaps with A and C, and lastly C flips to be the new head. After the loop ends, the list becomes [C, B, A].

so all in all, a doubly linked list works because of careful use of pointers. The order of linking steps is very important to avoid errors, and even reversing the whole list is just about swapping prev and next correctly. This shows how linked lists are simple but need careful handling of their connections.

References

[1] Co Arthur O.. “University of Caloocan City Computer Engineering Department Honor Code,” UCC-CpE Departmental Policies, 2020.