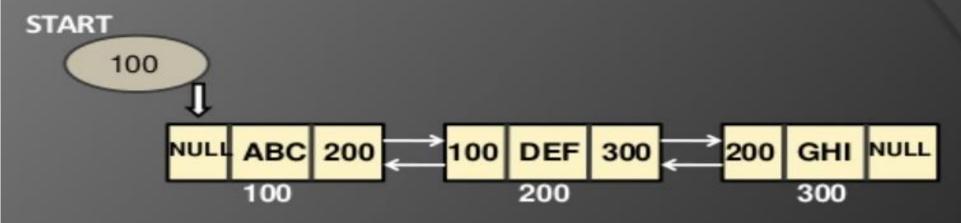
# STRUCTURES AND ALGORITHMS

# Mar24: Day 5

Kiran Waghmare CDAC Mumbai

## DOUBLY LINKED LIST

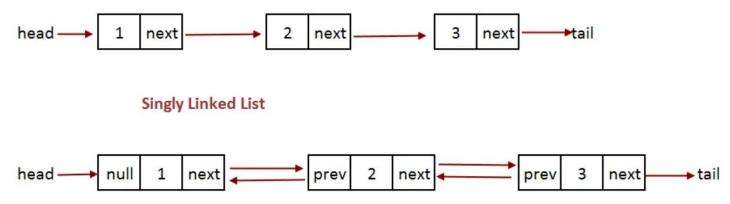


Doubly Linked List is a variation of Linked list in which navigation is possible in both ways, either forward and backward easily as compared to Single Linked List.



#### **Singly Linked List vs Doubly Linked List**

Singly Linked List	Doubly Linked List
Easy Implement	Not easy
Less memory	More Memory
Can traverse only in forward direction	Traverse in both direction, back and froth

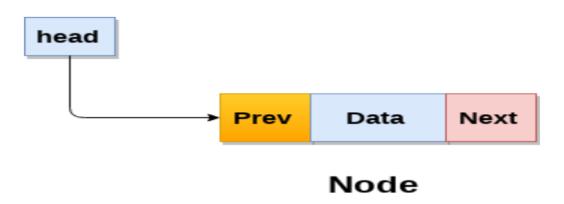


**Doubly Linked List** 

### **Doubly linked list**

- Doubly linked list is a complex type of linked list
  - in which a node contains a pointer to the previous as well as the next node in the sequence.
- In a doubly linked list, a node consists of three parts:

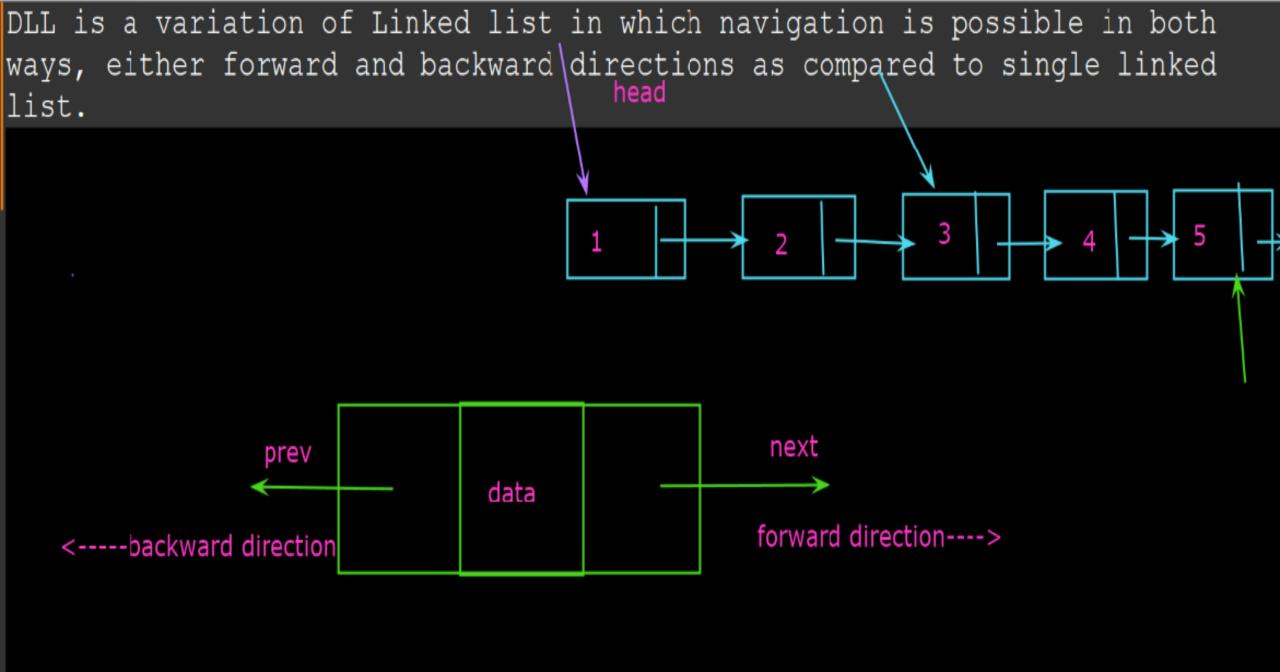
- 1. Data
- 2. Pointer to the previous node
- 3. pointer to the next node

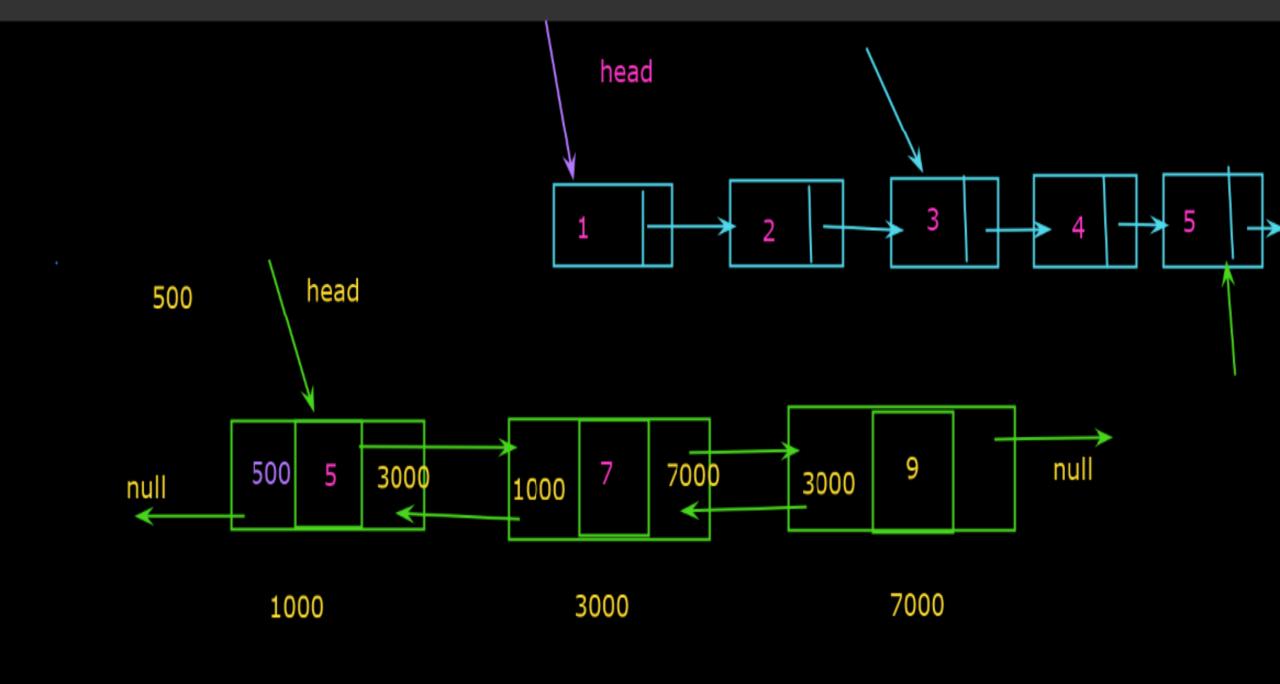


## Why Doubly linked list?

- In singly linked list we cannot traverse back to the previous node without an extra pointer. For ex to delete previous node.
- In doubly there is a link through which we can go back to previous node.







#### **OPERATIONS ON DOUBLY LINK LIST**

INSERTION

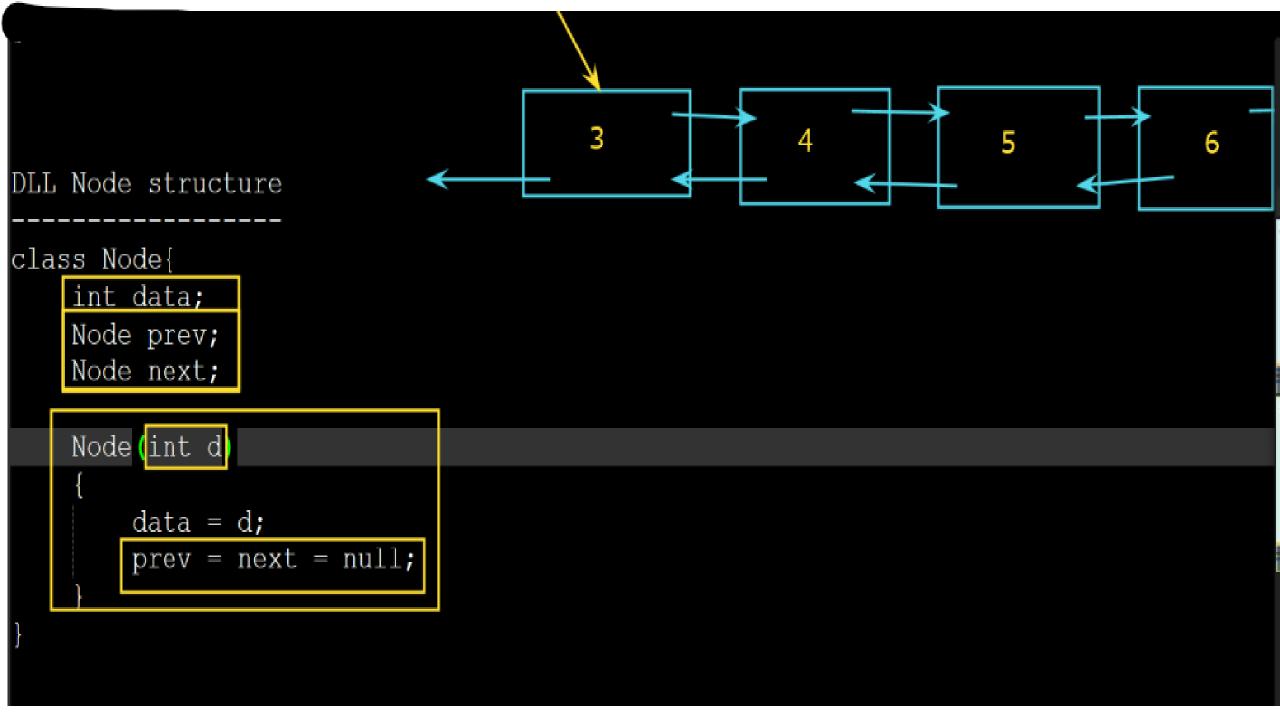
- AT FIRST
- AT LAST
- AT DESIRED

**DELETION** 

- AT FIRST
- AT LAST
- AT DESIRED

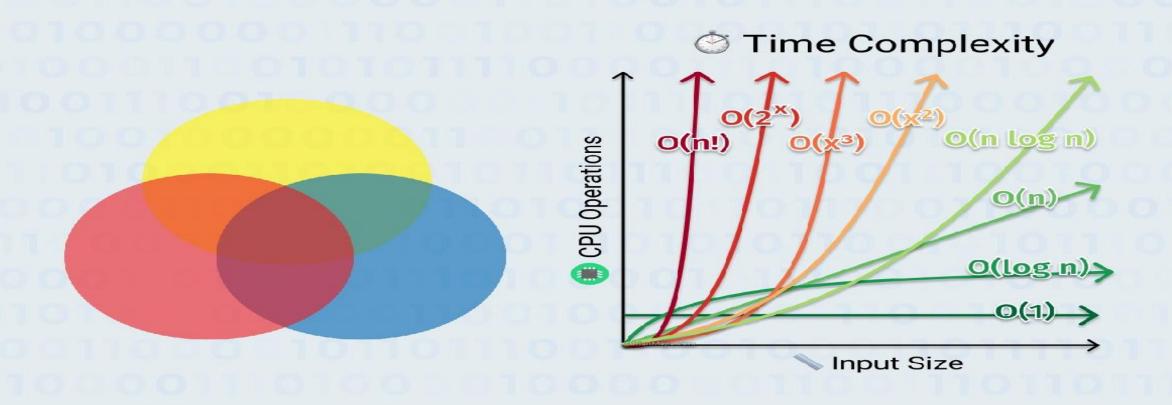
**TRAVERSING** 

LOOKUP



```
C:\Windows\system32\cmd.e: X
                                         Microsoft Windows [Version 10.0
public static void main (String args [
                                         (c) Microsoft Corporation. All:
    DLL3 d1 = new DLL3();
                                         D:\Test>javac DLL3.java
    d1.insert(5);
    d1.insert(10);
                                         D:\Test>java DLL3
                                         Forward printing:
    d1.insert (15);
    d1.display(d1.head);
                                         Backward printing:
    System.out.println();
                                         5 10 15
    dl.insertAfter(dl.head, 7);
                                         Forward printing:
    d1.display(d1.head);
    System.out.println();
                                         Backward printing:
    d1.append(2);
                                         5 10 7 15
                                         Forward printing:
    d1.append(20);
                                         15 7 10 5 2 20 -----
    d1.display(d1.head);
                                         Backward printing:
                                         20 2 5 10 7 15
                                         D:\Test>
```

# Time and Space Complexity in Data Structure



## Analysis of Algorithms: Algorithm: -Design -Domain Knowledge -Language -Hardware, Opeating System -Analysis Programs: -Implementation -Programmers

-Programming Language

-Testing

-Hardware, Opeating System

#### Priori Analysis

- -Algorithms
- -Independent of PL
- -Independent of Hardware
- Time & Space

#### Posterior Analysis

- -Programs
- -Dependent of PL
- -Dependent on H/W
- -Time

## 

- -Best case :
  - -Minimum time required for program execution. 🗘 🗀
- -Average case :
  - -Average time required for program execution.
- -Worst case :
  - -Maximum time required for program execution.

```
Ex:
Algorithm for swapping of 2 numbers:
                                                                Space
                                     Time
swap(a,b)
                                                                a -----> 1
     temp = a;
                                                                b -----> 1
     a = b;
                                                                temp -----> 1
     b = temp;
                                                                       S(n) = 3 words
                                  f(n) = 3
                                                                        O(1)
                                       0(1)
                                                     Time
      x = 5*a + 6*b ----> 1s
                                   Constant Complexity
       x = 5*a + 6*b
                                                                              1000
```

