

# ADATSZERKEZETEK ÉS ALGORITMUSOK

Láncolt Lista Gyakorlati megvalósítás

# Láncolt listák

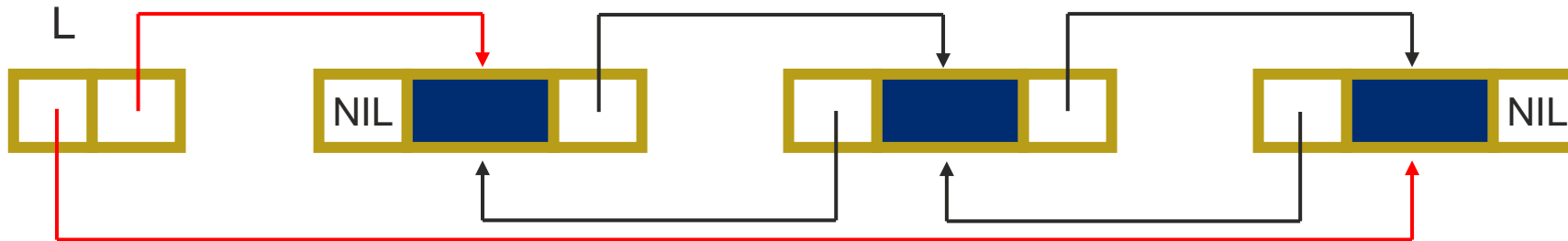
- **Egyirányú láncolt lista**

pl.: A láncolt dinamikus sor nagyon hasonló egy ilyen listához  
(Csak a műveletek mások.)



- **Kétirányú láncolt lista**

(Most ezzel fogunk foglalkozni)



# Kétirányú láncolt lista osztály

```
class List {  
    private: // Ez a default láthatóság, de szebb, ha kiírjuk  
        struct Node {  
            ...  
        };  
    public:  
        ...  
};
```

- A Node típus a listának egy belső típusa (enkapszuláció), és mivel `private` a listán belül, a listán kívüli programrész nem is látja, nem is tud a létezéséről.
  - Csak a belső szerkezet megvalósítására használjuk.
- A Node-nak minden adattagja `public`, ami azt jelenti, hogy a lista bármikor láthatja a Node belsejét.

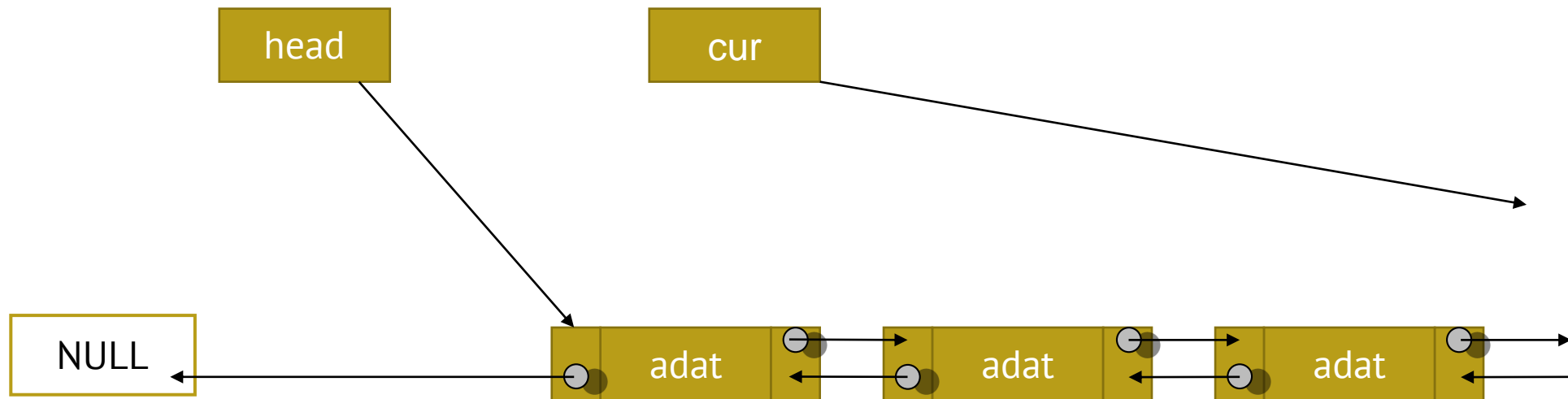
# Láncolt lista elemei

- Három kitüntetett elem van.
  - A lista eleje, a vége és egy 'aktuális' elem.
- Ezzel az aktuális elemmel járhatjuk be az egész listát.

```
class List {  
private:  
    Node *head; // A lista eleje  
    Node *tail; // A lista vége  
    Node *cur;  // Az aktuális elem  
};
```

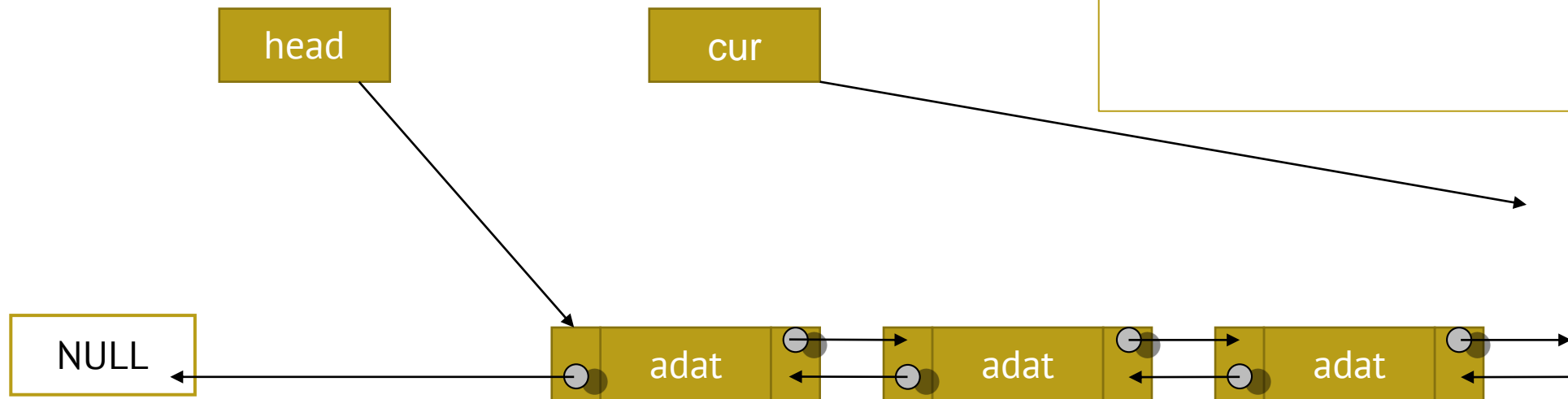
# Láncolt lista – insertFirst

Példa 1: `insertFirst(T e)`



# Láncolt lista – insertFirst

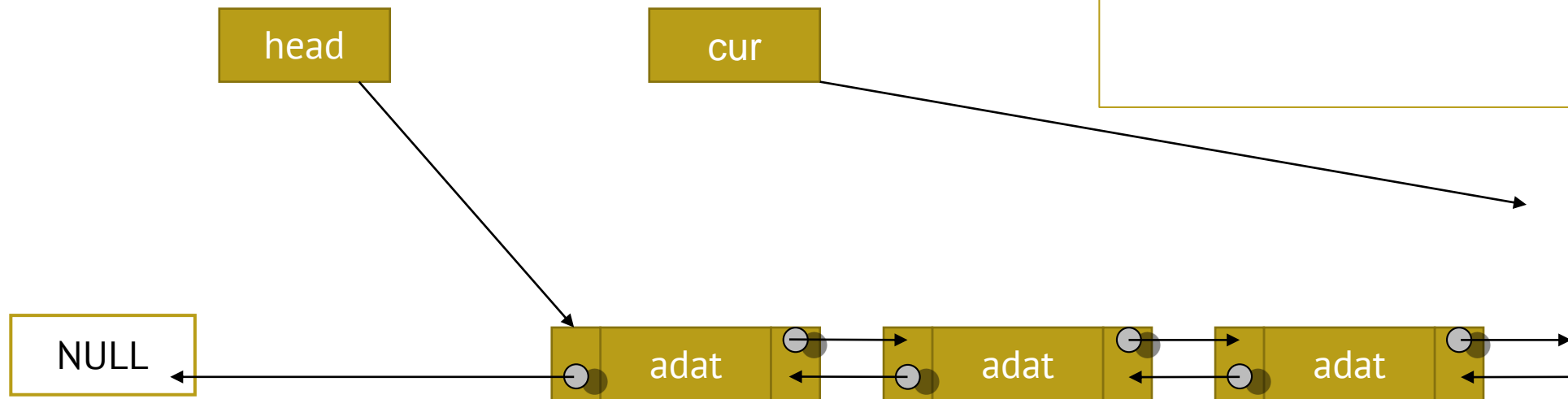
Példa 1: `insertFirst(T e)`



# Láncolt lista – insertFirst

```
Node* p = new Node(e);
```

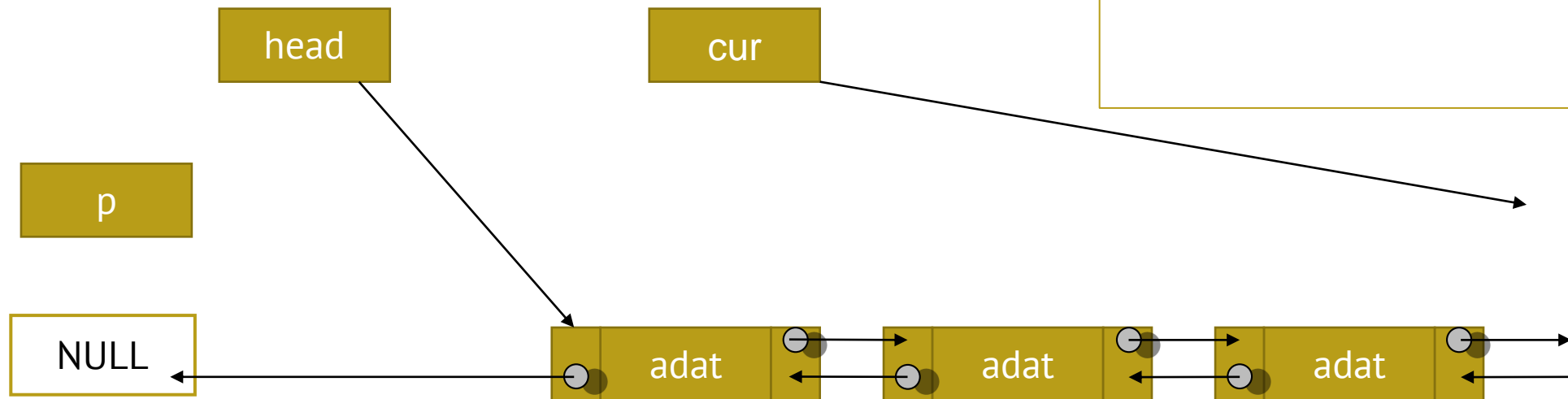
Példa 1: `insertFirst(T e)`



# Láncolt lista – insertFirst

```
Node* p = new Node(e);
```

Példa 1: `insertFirst(T e)`

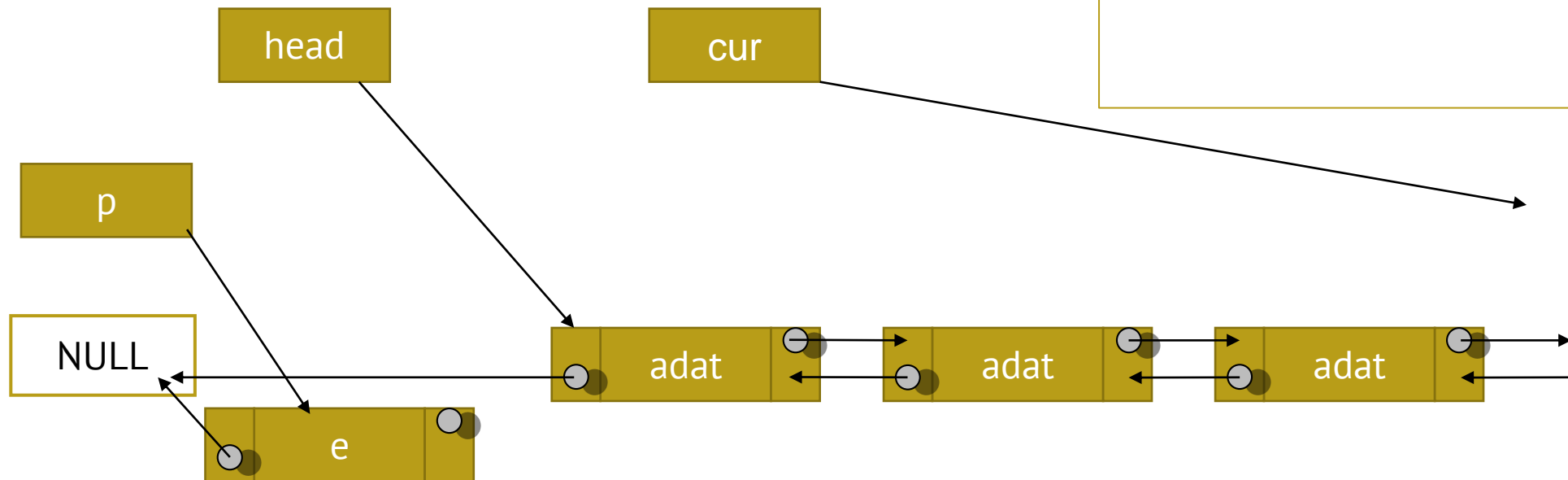




# Láncolt lista – insertFirst

```
Node* p = new Node(e);
```

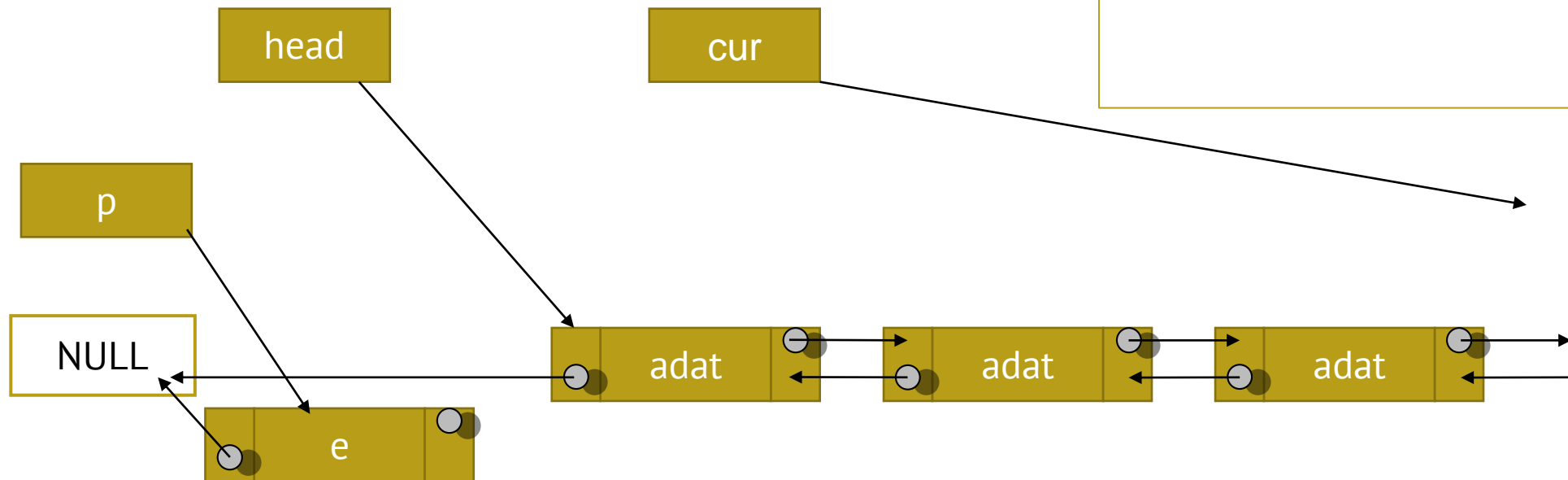
Példa 1: `insertFirst(T e)`



# Láncolt lista – insertFirst

Példa 1: `insertFirst(T e)`

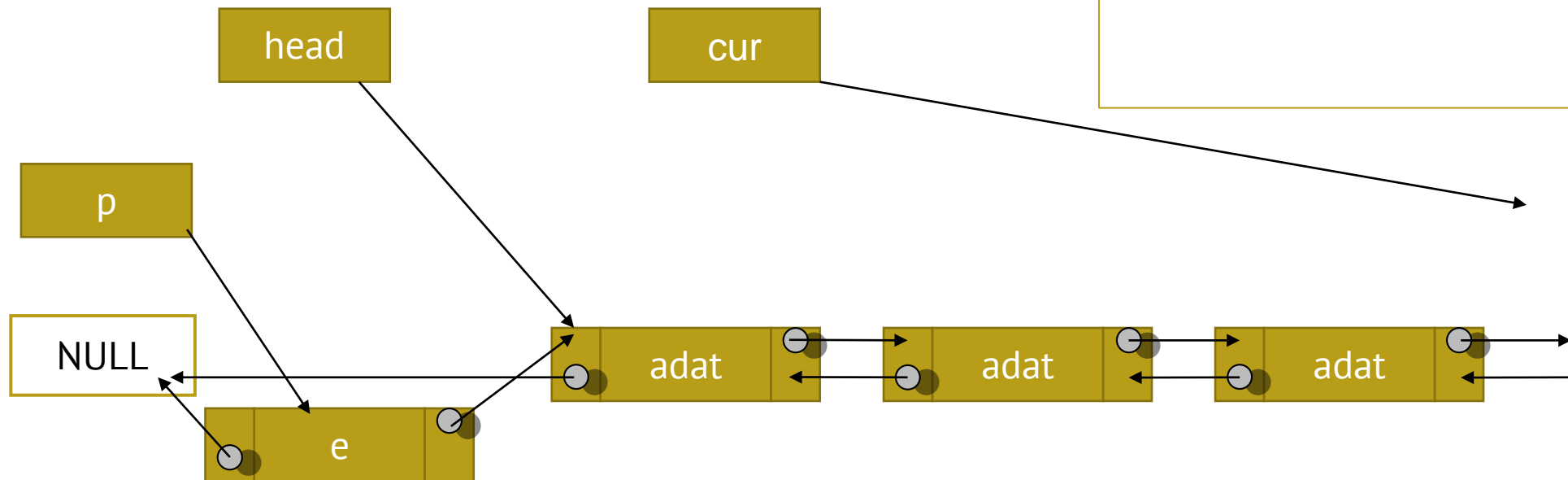
```
Node* p = new Node(e);  
if (isEmpty()) {  
    cur = head = tail = p;  
} else {  
    p->next = head;
```



# Láncolt lista – insertFirst

Példa 1: insertFirst(T e)

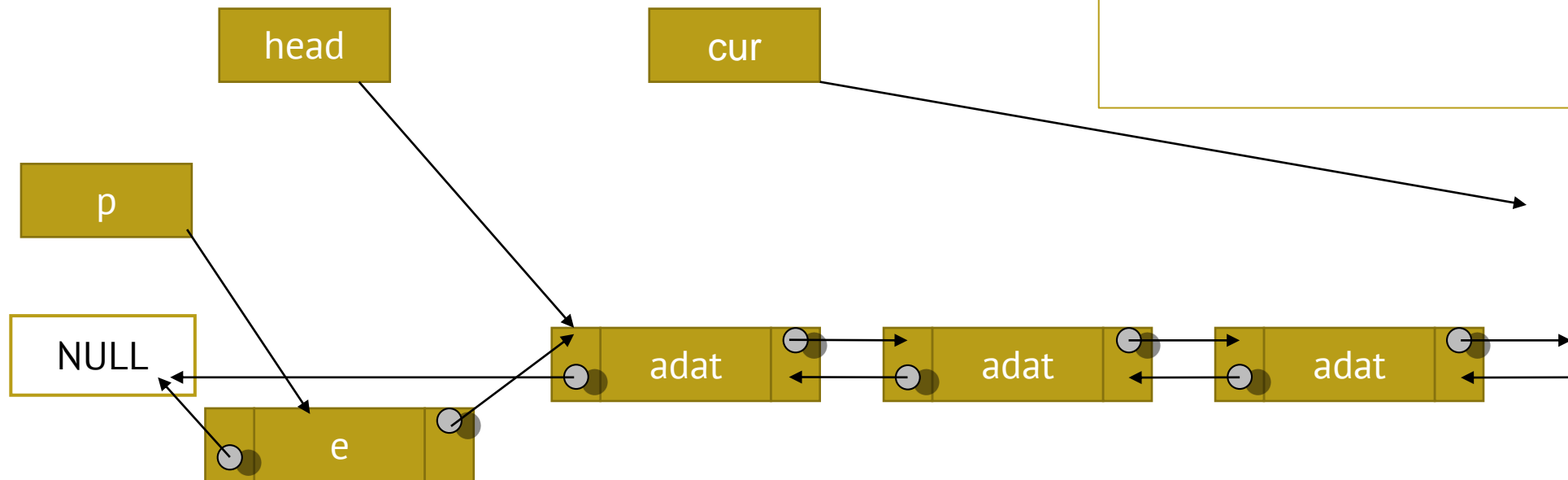
```
Node* p = new Node(e);  
if (isEmpty()) {  
    cur = head = tail = p;  
} else {  
    p->next = head;
```



# Láncolt lista – insertFirst

Példa 1: insertFirst(T e)

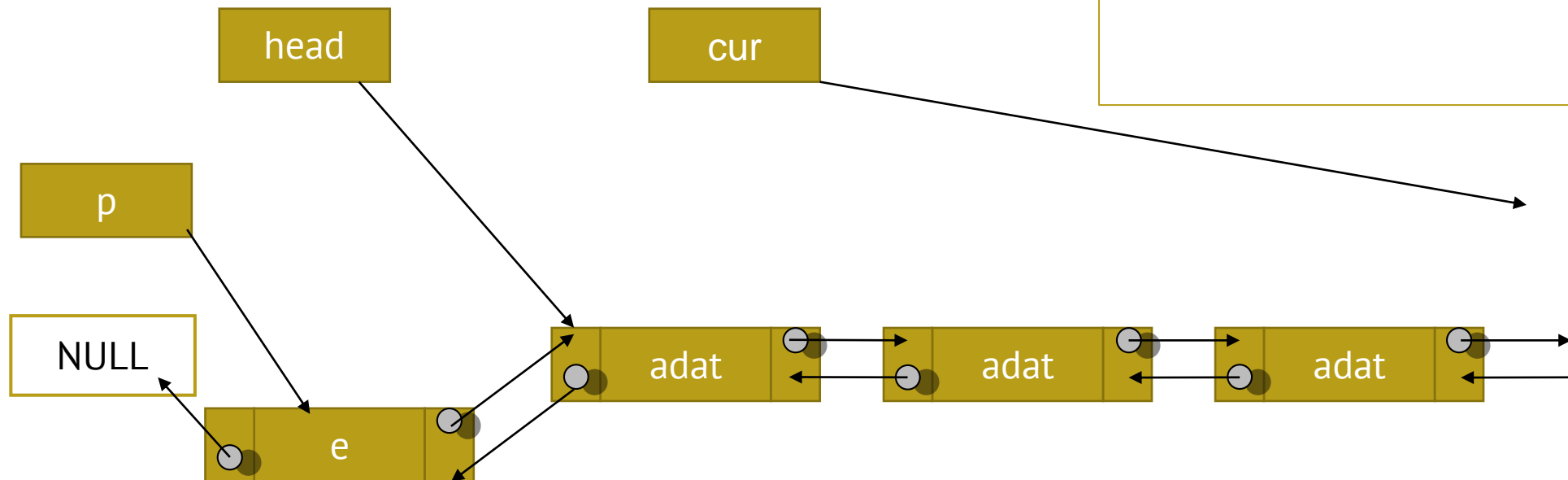
```
Node* p = new Node(e);  
if (isEmpty()) {  
    cur = head = tail = p;  
} else {  
    p->next = head;  
    head->prev = p;  
}
```



# Láncolt lista – insertFirst

Példa 1: insertFirst(T e)

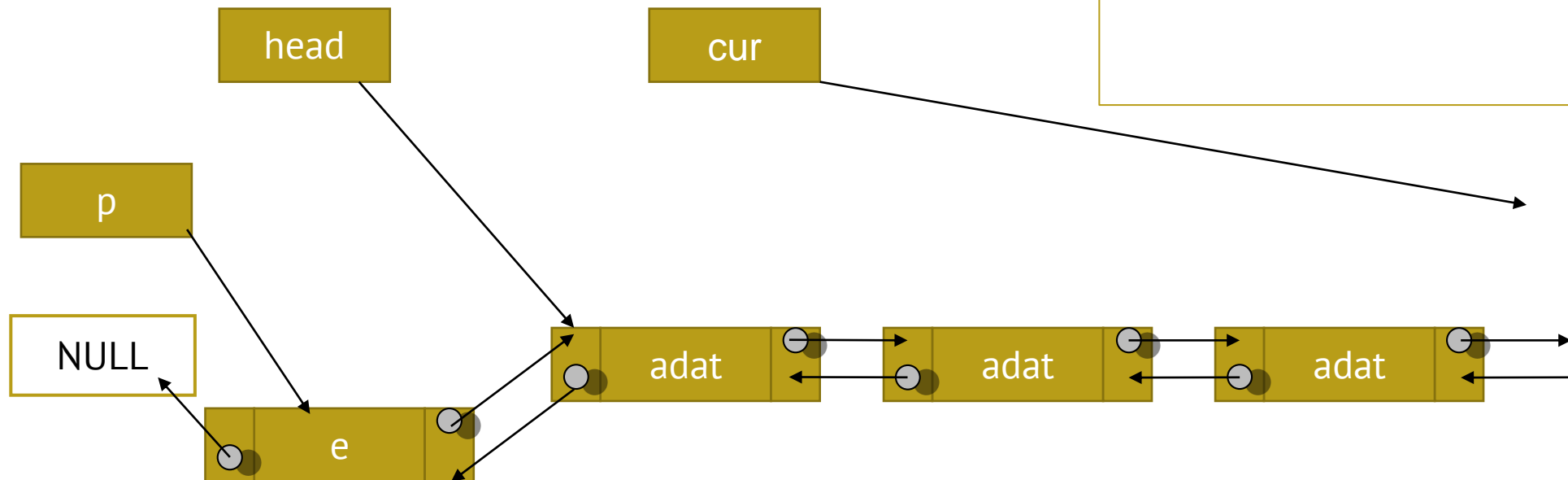
```
Node* p = new Node(e);  
if (isEmpty()) {  
    cur = head = tail = p;  
} else {  
    p->next = head;  
    head->prev = p;  
}
```



# Láncolt lista – insertFirst

Példa 1: insertFirst(T e)

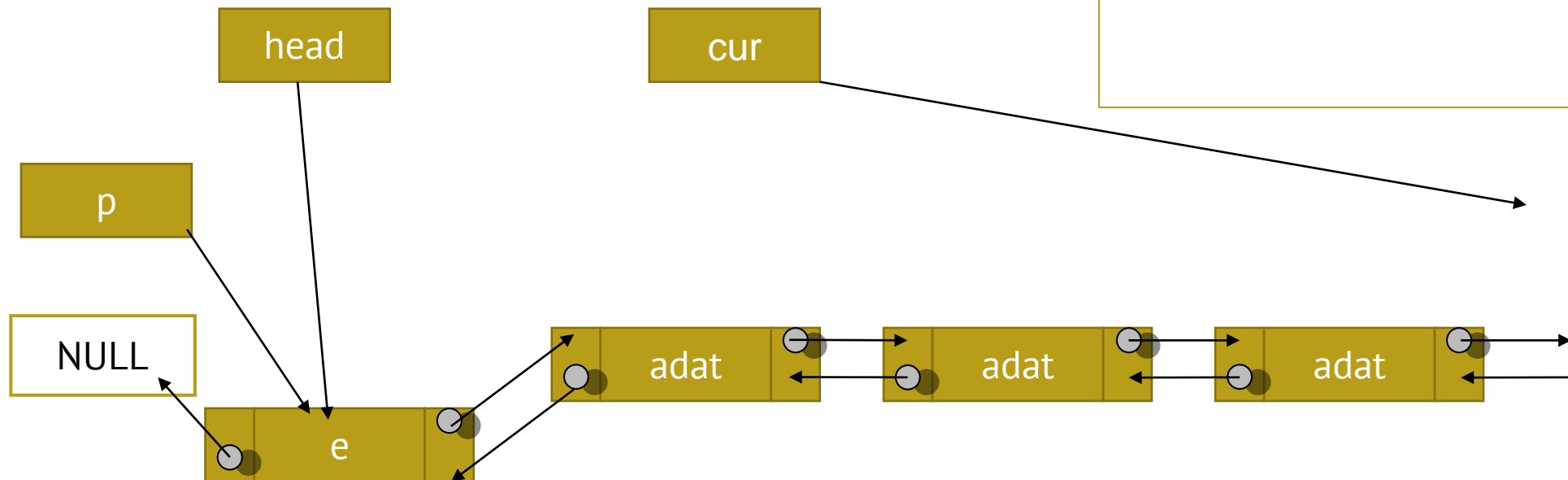
```
Node* p = new Node(e);  
if (isEmpty()) {  
    cur = head = tail = p;  
} else {  
    p->next = head;  
    head->prev = p;  
    cur = head = p;  
}
```



# Láncolt lista – insertFirst

Példa 1: insertFirst(T e)

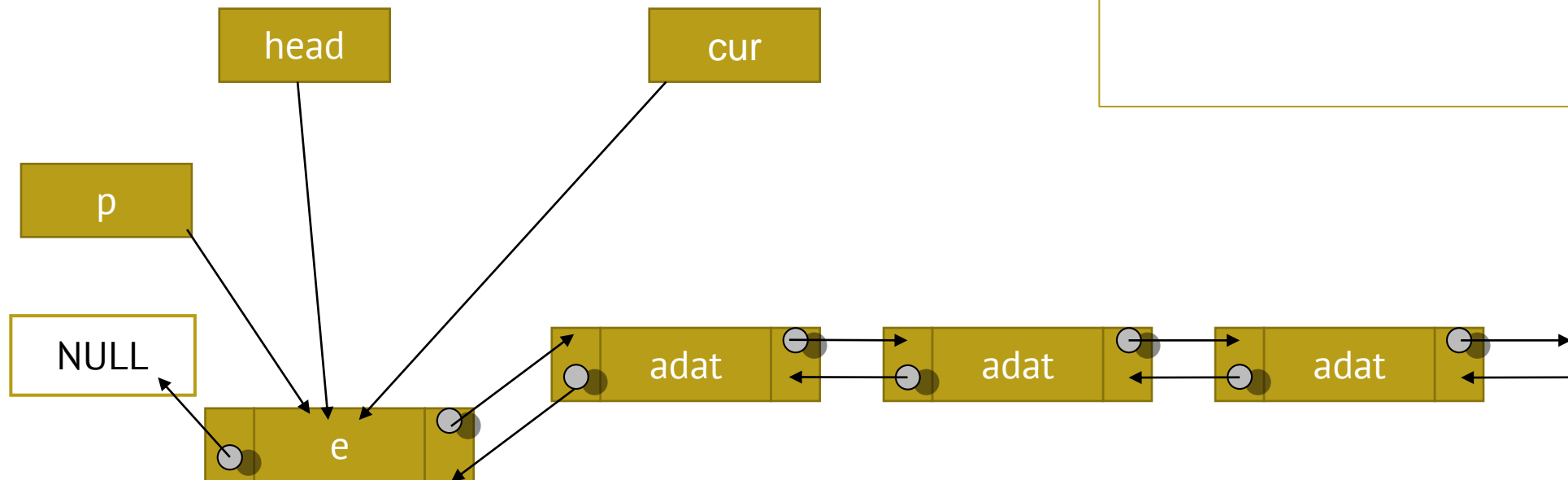
```
Node* p = new Node(e);  
if (isEmpty()) {  
    cur = head = tail = p;  
} else {  
    p->next = head;  
    head->prev = p;  
    cur = head = p;  
}
```



# Láncolt lista – insertFirst

Példa 1: insertFirst(T e)

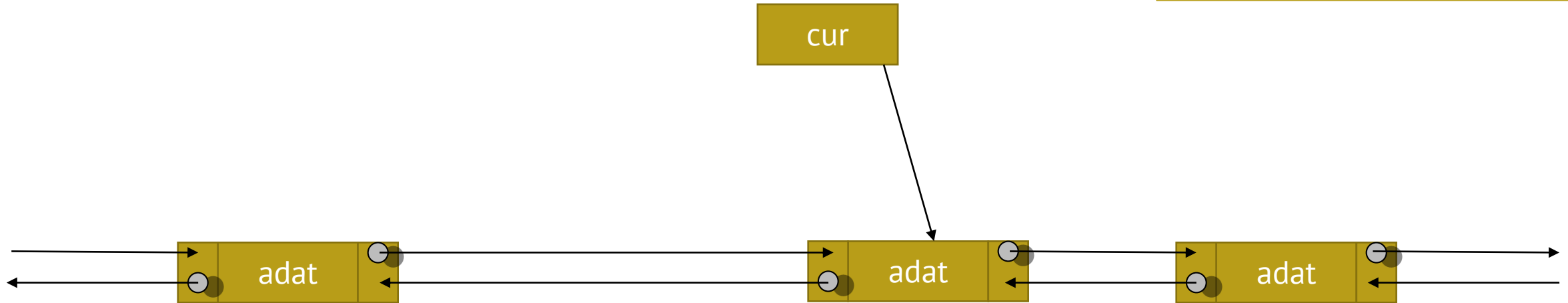
```
Node* p = new Node(e);  
if (isEmpty()) {  
    cur = head = tail = p;  
} else {  
    p->next = head;  
    head->prev = p;  
    cur = head = p;  
}
```





# Láncolt lista – insertBefore

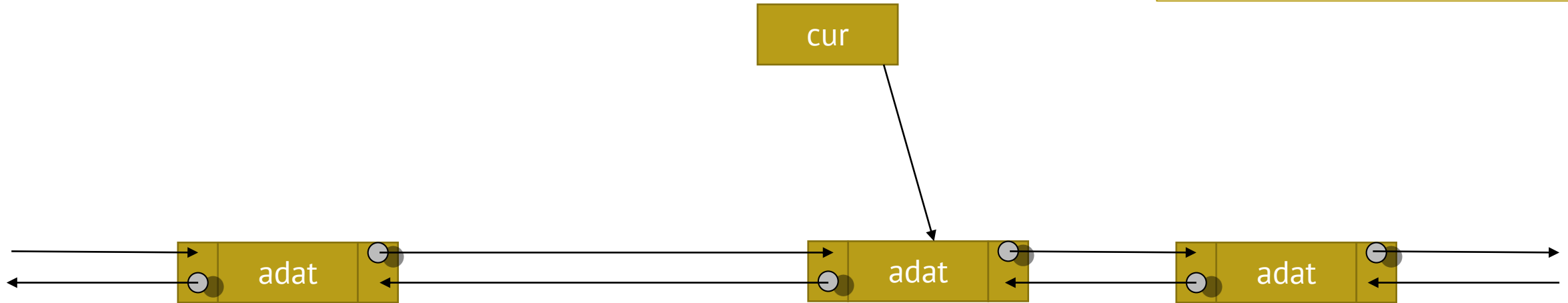
Példa 2: `insertBefore(T e)`



# Láncolt lista – insertBefore

```
Node* p = new Node(  
    e, cur->prev, cur);
```

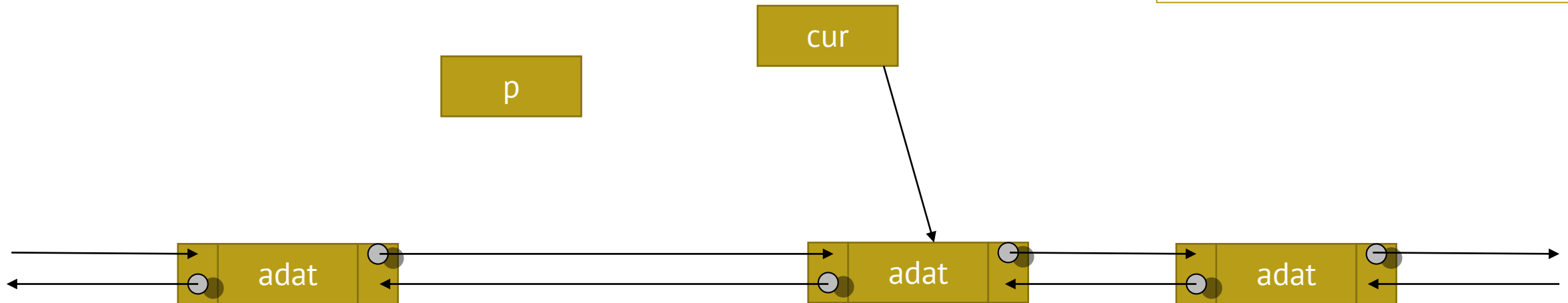
Példa 2: insertBefore(T e)



# Láncolt lista – insertBefore

```
Node* p = new Node(  
    e, cur->prev, cur);
```

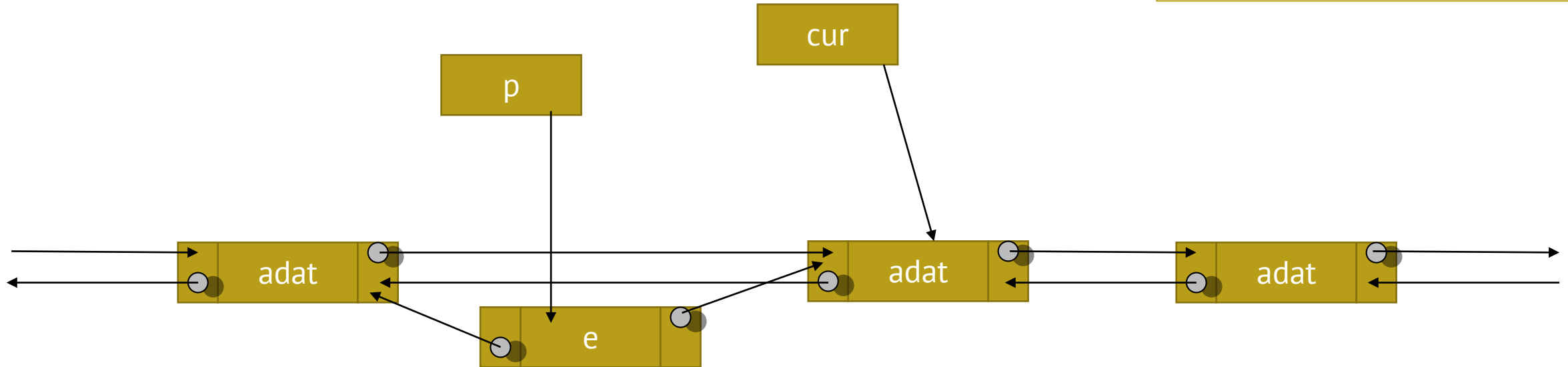
Példa 2: insertBefore(T e)



# Láncolt lista – insertBefore

```
Node* p = new Node(  
    e, cur->prev, cur);
```

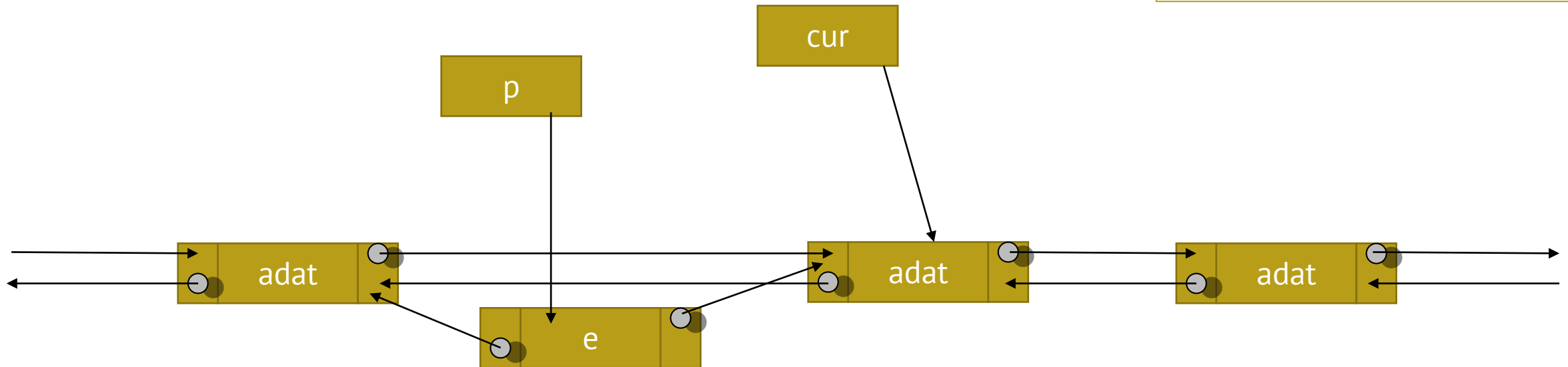
Példa 2: insertBefore(T e)



# Láncolt lista – insertBefore

```
Node* p = new Node(  
    e, cur->prev, cur);  
  
cur->prev->next = p;
```

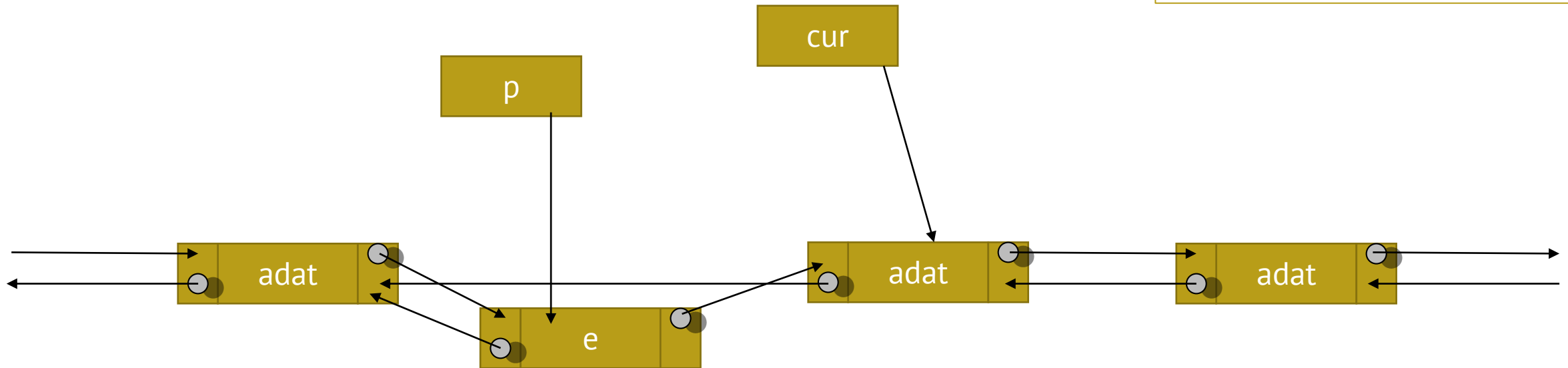
Példa 2: insertBefore(T e)



# Láncolt lista – insertBefore

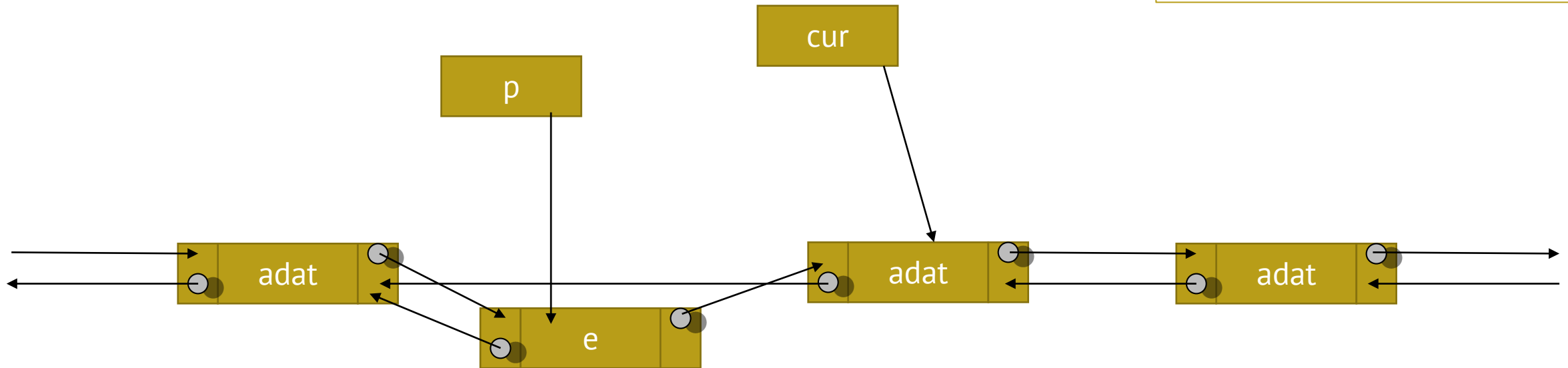
```
Node* p = new Node(  
    e, cur->prev, cur);  
  
cur->prev->next = p;
```

Példa 2: insertBefore(T e)



# Láncolt lista – insertBefore

Példa 2: insertBefore(T e)



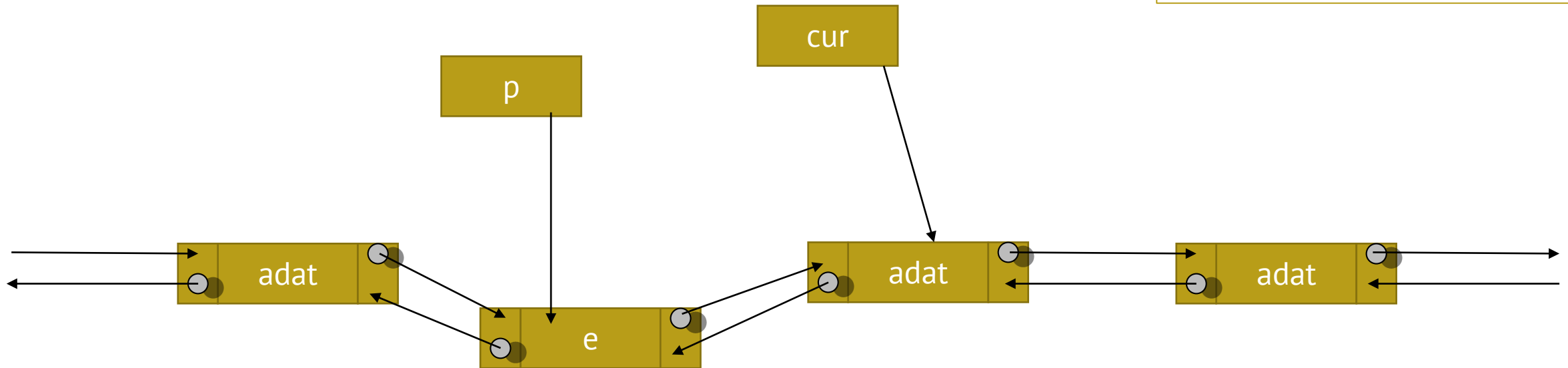
```
Node* p = new Node(  
    e, cur->prev, cur);
```

```
cur->prev->next = p;
```

```
cur->prev = p;
```

# Láncolt lista – insertBefore

Példa 2: insertBefore(T e)

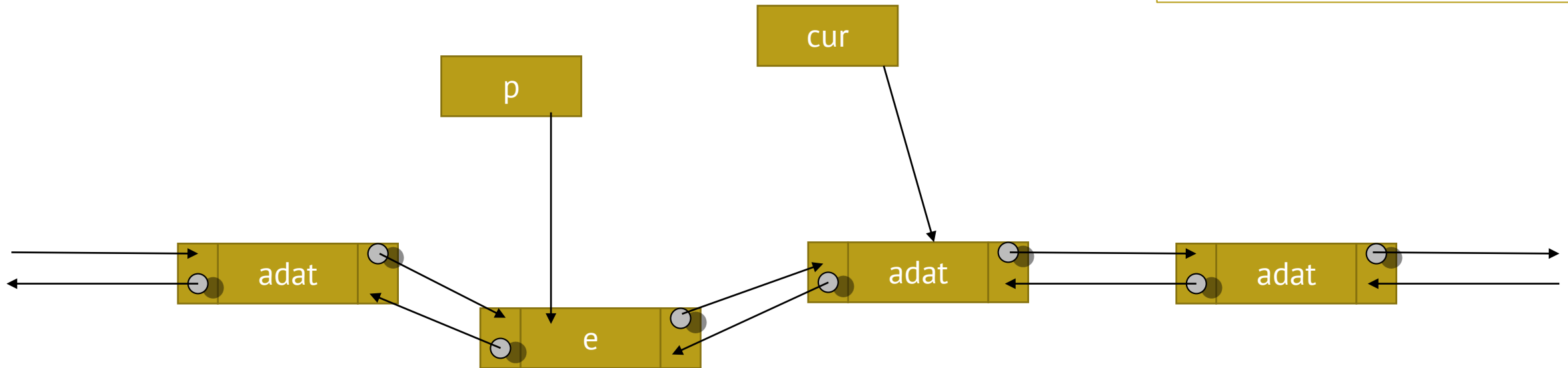


```
Node* p = new Node(  
    e, cur->prev, cur);  
  
cur->prev->next = p;  
cur->prev = p;
```



# Láncolt lista – insertBefore

Példa 2: insertBefore(T e)



```
Node* p = new Node(  
    e, cur->prev, cur);
```

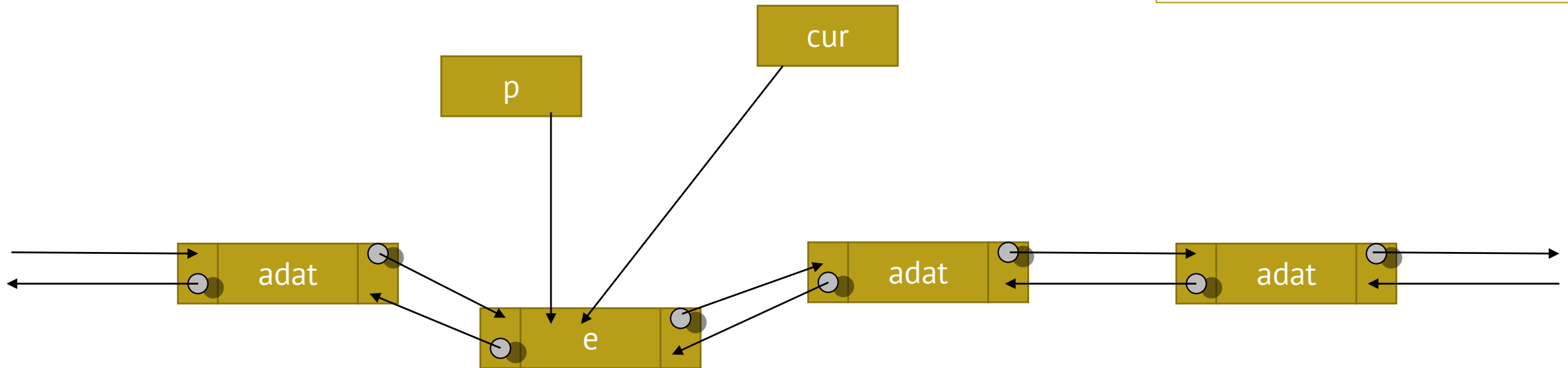
```
cur->prev->next = p;
```

```
cur->prev = p;
```

```
cur = p;
```

# Láncolt lista – insertBefore

Példa 2: insertBefore(T e)



```
Node* p = new Node(  
    e, cur->prev, cur);
```

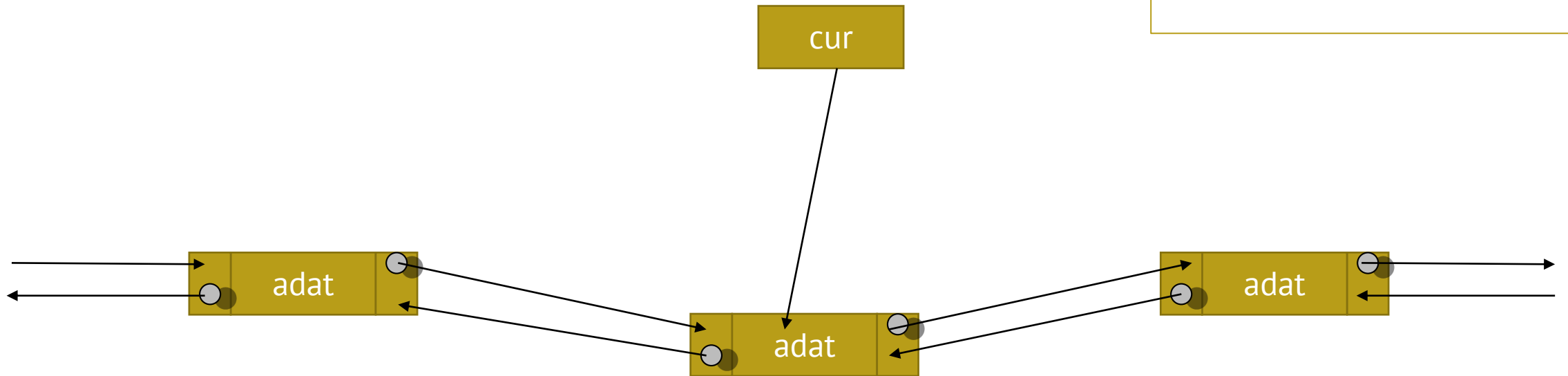
```
cur->prev->next = p;
```

```
cur->prev = p;
```

```
cur = p;
```

# Láncolt lista - removeCur

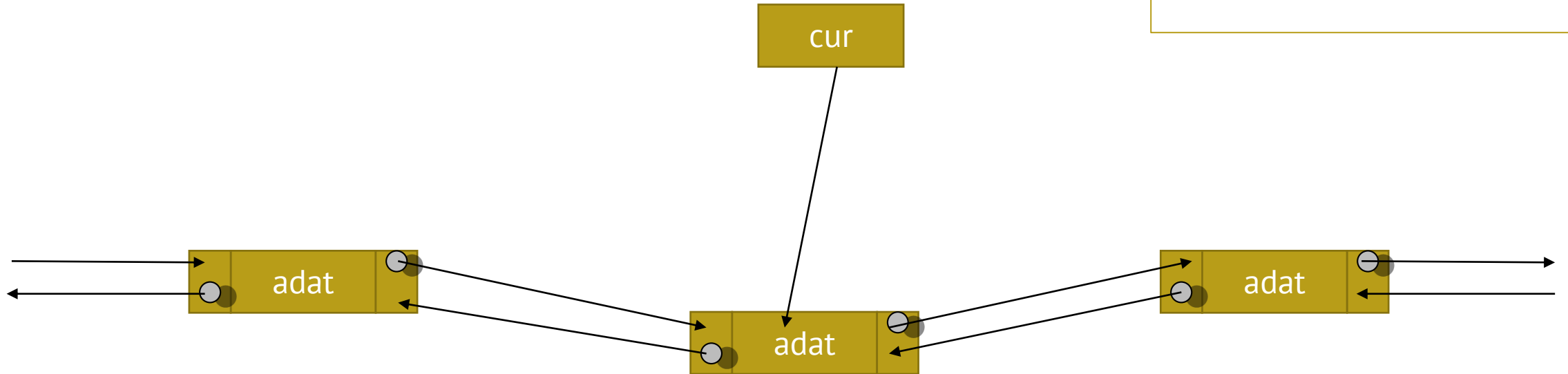
Példa 3: `removeCur()`



# Láncolt lista - removeCur

Példa 3: `removeCur()`

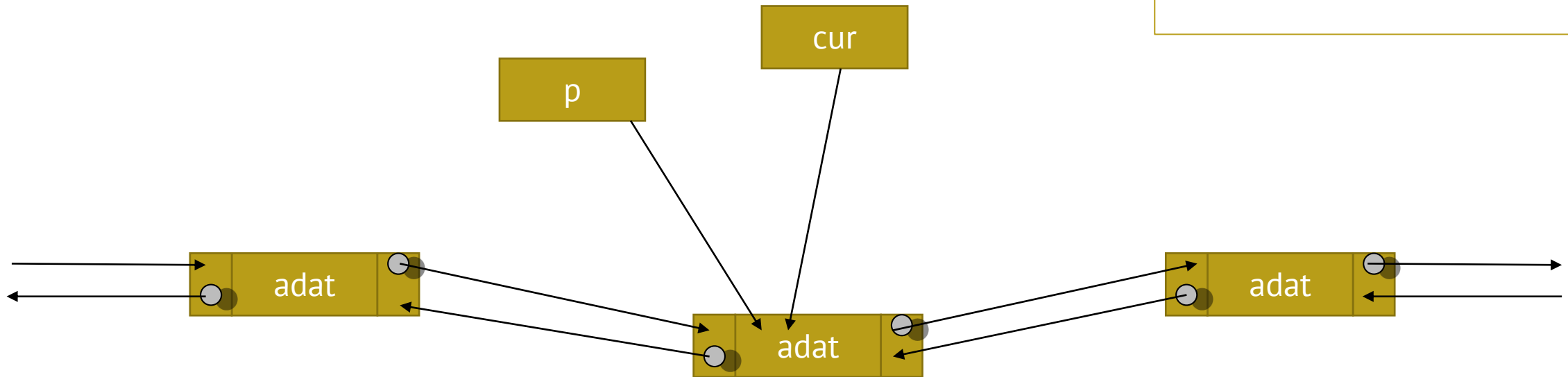
```
Node* p = cur;
```



# Láncolt lista - removeCur

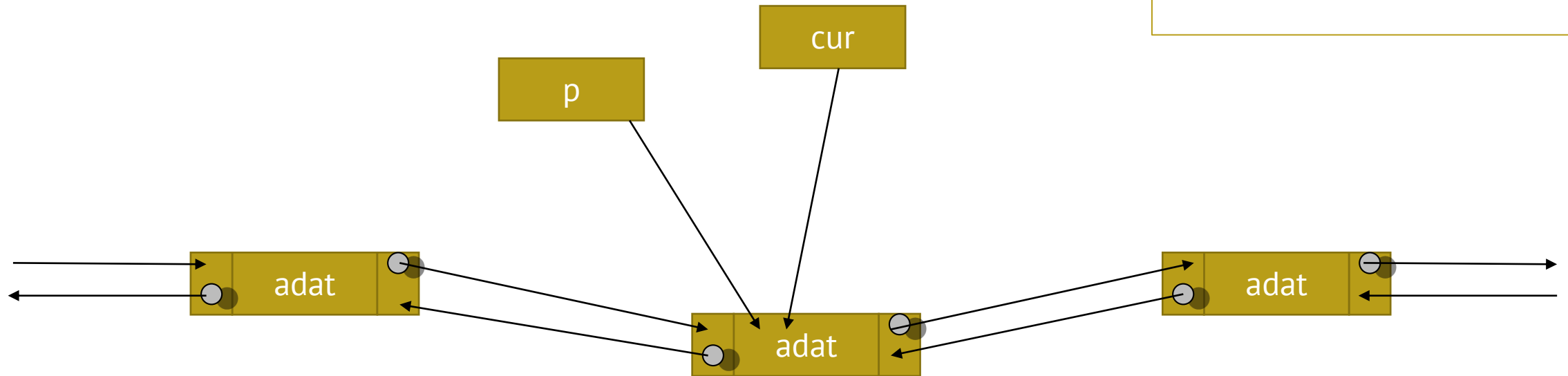
```
Node* p = cur;
```

Példa 3: removeCur()



# Láncolt lista - removeCur

Példa 3: removeCur()

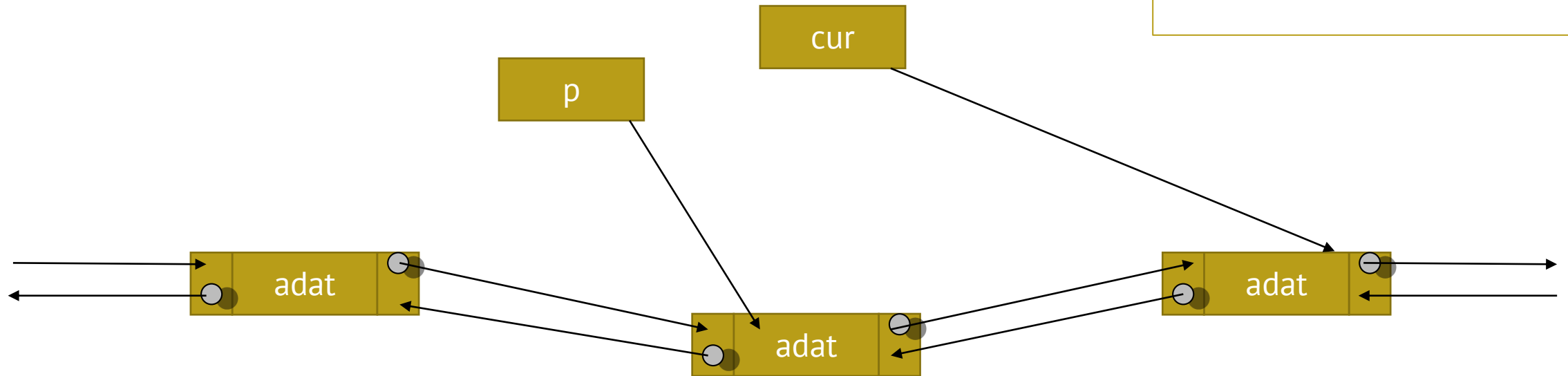


```
Node* p = cur;
```

```
cur = cur->next;
```

# Láncolt lista - removeCur

Példa 3: removeCur()

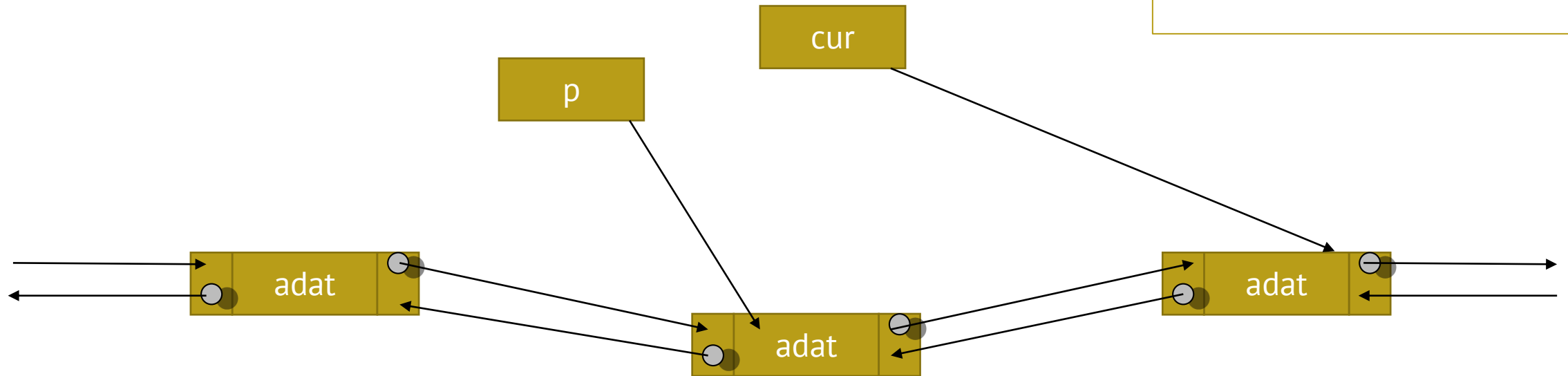


```
Node* p = cur;
```

```
cur = cur->next;
```

# Láncolt lista - removeCur

Példa 3: removeCur()



```
Node* p = cur;
```

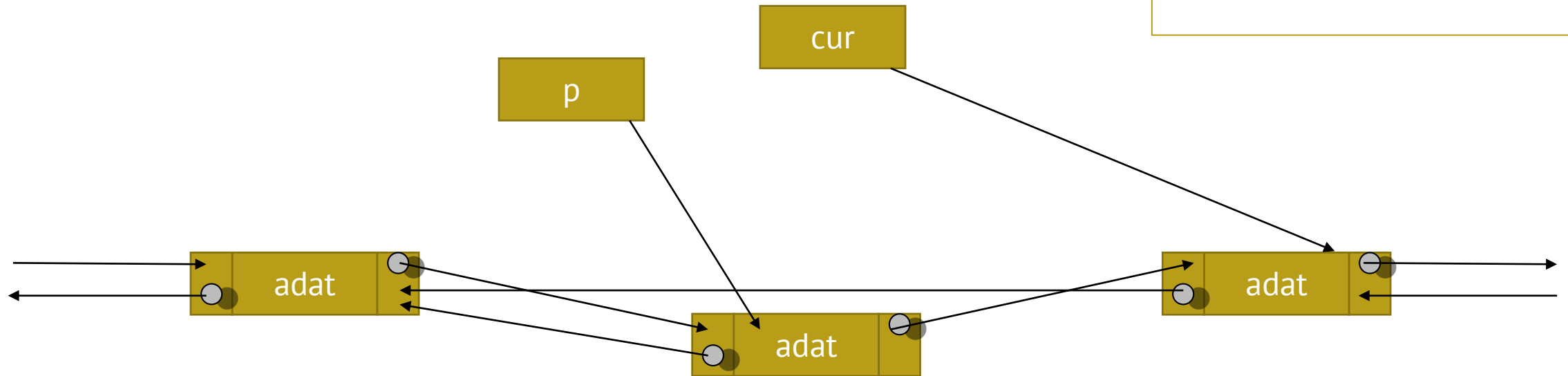
```
cur = cur->next;
```

```
cur->prev = p->prev;
```



# Láncolt lista - removeCur

Példa 3: removeCur()



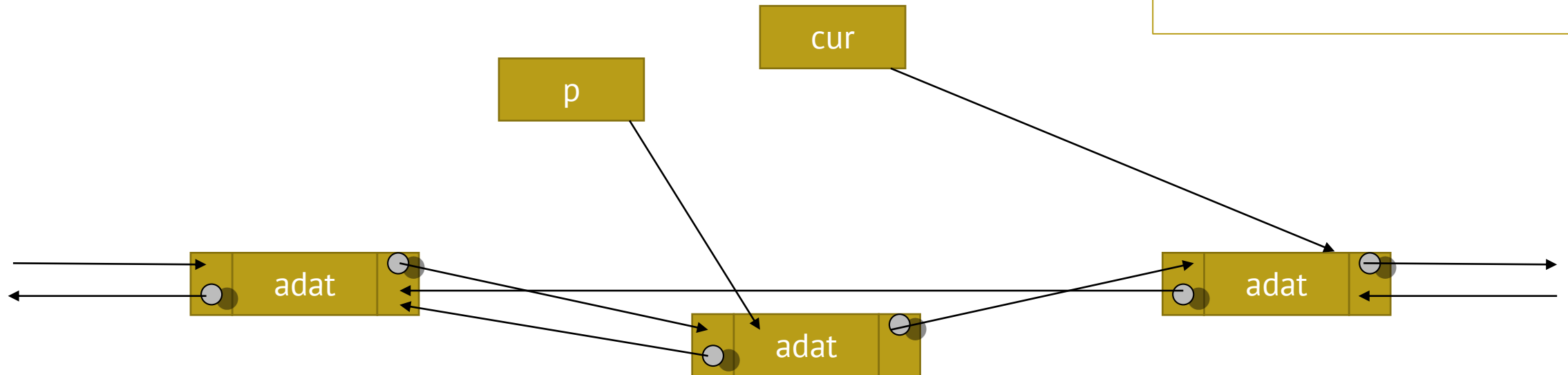
```
Node* p = cur;
```

```
cur = cur->next;
```

```
cur->prev = p->prev;
```

# Láncolt lista - removeCur

Példa 3: removeCur()



```
Node* p = cur;
```

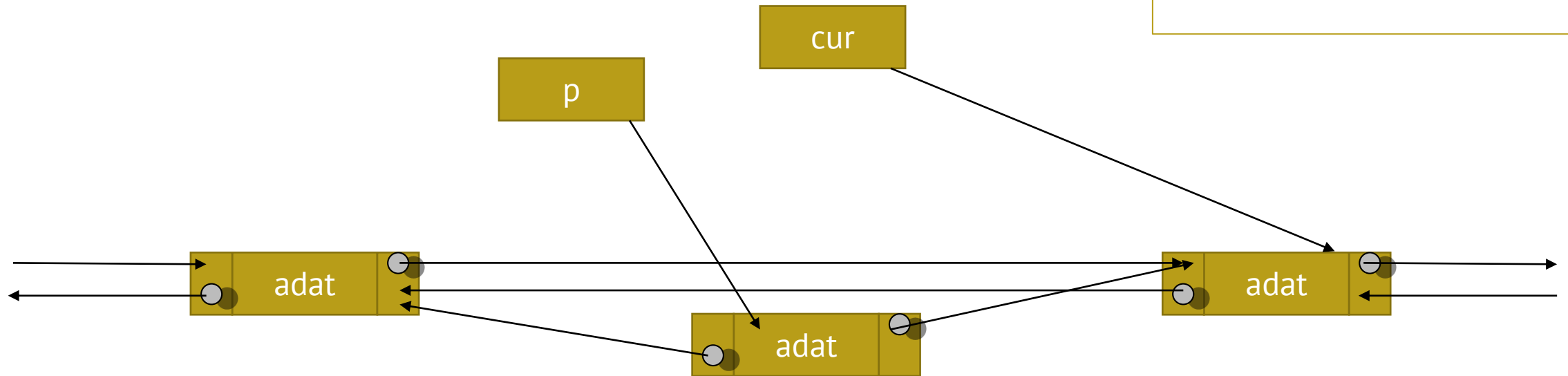
```
cur = cur->next;
```

```
cur->prev = p->prev;
```

```
p->prev->next = cur;
```

# Láncolt lista - removeCur

Példa 3: removeCur()



```
Node* p = cur;
```

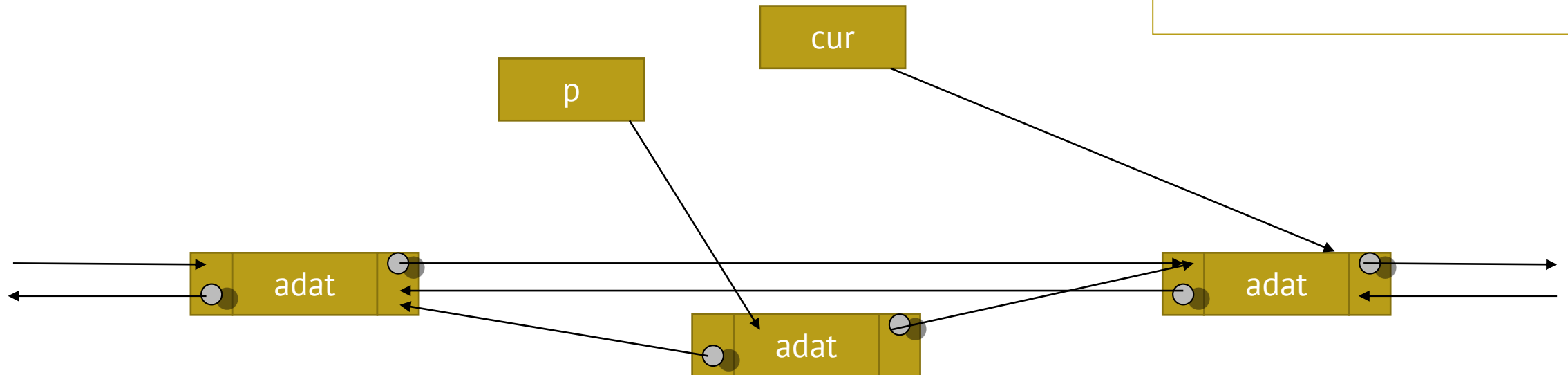
```
cur = cur->next;
```

```
cur->prev = p->prev;
```

```
p->prev->next = cur;
```

# Láncolt lista - removeCur

Példa 3: removeCur()



```
Node* p = cur;
```

```
cur = cur->next;
```

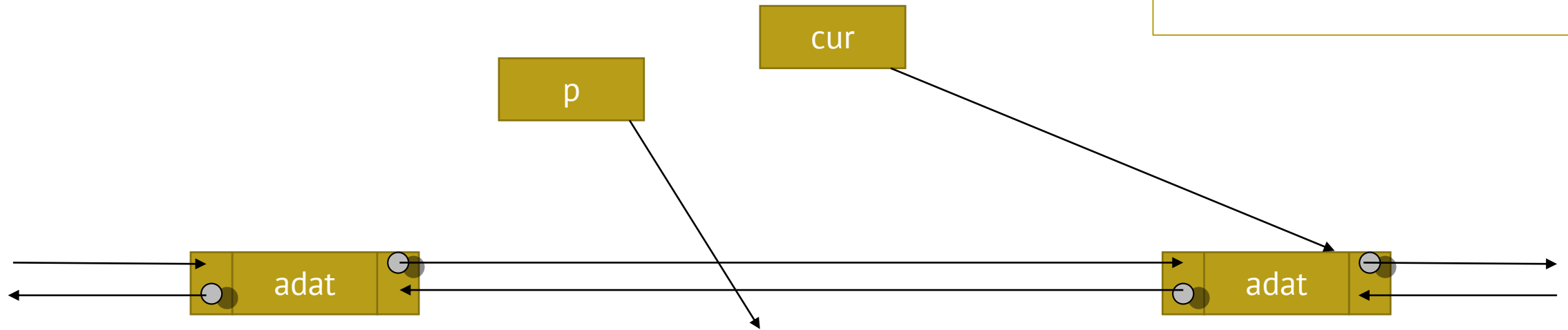
```
cur->prev = p->prev;
```

```
p->prev->next = cur;
```

```
delete p;
```

# Láncolt lista - removeCur

Példa 3: removeCur()



```
Node* p = cur;
```

```
cur = cur->next;
```

```
cur->prev = p->prev;
```

```
p->next->prev = cur;
```

```
delete p;
```

# Sor és Láncolt Lista

Következő téma