LANČANE LISTE

Čvor statičke dvostruko ulančane liste

```
template <class T>
class SDNode
public:
      T info;
      int prev;
      int next;
  SDNode() { prev = 0; next = 0; };
  SDNode(T i) \{ info = i; prev = 0; next = 0; \};
  SDNode(T i, int p, int n) {
                            info = i; prev = p; next = n;};
  ~SDNode() { };
  T print() {return info;};
  bool isEqual(T el) {return el == info; };
};
```

```
template <class T>
SDLList<T>::SDLList()
   size = 0;
  head = tail = 0;
   lrmp = 0;
   data = NULL;
template <class T>
SDLList<T>::~SDLList()
   if (data != NULL) {
        delete[] data;
```

```
template <class T>
SDLList<T>::SDLList(int n)
   size = n;
  head = tail = 0;
   lrmp = 1;
   data = new SDNode<T>[size+1];
   int i;
   for (i=1; i<size; i++) {
        data[i].next = i+1;
   data[size].next = 0;
```

```
template <class T>
void SDLList<T>::printAll(bool bFromHead) {
  if (bFromHead) {
      for (int tmp=head; tmp!=0;
                  tmp=data[tmp].next)
            cout << data[tmp].print() << " ";</pre>
     cout << endl;</pre>
  } else {
      for (int tmp=tail; tmp!=0;
                  tmp=data[tmp].prev)
            cout << data[tmp].print() << " ";</pre>
      cout << endl;
```

```
template <class T>
void SDLList<T>::addToHead(T el) {
  if (lrmp == 0) {
      return;
  int tmp = lrmp;
  lrmp = data[lrmp].next;
  data[tmp].info = el;
  data[tmp].prev = 0;
  data[tmp].next = head;
  if (head == 0) {
      tail = head = tmp;
  } else {
      data[head].prev = tmp;
      head = tmp;
```

```
template <class T>
void SDLList<T>::addToTail(T el) {
  if (lrmp == 0) {
      return;
  int tmp = lrmp;
  lrmp = data[lrmp].next;
  data[tmp].info = el;
  data[tmp].prev = tail;
  data[tmp].next = 0;
  if (tail == 0) {
      tail = head = tmp;
  } else {
      data[tail].next = tmp;
      tail = tmp;
```

```
template <class T>
T SDLList<T>::deleteFromHead() {
  if (head == 0)
       return T();
  int tmp = head;
  if (head == tail)
       head = tail = 0;
  else {
       head = data[head].next;
       data[head].prev = 0;
  T el = data[tmp].info;
  data[tmp].prev = 0;
  data[tmp].next = lrmp;
  lrmp = tmp;
  return el;
```

```
template <class T>
T SDLList<T>::deleteFromTail() {
  if (head == 0)
       return T();
  int tmp = tail;
  if (head == tail)
       head = tail = 0;
  else {
       tail = data[tail].prev;
       data[tail].next = 0;
  T el = data[tmp].info;
  data[tmp].prev = 0;
  data[tmp].next = lrmp;
  lrmp = tmp;
  return el;
```

```
template <class T>
void SDLList<T>::deleteEl(T el) {
  int tmp;
  for (tmp = head; tmp != 0 && data[tmp].info != el;
                                      tmp = data[tmp].next);
  if (tmp != 0) {
       if (tmp == head)
               head = data[head].next;
       else
               data[data[tmp].prev].next = data[tmp].next;
       if (tmp == tail)
               tail = data[tail].prev;
       else
               data[data[tmp].next].prev = data[tmp].prev;
       data[tmp].prev = 0;
       data[tmp].next = lrmp;
       lrmp = tmp;
```