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* Introduction – This algorithm is a linked data structure consisting of sequentially records that are also known as Nodes. Their Nodes contains two fields that are called links and refers to the next and previous node in a sequence of nodes. The beginning and the ending nodes points to some kind of a terminator which is a sentinel node or either null(Null pointer) to facilitate traversal of the lists.
* Programmer’s Guide – in the program I create a .cpp file where I created a class called “Node” that consists of a public for access purposes with a Node pointer of previous and next, the template class is called Data and I gave the variable name myData. I have 2 constructors in this code along with 1 destructor. In my first constructor I set my Node to data passed with previous and next nodes referred as null pointers. In the other constructor I set my data to data that is being passed in. In the Destructor I referred Previous and Next nodes to null pointers. Now another template class for my object where my class is List, in that function there are functions for calling out Finding Data, Insertion of the Data and Removal of the Data. At last, I created a main function for creating the list along with insertion of the node values, finding the nodes itself and checking if certain Nodes are inserted as either first or null pointer when in the previous node, otherwise not. The other tests if the middle node is either set to next or previous is either correct or not. And at the very end I call out deleting nodes for the removal process.