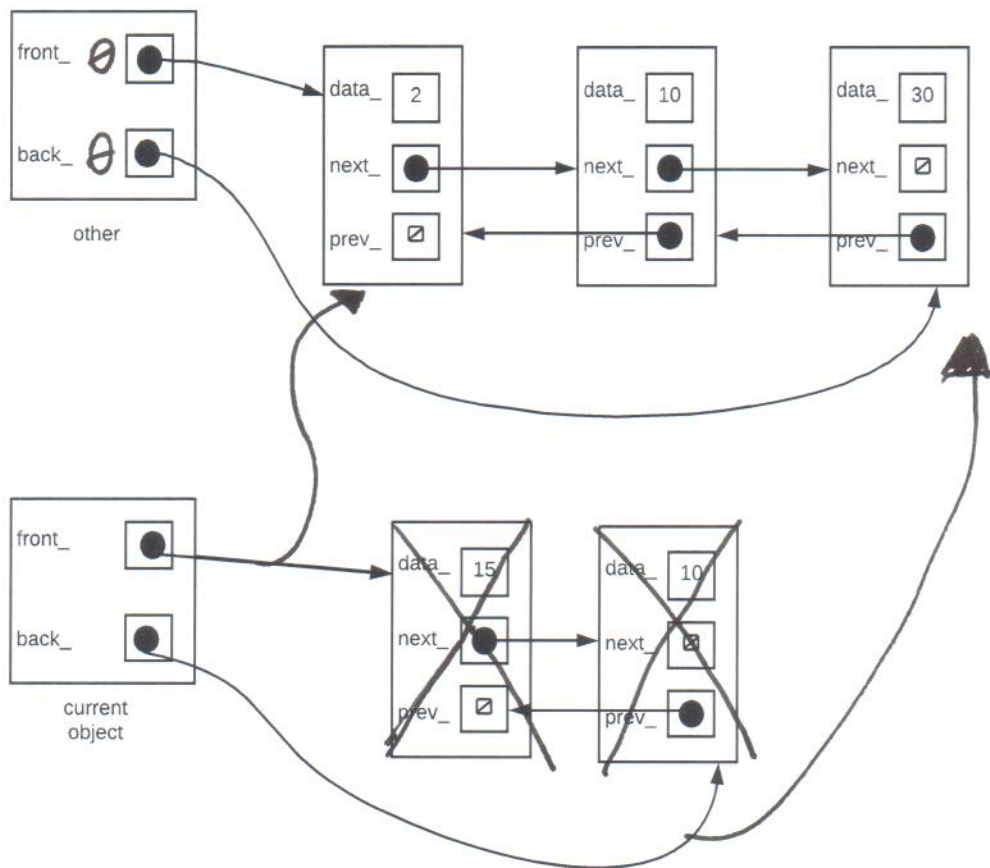
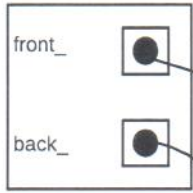


# Move Assignment operator

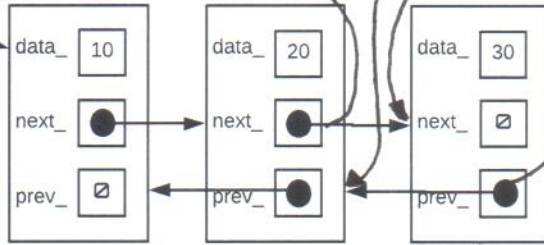


list.insert(25)

next should point  
to 25 next



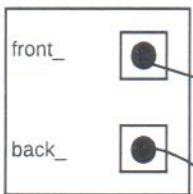
linked list with 20,10,30 using sentinels



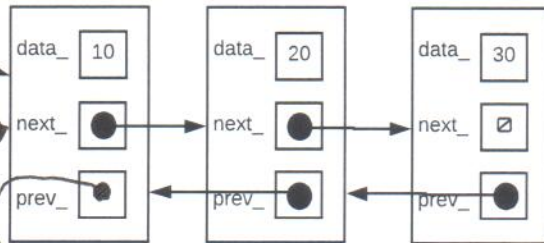
- Prev pointer will point  
to new node prev\_

- Best way to find where  
to insert is via Binary  
Search

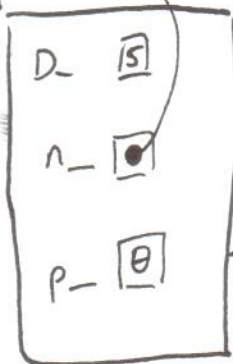
list.insert(5)  
Insert Here



linked list with 20,10,30 using sentinels



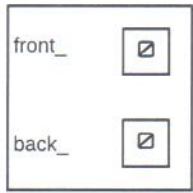
~~Reset~~ set  
front\_



- This function should

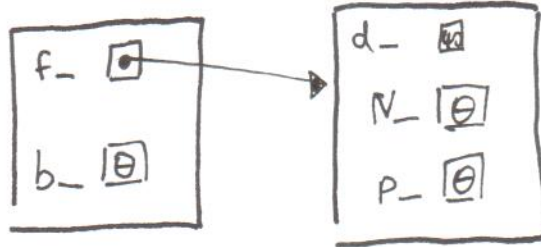
list.insert(40)

Generate node and set as front



"Empty" linked list using sentinels

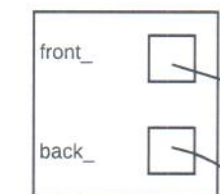
List  
Before



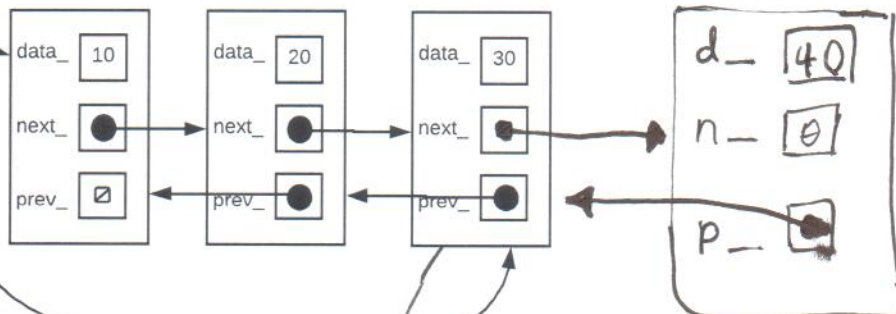
List  
After

list.insert(40)

Generate new node  
set as back\_



linked list with 20,10,30 using sentinels



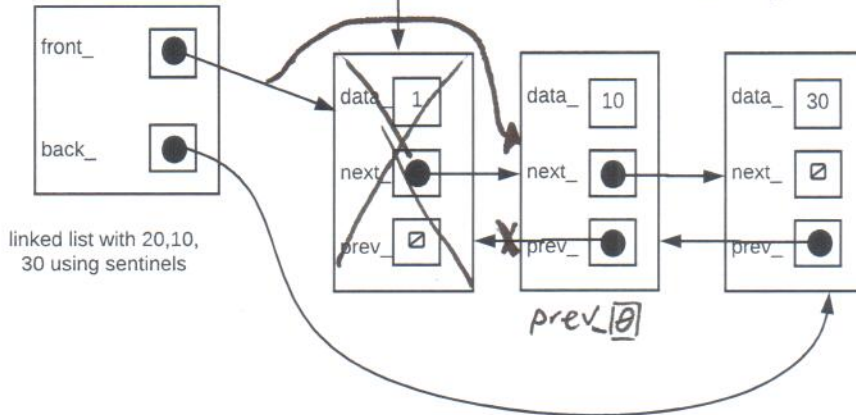
point next\_ at new node

-prev\_ for new node will point at previous node.

list.erase(loc);

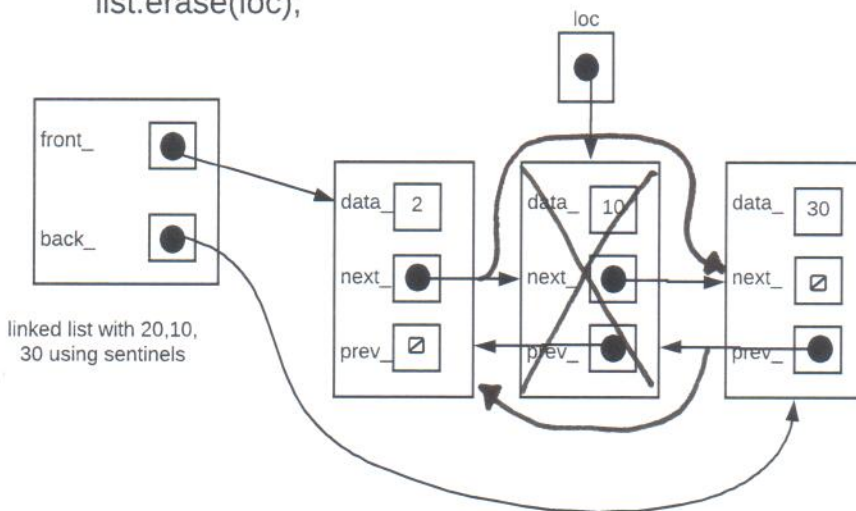
- find Location  
- remove data

- re assign front  
& back

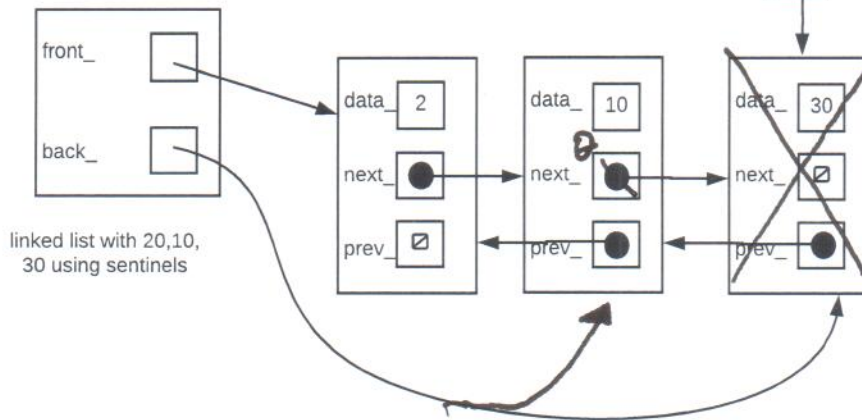


list.erase(loc);

- re assign next & prev values for nodes beside loc.

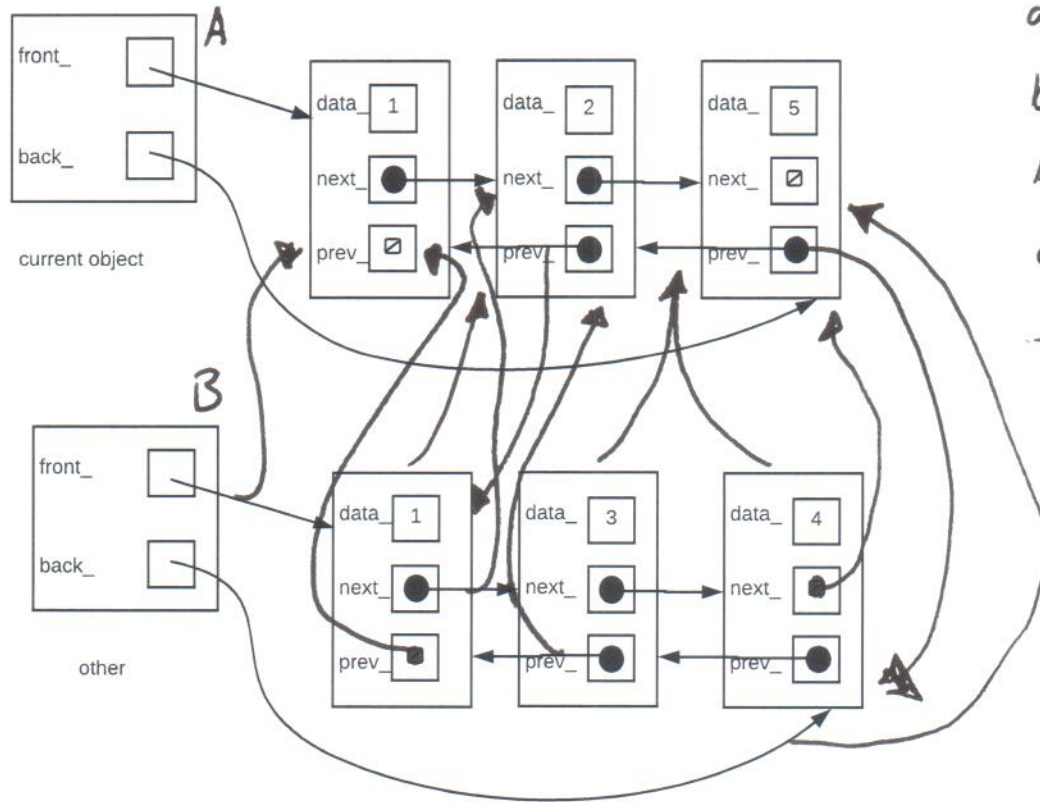


list.erase(loc);

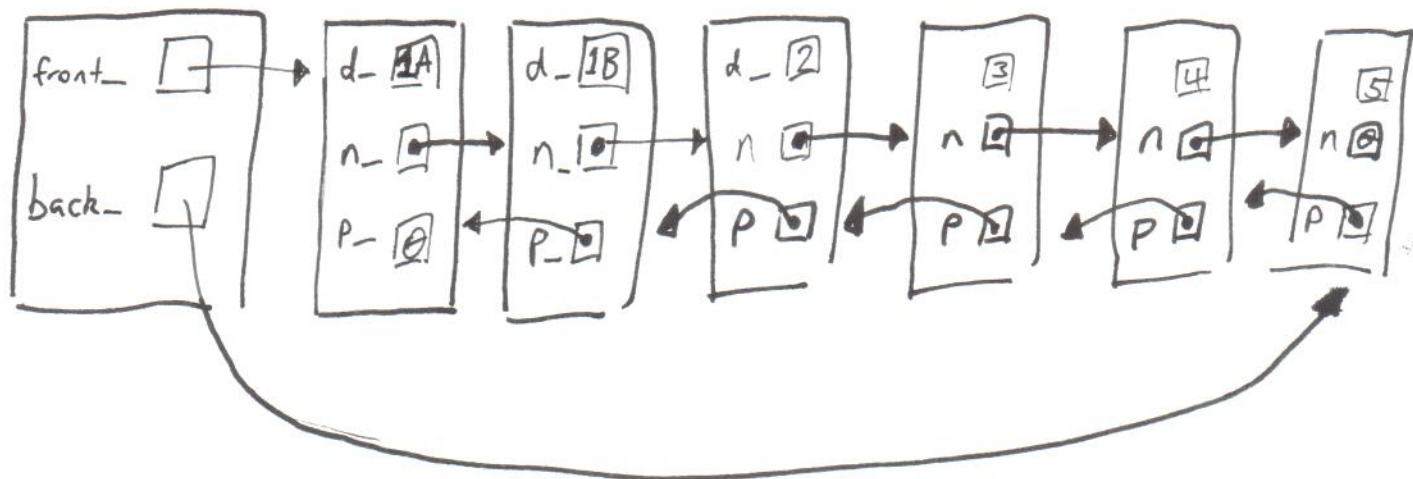


- remove loc after  
reassigning next  
value.

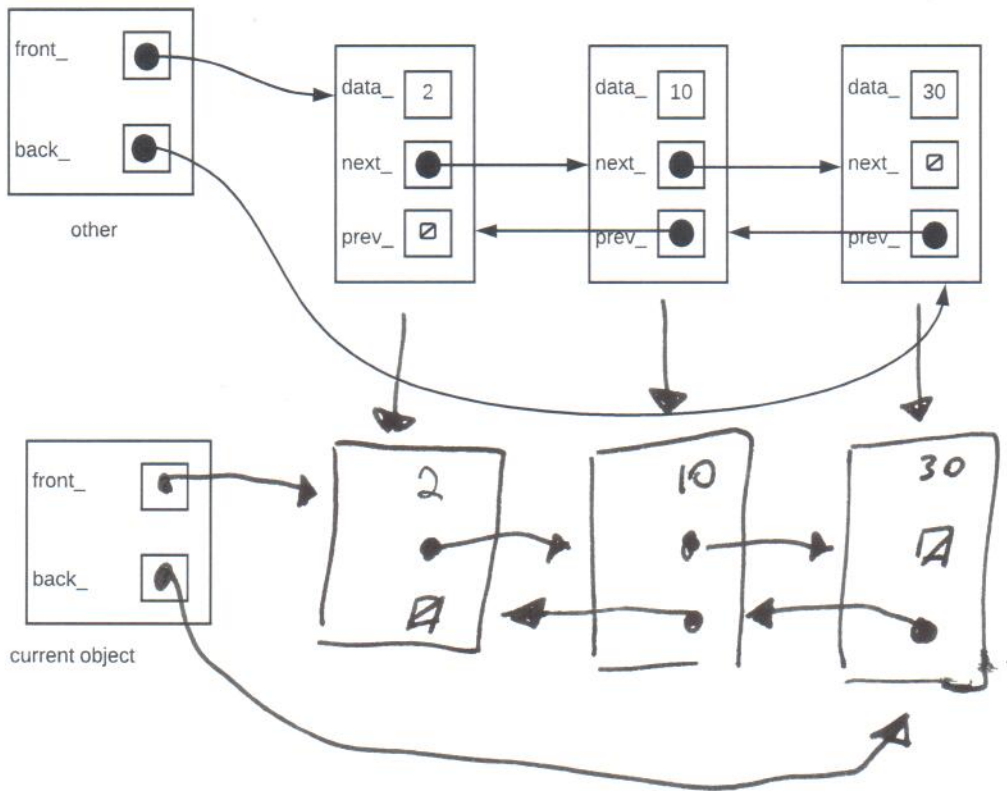
merge(other)



- Assign next\_ and prev\_ values based on ascending order of data.
- Only edit the next\_ and prev\_ values to point to the appropriate data.



## Copy Constructor

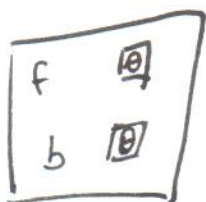
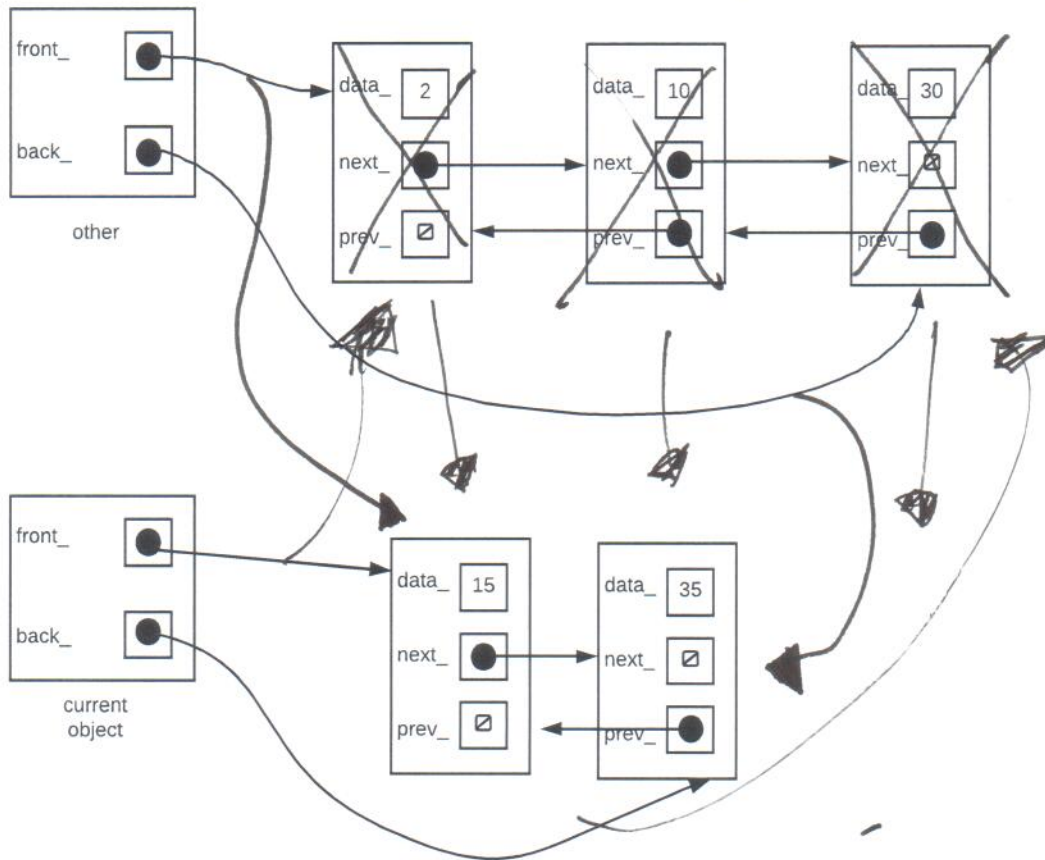


- Standard copy constructor



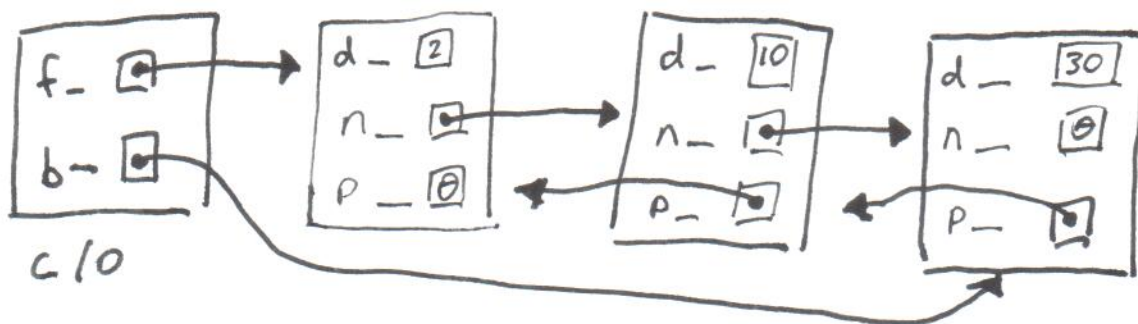
Assignment operator

*In correct*



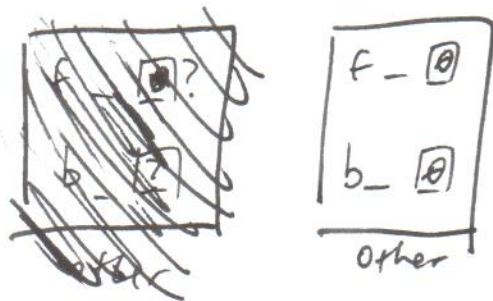
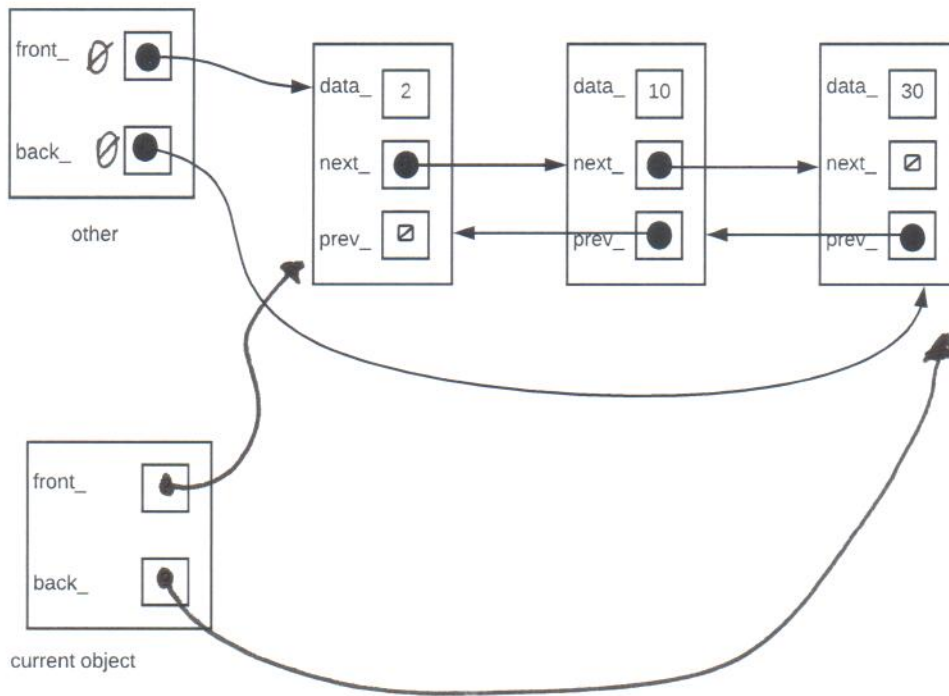
other

- Other List is deleted
- but first Data from the other list is ~~removed~~ assigned to the current object
- Current object's nodes are erased before being assigned the other object's nodes.





## Move Constructor



- Make temp copy of other in curr. obj.
- Other should register as empty while in use by curr. obj.

