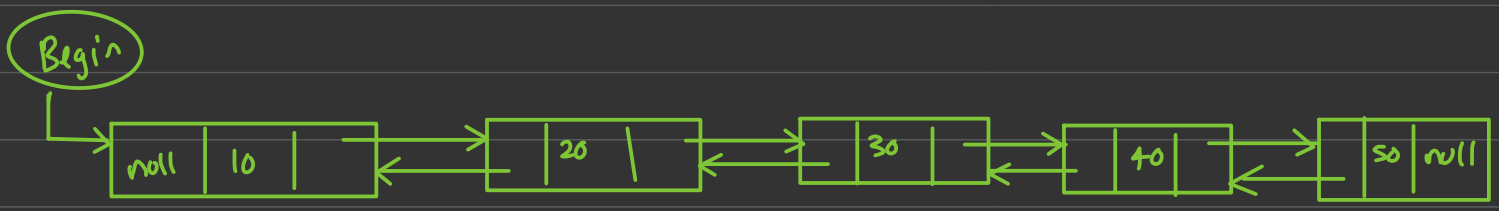
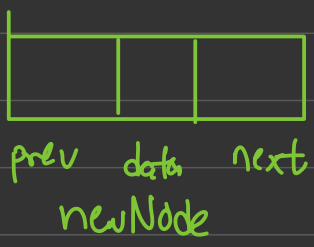
17 June 2023

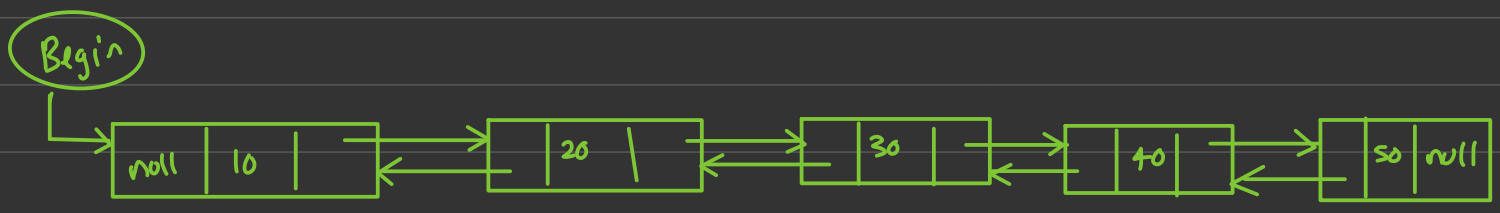
https://my.newtonschool.co/playground/code/eqkl0wizy38p



1. newNode.data = 5



2. If Begin = NULL // if LL is empty
   newNode.next = null
   newNode.prev = null
   Begin = newNode



3. If newNode.info < Begin.info
   newNode.next = Begin
   newNode.prev = null
   Begin.prev = newNode
   Begin = newNode

4. Set p = Begin
   if ((newNode.info >= p.info) && (newNode.info < p.next.info) &&
   (p.next != null))
   newNode.next = p.next

newNode.prev = p.prev

p.next = newNode

newNode.next.prev = newNode

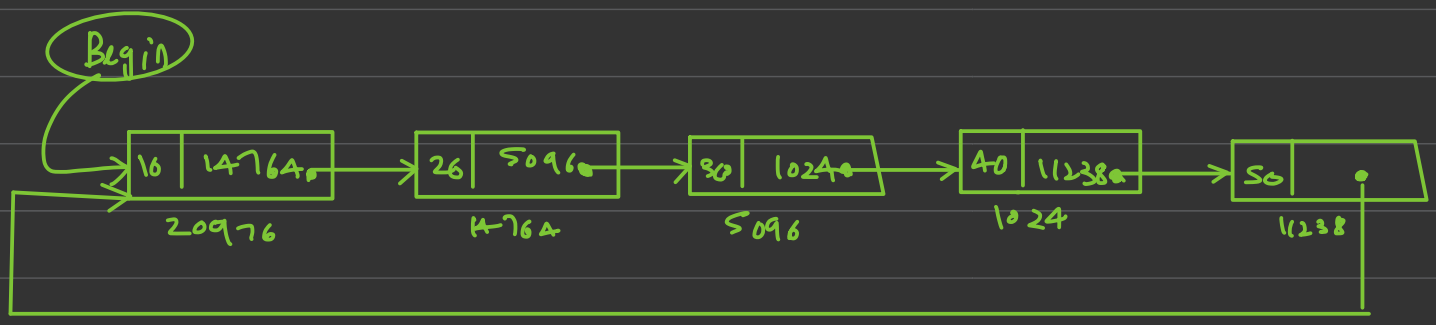
else if p.next = null

newNode.prev = p

newNode.next = null

p.next = newNode

Circular Linked List



Traversal:

1. If Begin = null
   print "CLL is empty"
2. Print Begin.info
3. Set p = Begin.next

   while p ≠ Begin
   print p info
   p = p.next