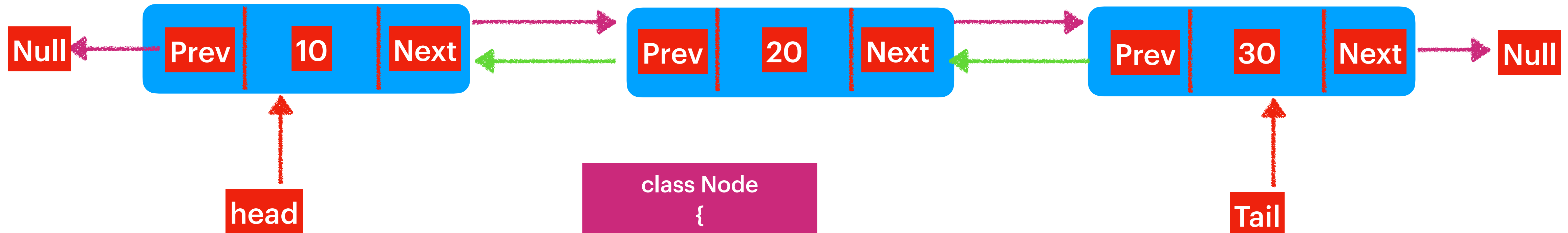


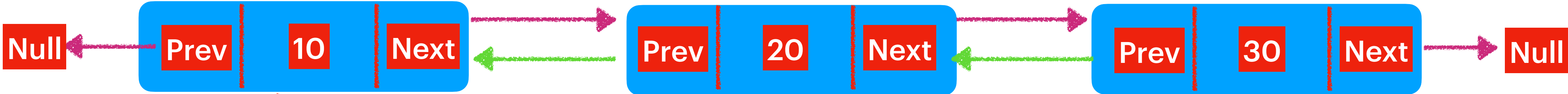
Design Double Linked List:



```
class Node
{
    Node prev,
    Node next,
    int val;
    Public Node(int data)
    {
        val = data;
        prev = null;
        next = null
    }
}
```

Design Double Linked List:

```
class Node
{
    Node prev,
    Node next,
    int val;
    Public Node(int data)
    {
        val = data;
        prev = null;
        next = null
    }
}
```



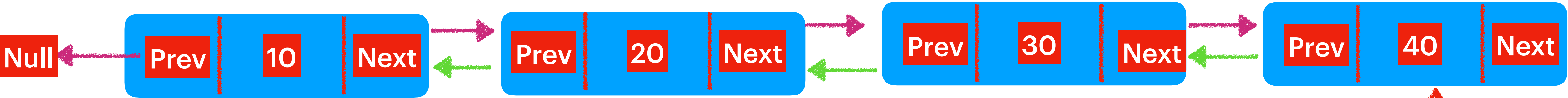
head

tail

public void add(int val)

Time Complexity : O(1)

```
Sudo Code:
Node current = new Node(40);
tail.next = current;
current.prev = tail;
tail = current;
```

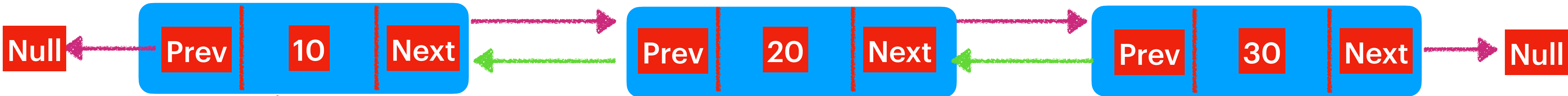


head

tail

Design Double Linked List:

```
class Node
{
    Node prev,
    Node next,
    int val;
    Public Node(int data)
    {
        val = data;
        prev = null;
        next = null
    }
}
```



head

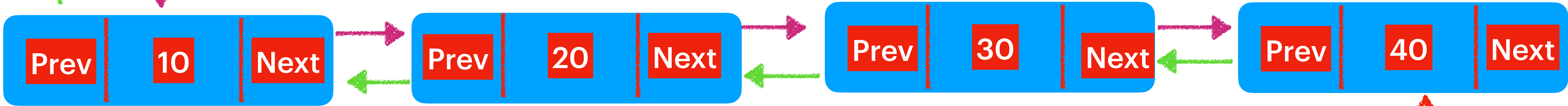
public void addHead(int val)

Time Complexity : O(1)

tail



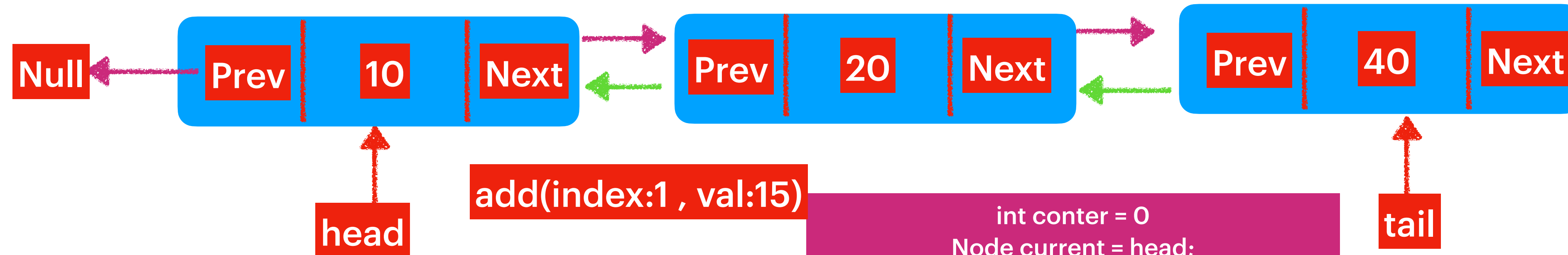
```
Sudo Code:
Node current = new Node(5);
current.next = head;
head.prev = current;
head = current;
```



tail

Time Complexity : $O(n)$

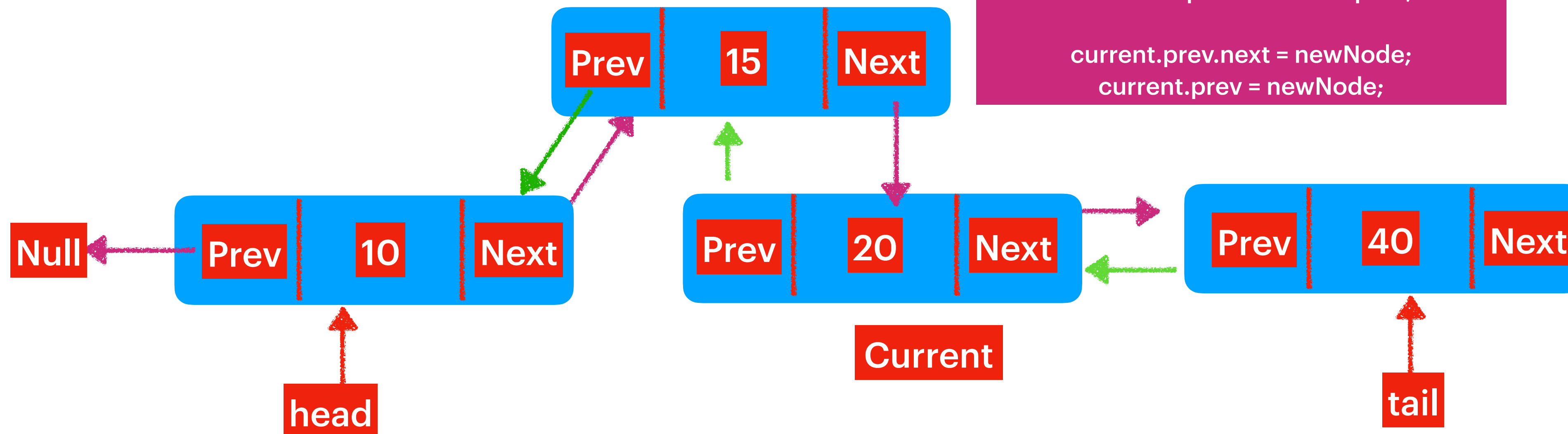
public void add(int index,int val)



add(index:1 , val:15)

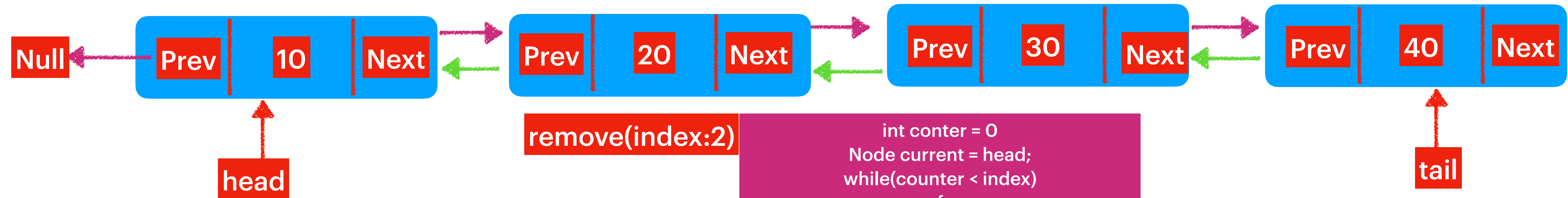
```
int conter = 0
Node current = head;
while(counter < index)
{
    current = current.next;
    counter++;
}
Node newNode = new Node(30);
newNode.next = current;
newNode.prev = current.prev;

current.prev.next = newNode;
current.prev = newNode;
```



Time Complexity : $O(n)$

public void remove(int index)

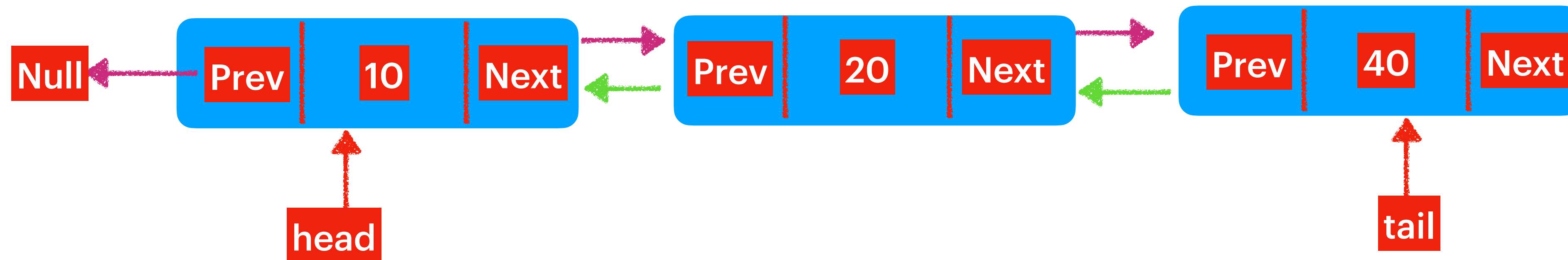
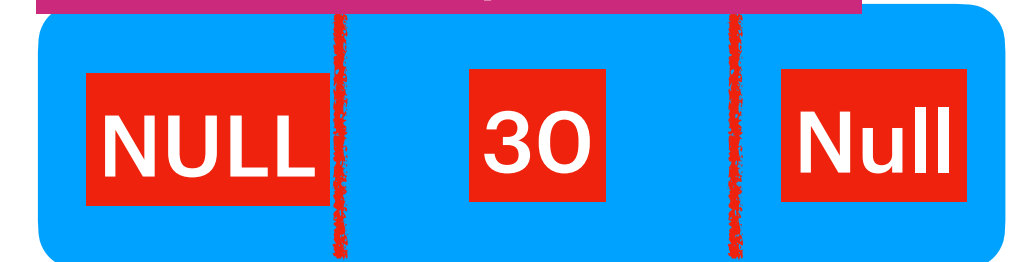


remove(index:2)

```
int conter = 0
Node current = head;
while(counter < index)
{
    current = current.next;
    counter++;
}
current.prev.next = current.next;
current.next.prev = current.prev;

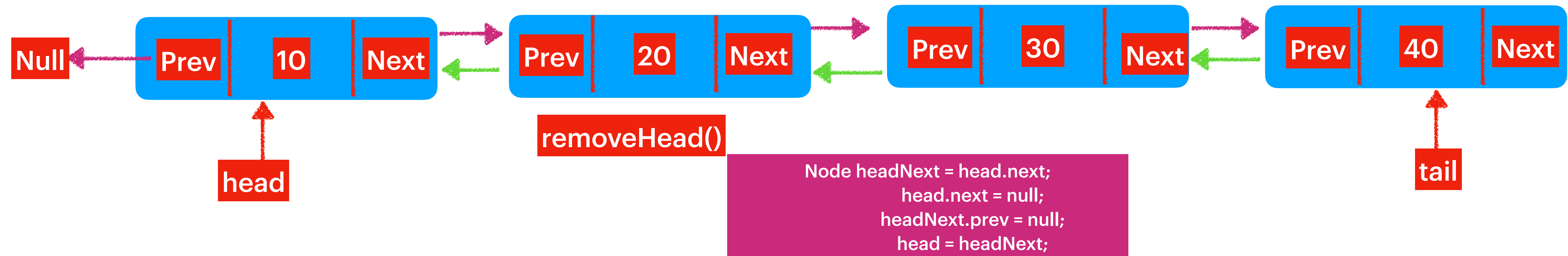
current.prev = null;
current.next = null; // Help GC
```

This object will be remove as
Part of GC process.

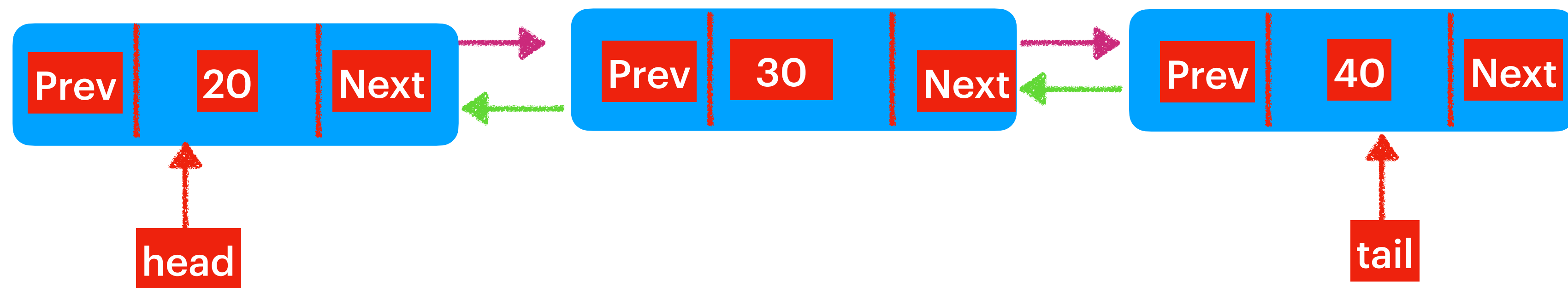
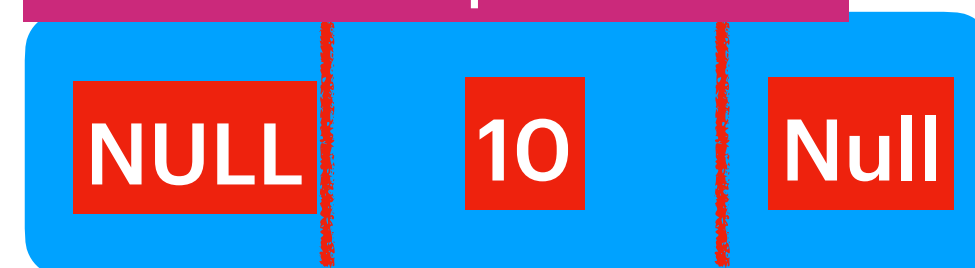


Time Complexity : $O(1)$

public void removeHead()



This object will be remove as
Part of GC process.



Time Complexity : O(1)

public void removeTail()

