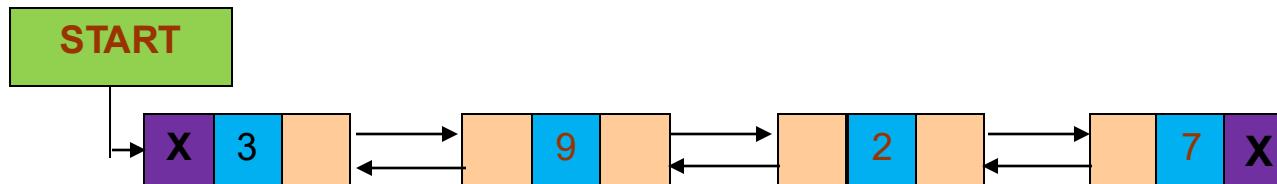


# Doubly Linked List

- A ***doubly linked list*** or a ***two way linked list*** is a *linked list which contains a pointer to the **NEXT node** as well as **PREVIOUS node** in the sequence.*
- Therefore, it consists of three parts and not just two.
- The three parts are ***data, a pointer to the NEXT node and a pointer to the PREVIOUS node***



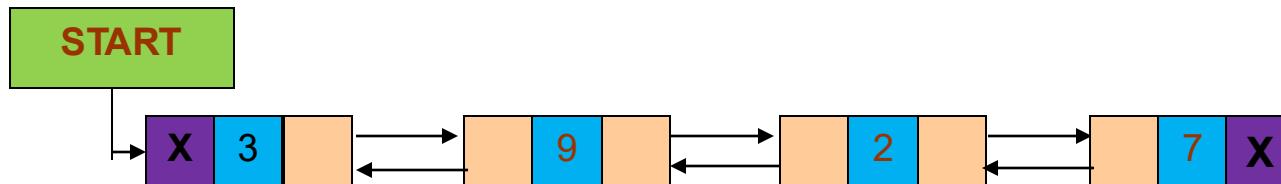
# Doubly Linked List

**NODE :**

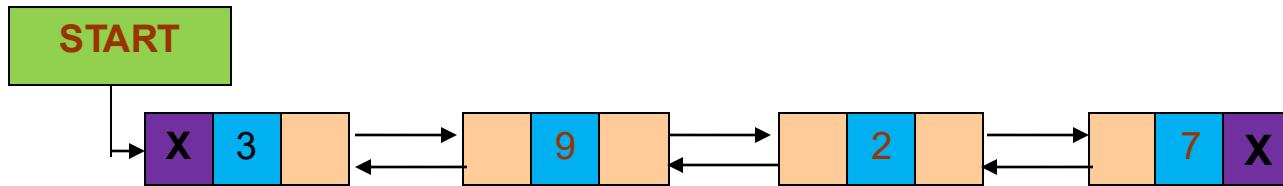
```
struct node  
{  
    struct node *PREV;  
    int num;  
    struct node *NEXT;  
};
```

```
struct node *START = NULL;
```

```
struct node *NEW_NODE = (struct node*) malloc(sizeof(struct node));
```



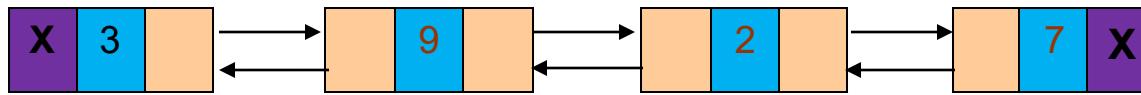
# DLL - TRAVERSING A LINKED LIST



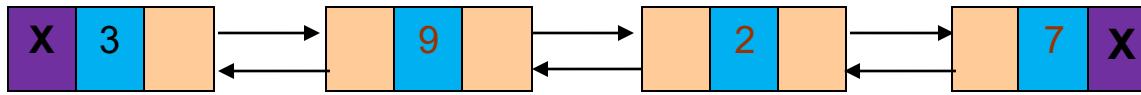
## ALGORITHM FOR TRAVERSING A DOUBLY LINKED LIST

```
Step 1: [INITIALIZE] SET PTR = START
Step 2: Repeat Steps 3 and 4 while PTR != NULL
Step 3:           Apply Process to PTR -> DATA
Step 4:           SET PTR = PTR -> NEXT
                  [END OF LOOP]
Step 5: EXIT
```

# DLL - INSERTING A NODE AT THE BEGINNING



START



START



NEW NODE

```
SET NEW_NODE -> DATA = VAL  
SET NEW_NODE -> NEXT = START  
SET NEW_NODE -> PREV = NULL  
SET START -> PREV = NEW_NODE  
SET START = NEW_NODE
```



START

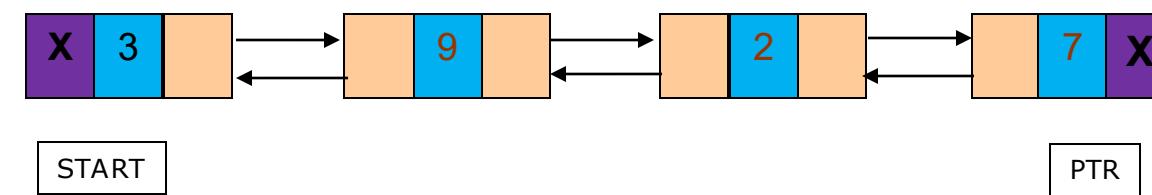
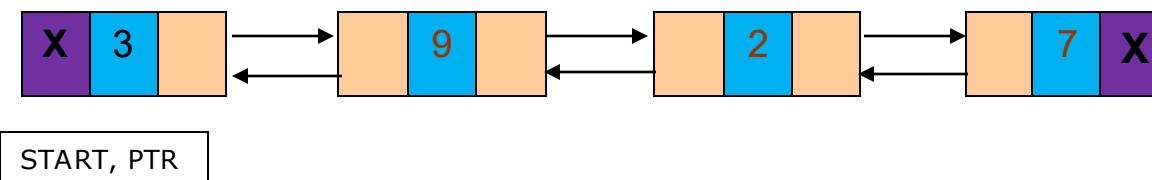
# DLL - INSERTING A NODE AT THE BEGINNING

## ALGORITHM TO INSERT A NEW NODE IN THE BEGINNING OF THE DOUBLY LINKED LIST

```
Step 1: IF AVAIL = NULL, then
        Write OVERFLOW
        Go to Step 8
        [END OF IF]
Step 2: SET NEW_NODE = AVAIL
Step 3: SET NEW_NODE -> DATA = VAL
Step 4: SET NEW_NODE -> NEXT = START
Step 5: SET NEW_NODE -> PREV = NULL
Step 6: SET START -> PREV = NEW_NODE
Step 7: SET START = NEW_NODE
Step 8: EXIT
```

# DLL - INSERTING A NODE AT THE END

SET PTR = START



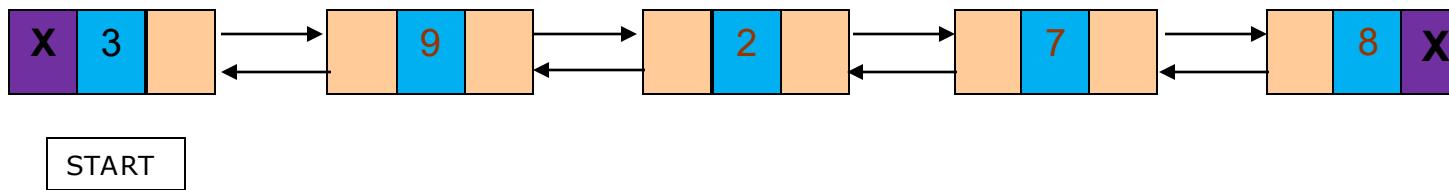
SET NEW\_NODE -> DATA = VAL



SET PTR -> NEXT = NEW\_NODE



SET NEW\_NODE -> PREV = PTR



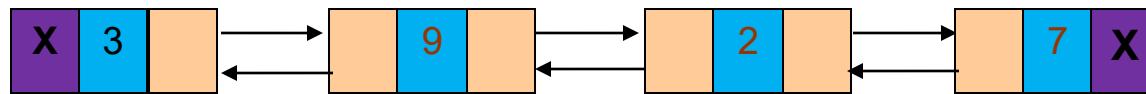
# DLL - INSERTING A NODE AT THE END

## ALGORITHM TO INSERT A NEW NODE AT THE END OF THE DOUBLY LINKED LIST

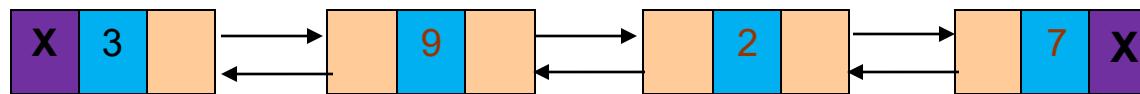
```
Step 1: IF AVAIL = NULL, then
        Write OVERFLOW
        Go to Step 10
    [END OF IF]
Step 2: SET NEW_NODE = AVAIL
Step 3: SET NEW_NODE -> DATA = VAL
Step 4: SET NEW_NODE -> NEXT = NULL
Step 5: SET PTR = START
Step 6: Repeat Step 7 while PTR -> NEXT != NULL
Step 7:           SET PTR = PTR -> NEXT
    [END OF LOOP]
Step 8: SET PTR -> NEXT = NEW_NODE
Step 9: SET NEW_NODE -> PREV = PTR
Step 10: EXIT
```

# DLL - INSERTING A NODE AFTER NODE THAT HAS VALUE NUM

SET PTR = START



START, PTR



START

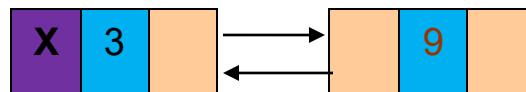
PTR

SET NEW\_NODE -> NEXT = PTR -> NEXT

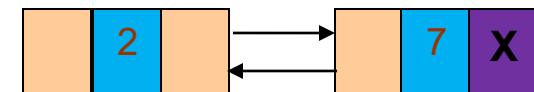
SET PTR -> NEXT -> PREV = NEW\_NODE

PTR

PTR->NEXT



START



PTR->NEXT

SET PTR -> NEXT = NEW\_NODE

SET NEW\_NODE -> PREV = PTR

NEW NODE



START

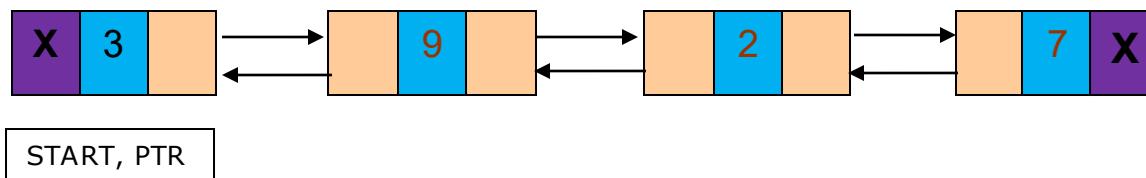
# DLL - INSERTING A NODE AFTER A GIVEN NODE

## ALGORITHM TO INSERT THE NODE AFTER A GIVEN NODE IN THE DOUBLY LINKED LIST

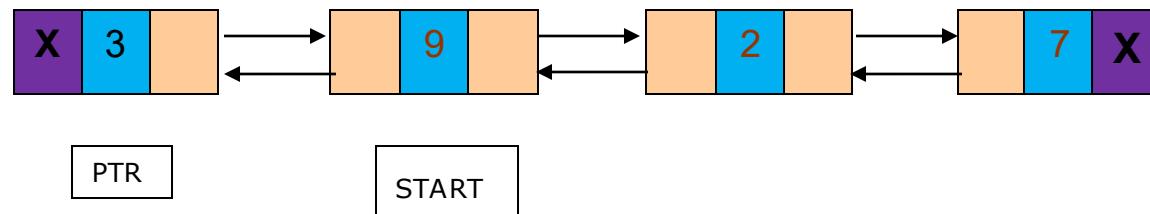
```
Step 1: IF AVAIL = NULL, then
        Write OVERFLOW
        Go to Step 11
    [END OF IF]
Step 2: SET NEW_NODE = AVAIL
Step 3: SET NEW_NODE -> DATA = VAL
Step 4: SET PTR = START
Step 5: Repeat Steps 6 while PTR -> DATA != NUM
Step 6:           SET PTR = PTR -> NEXT
    [END OF LOOP]
Step 7: SET NEW_NODE -> NEXT = PTR -> NEXT
Step 8: SET PTR -> NEXT -> PREV = NEW_NODE
Step 9: SET PTR -> NEXT = NEW_NODE
Step 10: SET NEW_NODE -> PREV = PTR
Step 11: EXIT
```

# DLL - DELETING THE FIRST NODE

SET PTR = START

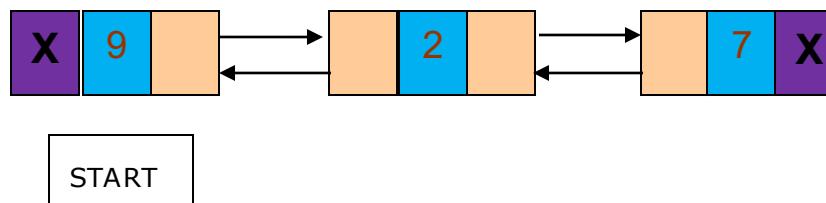


SET START = START -> NEXT



SET START -> PREV = NULL

FREE PTR



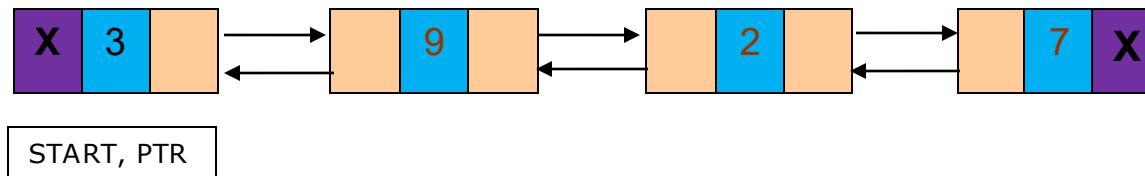
# DLL - DELETING THE FIRST NODE

## ALGORITHM TO DELETE THE FIRST NODE FROM THE DOUBLY LINKED LIST

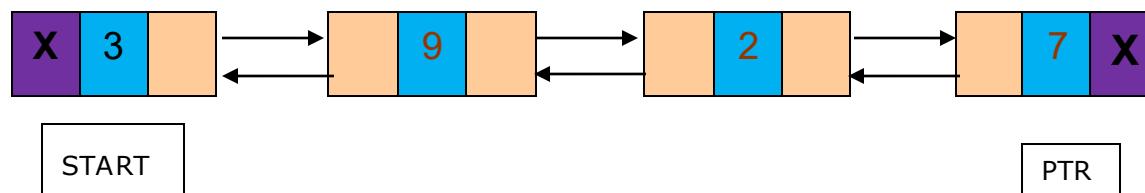
```
Step 1: IF START = NULL, then
        Write UNDERFLOW
        Go to Step 6
        [END OF IF]
Step 2: SET PTR = START
Step 3: SET START = START -> NEXT
Step 4: SET START -> PREV = NULL
Step 5: FREE PTR
Step 6: EXIT
```

# DLL - DELETING THE LAST NODE

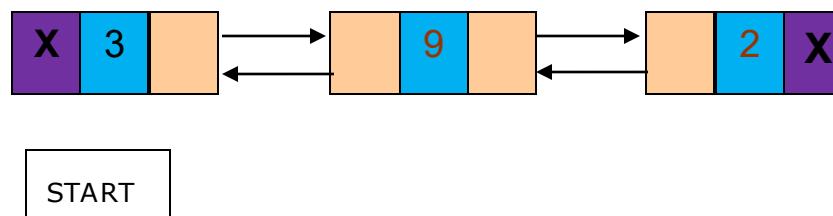
SET PTR = START



SET PTR -> PREV -> NEXT = NULL



FREE PTR



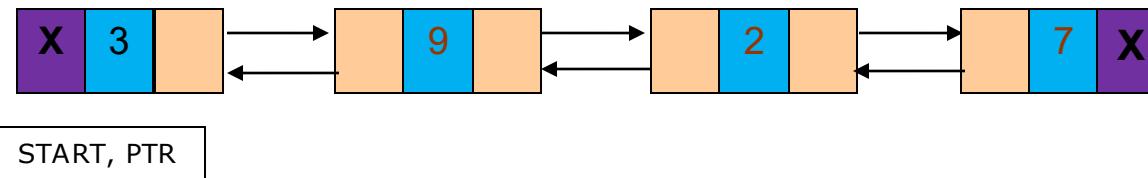
# DLL - DELETING THE LAST NODE

## ALGORITHM TO DELETE THE LAST NODE OF THE DOUBLY LINKED LIST

```
Step 1: IF START = NULL, then
        Write UNDERFLOW
        Go to Step 7
        [END OF IF]
Step 2: SET PTR = START
Step 3: Repeat Steps 4 while PTR -> NEXT != NULL
Step 4:           SET PTR = PTR -> NEXT
        [END OF LOOP]
Step 5: SET PTR -> PREV -> NEXT = NULL
Step 6: FREE PTR
Step 7: EXIT
```

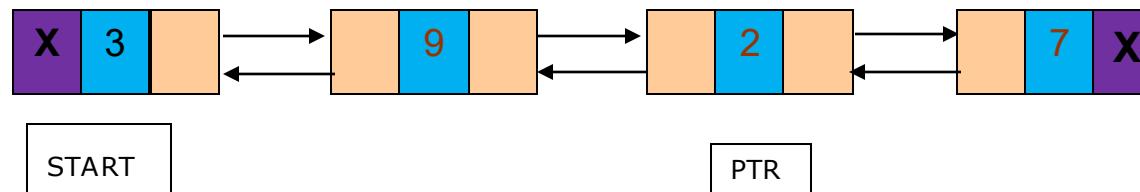
# DLL - DELETING THE NODE WHOSE VALUE IS NUM

SET SET PTR = START

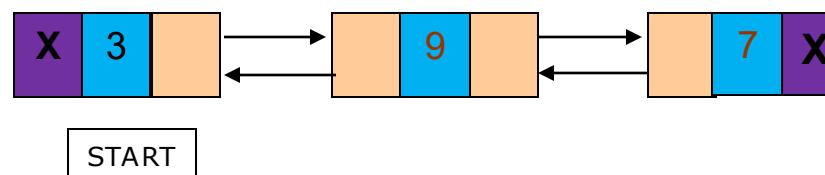


SET PTR -> PREV -> NEXT = PTR -> NEXT

SET PTR -> NEXT -> PREV = PTR -> PREV



FREE PTR



# DLL - DELETING THE NODE WHOSE VALUE IS NUM

**ALGORITHM TO DELETE THE NODE WHOSE VALUE IS NUM FROM THE DOUBLY LINKED LIST**

```
Step 1: IF START = NULL, then
        Write UNDERFLOW
        Go to Step 8
        [END OF IF]
Step 2: SET PTR = START
Step 3: Repeat Step 4 while PTR -> DATA != NUM
Step 4:           SET PTR = PTR -> NEXT
        [END OF LOOP]
Step 5: SET PTR -> PREV -> NEXT = PTR -> NEXT
Step 6: SET PTR -> NEXT -> PREV = PTR -> PREV
Step 7: FREE PTR
Step 8: EXIT
```

## SLL - INSERTING A NODE AT THE END

```
IF AVAIL = NULL, then  
    Write OVERFLOW  
[END OF IF]  
SET New_Node = AVAIL  
SET New_Node -> DATA = VAL  
SET New_Node -> Next = NULL  
SET PTR = START  
while PTR -> NEXT != NULL  
    SET PTR = PTR -> NEXT  
[END OF LOOP]  
SET PTR -> NEXT = New_Node  
EXIT
```

## DLL - INSERTING A NODE AT THE END

```
IF AVAIL = NULL, then  
    Write OVERFLOW  
[END OF IF]  
SET New_Node = AVAIL  
SET New_Node -> DATA = VAL  
SET New_Node -> Next = NULL  
SET PTR = START  
while PTR -> NEXT != NULL  
    SET PTR = PTR -> NEXT  
[END OF LOOP]  
SET PTR -> NEXT = New_Node  
SET NEW_NODE -> PREV = PTR  
EXIT
```

## SLL - DELETING A NODE AT THE END

IF START = NULL, then  
    Write UNDERFLOW  
[END OF IF]  
SET PTR = START  
while PTR -> NEXT != NULL  
    **SET PREPTR = PTR**  
    SET PTR = PTR -> NEXT  
[END OF LOOP]  
SET PREPTR -> NEXT = NULL  
FREE PTR  
EXIT

## DLL - DELETING A NODE AT THE END

IF START = NULL, then  
    Write UNDERFLOW  
[END OF IF]  
SET PTR = START  
while PTR -> NEXT != NULL  
    SET PTR = PTR -> NEXT  
[END OF LOOP]  
**SET PTR -> PREV -> NEXT =NULL**  
FREE PTR  
EXIT