

# *Data Structures*

## Doubly Linked List

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# The Node & Linked List data structures

```
struct Node {  
    int data;  
    Node* next;  
    // Pointer to SAME type  
    Node(int data) : data(data) {}  
};
```

```
class LinkedList {  
private:  
    Node *head { };  
    Node *tail { };  
    int length = 0;  
};
```

- Different data structuring **design choices** will impact your code
  - Time & Memory Speed
  - Data assumption (e.g. data reversed)
  - Code simplicity!

```
class LinkedList {  
private:  
    Node *head { };  
};
```

# Doubly Linked List

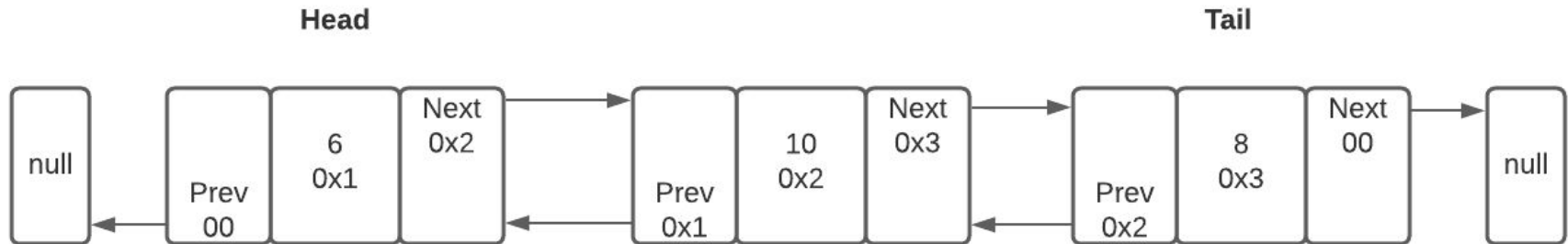
- Our node now has also a pointer to the **previous node**!
- This means we can move forward & backward easily!

```
struct Node {  
    int data { };  
    Node* next { };  
    Node* prev { }; // Previous node!  
  
    Node(int data) : data(data) {}  
  
    void set(Node* next, Node* prev) {  
        this->next = next;  
        this->prev = prev;  
    }  
}
```

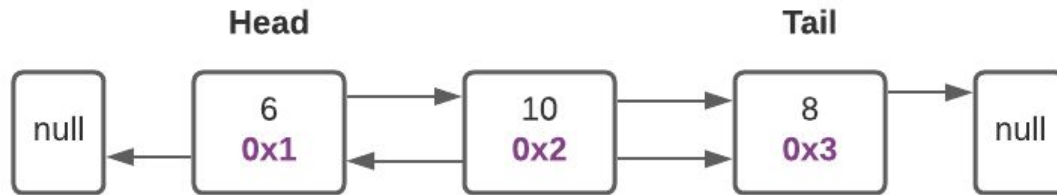
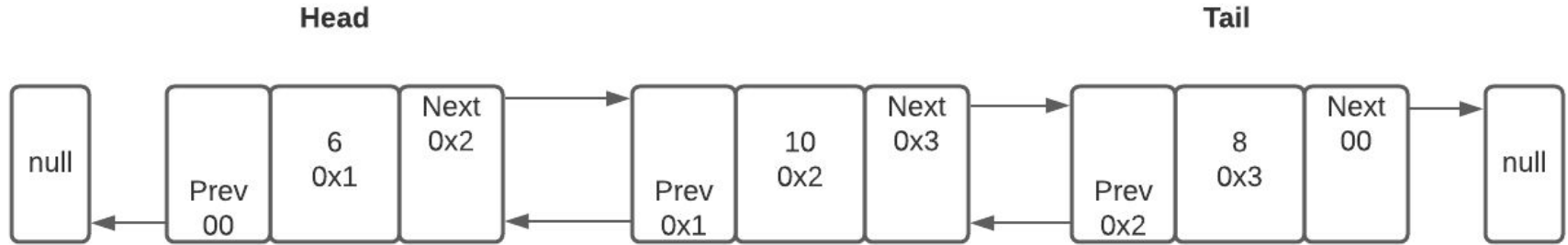
# Let's visualize

- We have 3 nodes, first is head and last is tail
- In **SLL**, node (6) is connected (with next) to node (10)
  - node1->next is node2
- In **DLL**, node (10) is connected (with previous) to node (6)
  - node2->prev is node 1
- Head has no previous (null) and tail has no next (null)

```
struct Node {  
    int data { };  
    Node* next { };  
    Node* prev { };  
};
```



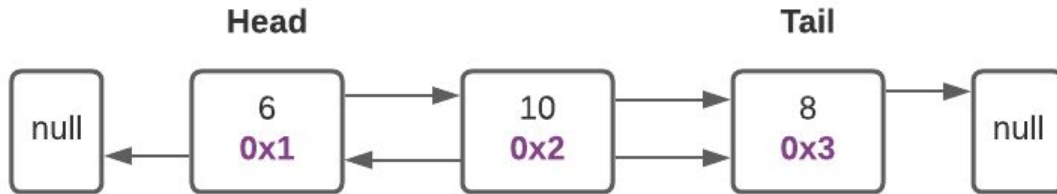
# Let's simplify drawing



# Print reversed

- Now we can go both forward and backward

```
void print_reversed() {  
    for (Node* cur = tail; cur; cur = cur->prev)  
        cout << cur->data << " ";  
    cout << "\n";  
}
```



# Why?!

- In many scenarios, we need to get the previous node!
- We can easily get this node in  $O(n)$ !
- With previous connection, we can have it in  $O(1)$
- **In return**, you have to maintain **data integrity** for this added pointer!
  - Minor concern: It takes more space (another pointer)

*“Acquire knowledge and impart it to the people.”*

*“Seek knowledge from the Cradle to the Grave.”*