Data Structures DLL Insertion

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Insert end

```
void insert end(int value) {
    Node* item = new Node(value);
    add node(item);
    if (!head)
        head = tail = item;
    else {
        link(tail, item);
                                                 Head
        tail = item;
                                                  6
                                         null
    debug verify data integrity();
                                                  0x1
```

```
void link(Node* first, Node*second) {
   if(first)
      first->next = second;
   if(second)
      second->prev = first;
}
Head Tail
```

0x2

0x3

Insert front

```
Head
                                                                          Tail
void insert front(int value) {
    Node* item = new Node(value);
                                               6
                                                              10
                                                      null
                                                                                   null
                                                              0x2
                                                                          0x3
                                              0x1
    add node(item);
    if (!head)
         head = tail = item;
                                                   Head
                                                                            Tail
    else {
                                                                10
         link(item, head);
                                           null
                                                                                     null
                                                    0x1
                                                                0x2
                                                                            0x3
         head = item;
    debug_verify_data_integrity();
```

Insert Sorted

Same logic as homework problem!

```
void insert sorted(int value) {
    if (!length || value <= head->data)
        insert front(value);
    else if (tail->data <= value)</pre>
        insert end(value);
    else {
        // Find the node I am less than. Then I am before it
        for (Node *cur = head; cur; cur = cur->next) {
            if (value <= cur->data) {
                embed after(cur->prev, value);
                break;
```

Insert Sorted

- Given 3 nodes: before, middle and after, we can easily link them!
 - Observe: link function makes our life easier (code and logic)

```
void embed_after(Node* node_before, int value) {
    // Add a node with value between node and its next
    Node* middle= new Node(value);
    ++length;
    debug_add_node(middle);

    Node* node_after = node_before->next;
    link(node_before, middle);
    link(middle, node_after);
}
```

Debugging

- The print now changed to show next/prev
- Verify function make sure u can go forward/backward

X	<= [1]	=>	2	head
1	<= [2]	=>	3	
2	<= [3]	=>	4	
3	<= [4]	=>	5	
4	<= [5]	=>	6	
5	<= [6]		X	tail

"Acquire knowledge and impart it to the people."

"Seek knowledge from the Cradle to the Grave."