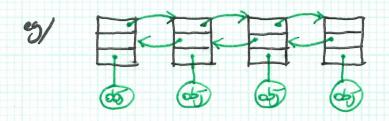
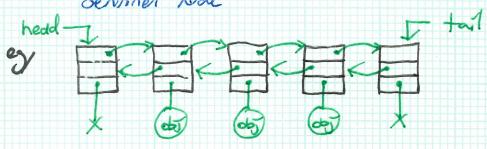
\*SENG 2200 - Deta Structures Ravision & Homework.

PHY Create the following 3 structures in Java

a) Doubly-Linked Liot - Just an Ordinary Doubly
Linked List; the payboad (or data) can be
whatever you like, int, Object, etc....
This is more about the structure than the
content



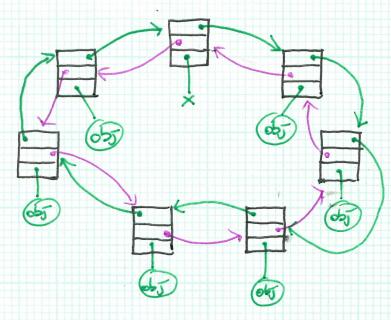
b) Doubly-Linked List of Sentinel - much the same a previous, Just now with a that head 4 tail sentinel node head I tail



\*Remember, the Sentinel have so pay bad

Continued 7

c) Circular Doubly-Linked List of Sentinal -a more interesting strature...



It while this I look scarey its nothing more than a bombly-Linked List, who's head it tail simply point to the same sentimed node

## \* hints at tips

Ly Remembe to properly initialize there; esp. in the case of sentines.

Ly Write your nock class right, & it will work for all three examples...

Continued 7

## 4) example Nock UML:

Node
- Node prev
- Node next
- Object data
+ Node ()
+ Node getPrev()
+ Node getNext()
+ setNext (Object)
(+ set Prev (Object)

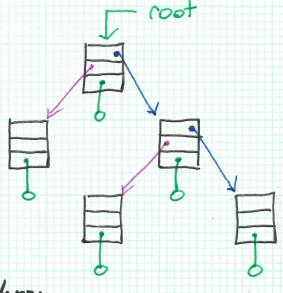
tood why the type Object because its easy he this example.

47 And then you'll just need to write the List dayes that use the Mode; like

DLLiot	XIII leave	CDLList
- Node head	some of this	- Node Sentinel
- Nocle tail	for you to	- Node current
- Node Current	figure out	• • • • • • • • • • • • • • • • • • • •
:		
•		
+ boden DEmptyC)		+ boolen is Empty()
	a	

\* Stuff to think about:

47 What About a TREE?



to implement things like

- -> A JEST STACK
- > A QUEUE
- 7 etc.

\* This this will be useful when you get to Interfaces.

HAPPY CODING =)