单向和双向链表

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大纲

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 - 链表有哪些使用场景?
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介绍链表

什么是链表?

一个链表(linked list)由一列顺序节点组成,每个节点带有数据,同时指向下一个节点。



链表使用场景

- •可以作为列表List、队列(Queue)和栈(Stack)等数据 结构的底层实现。
- 可用于创建循环列表(circular lists)。
- 可以建模现实世界对象,例如火车。
- 可用于分离链接法(separate chaining), 在某些哈希表实现中,用于解决哈希冲突问题。
- 用于图的邻接表(adjacency lists)实现。

术语

头节点: 链表中的第一个节点

尾节点: 链表中的最后一个节点

指针Pointer: 对其它节点的引用

节点Node: 一个包含数据和指针的对象



单向 vs 双向链表

单向链表中的节点,仅具有指向下一个节点的引用。在具体实现中,通常需要维护一个指向头head节点的引用和一个指向尾tail节点的引用,用于快速添加或者移除节点。



双向链表中的节点,同时具有指向下一个和前一个节点的引用。在具体实现中,通常需要维护一个指向**头head**节点的引用和一个指向**尾tail**节点的引用,用于从链表的两端快速添加或者移除节点。

单向和双向链表的利弊

利

单向 链表

使用内存少

实现更简单

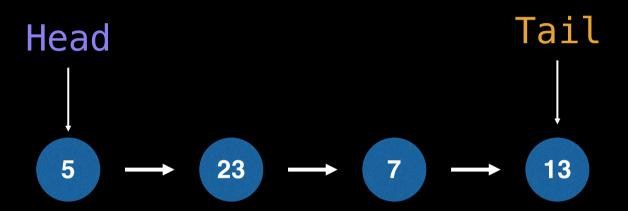
无法简单访问前一个元素

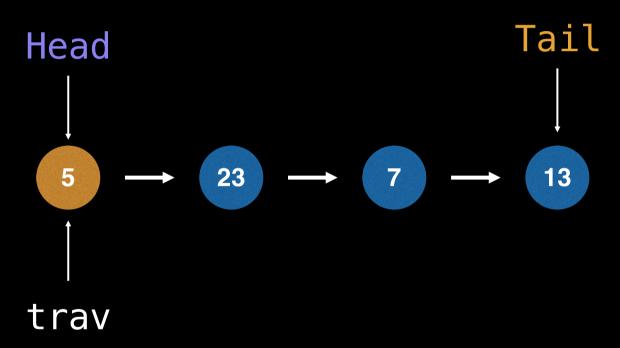
双向链表

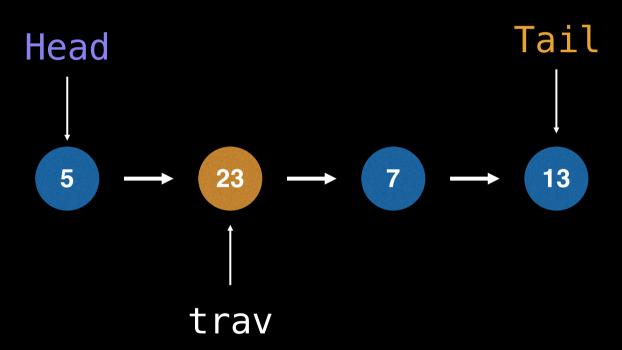
可以反向遍历

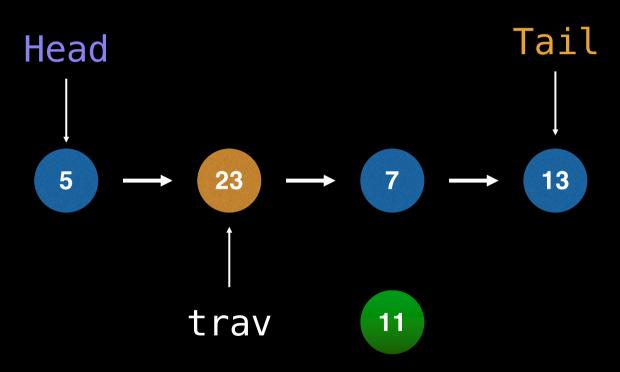
需要两倍内存

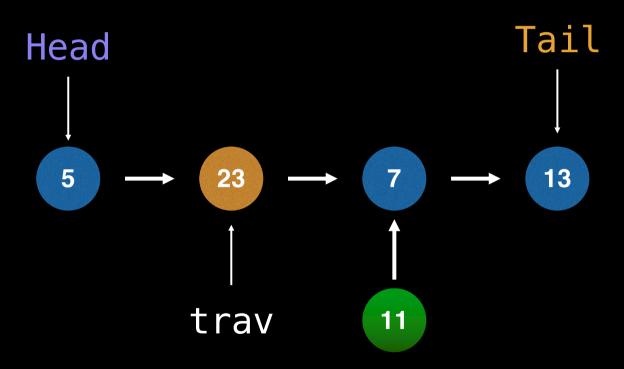
实现细节

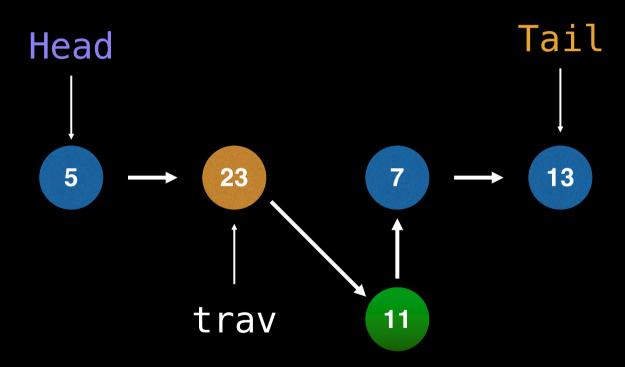


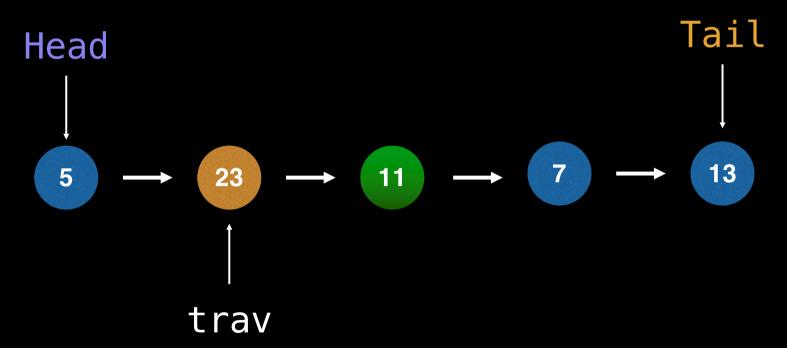


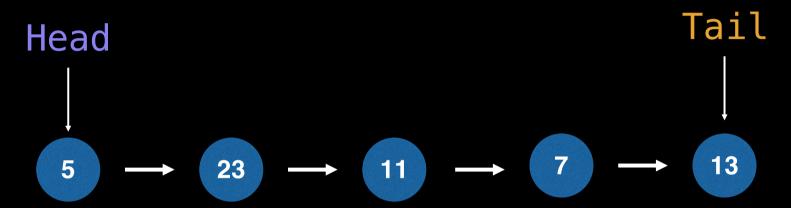


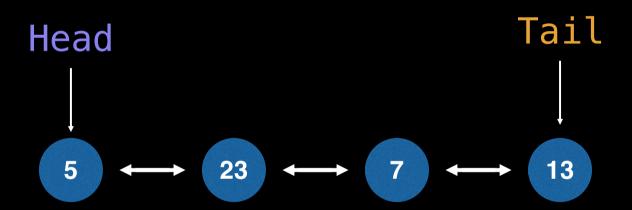


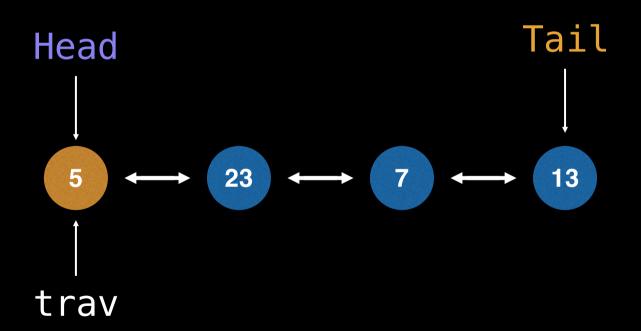


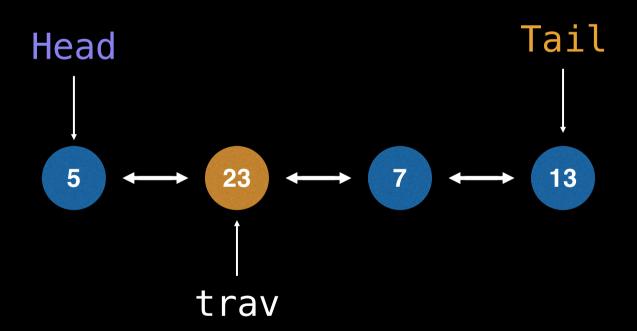


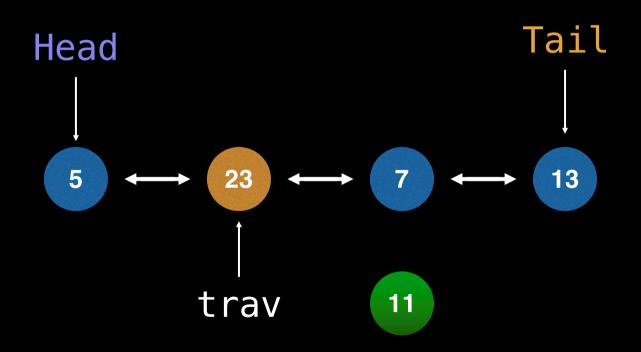


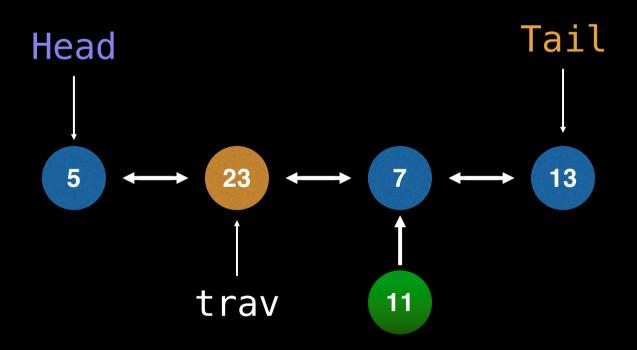


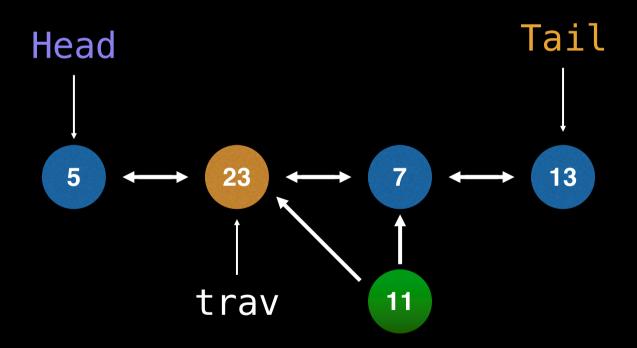


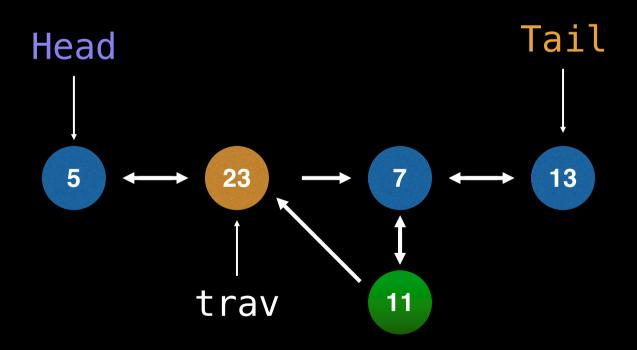


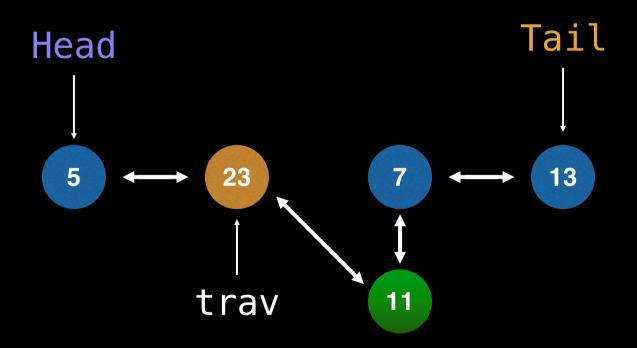


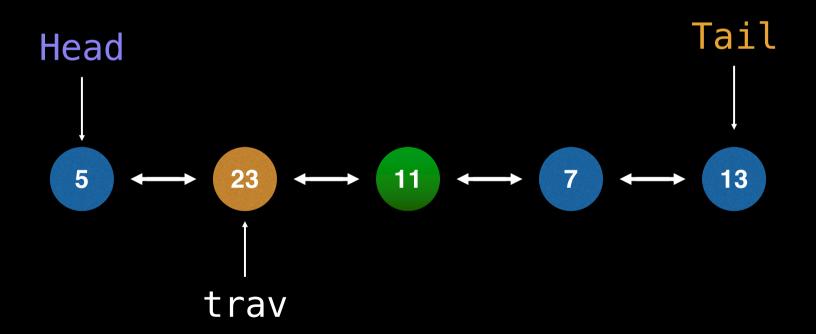


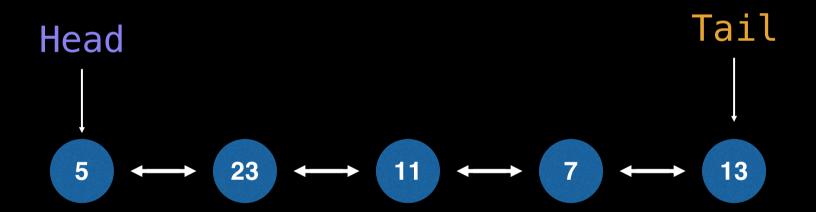


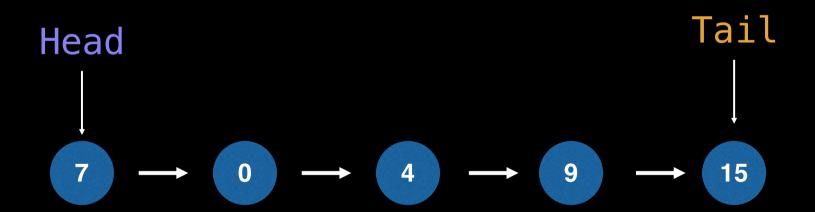


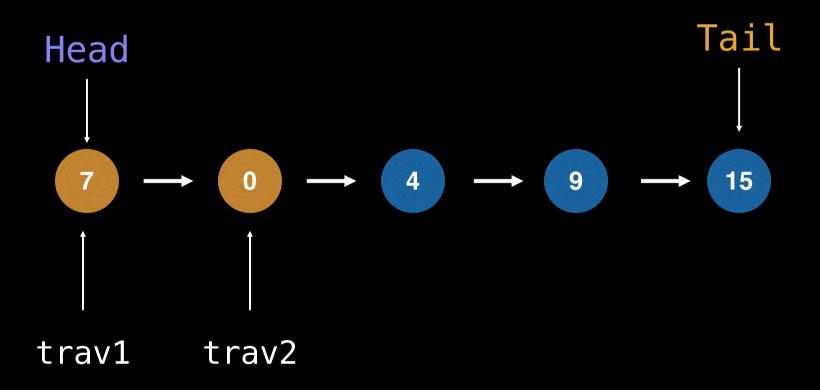


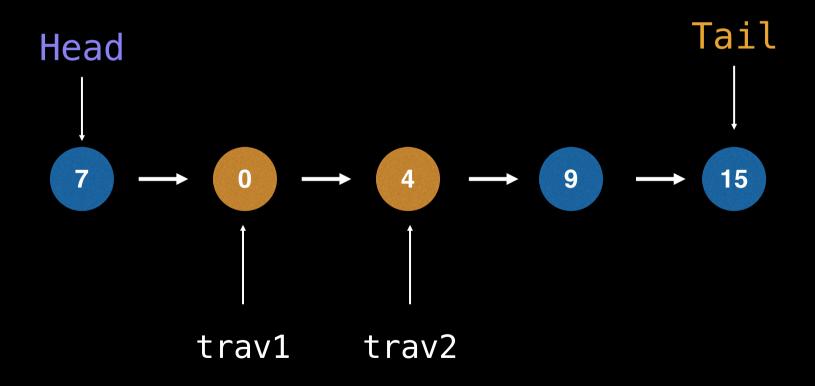


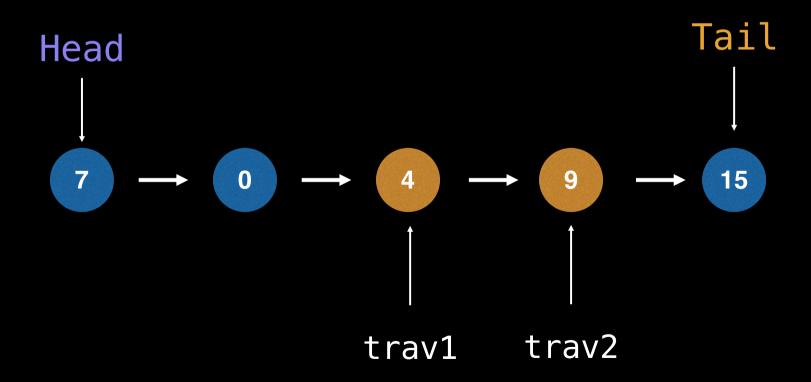


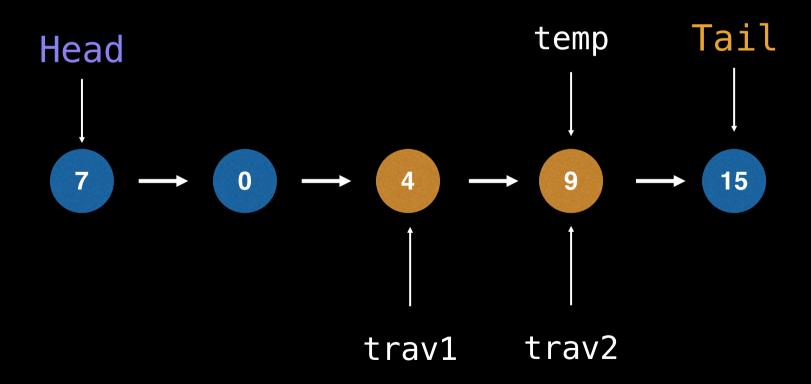


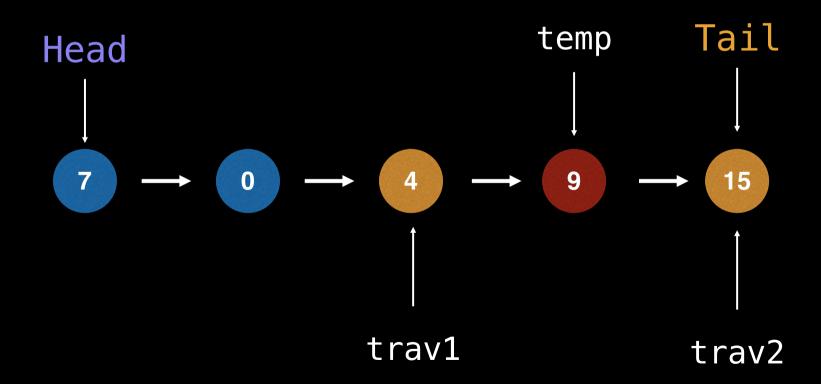


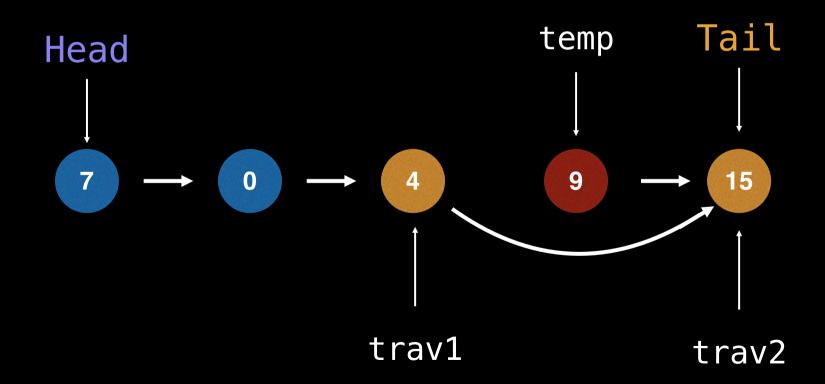


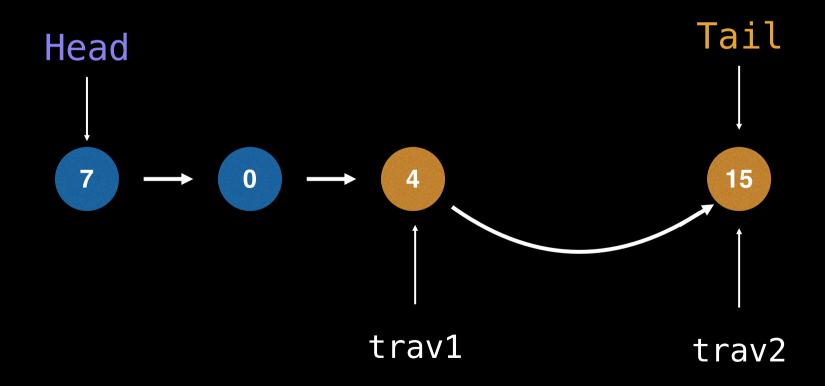


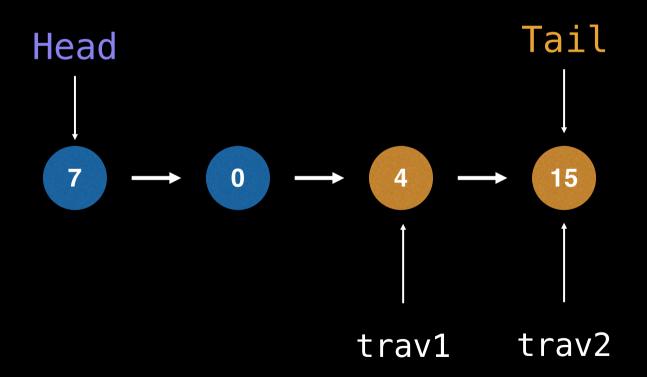




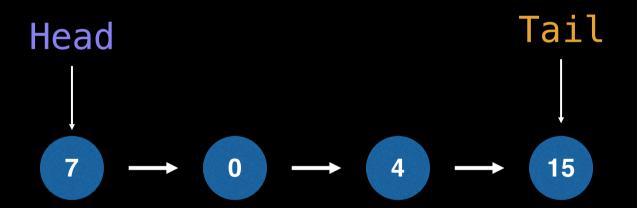


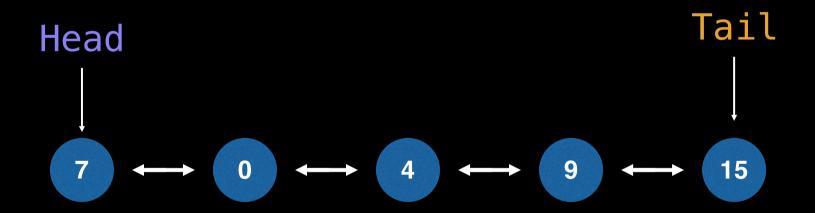


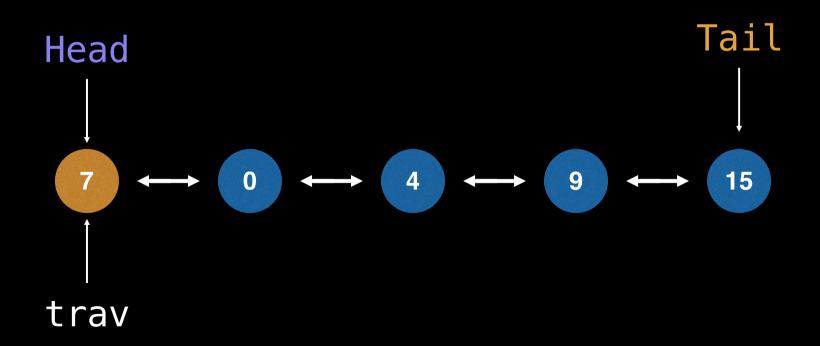


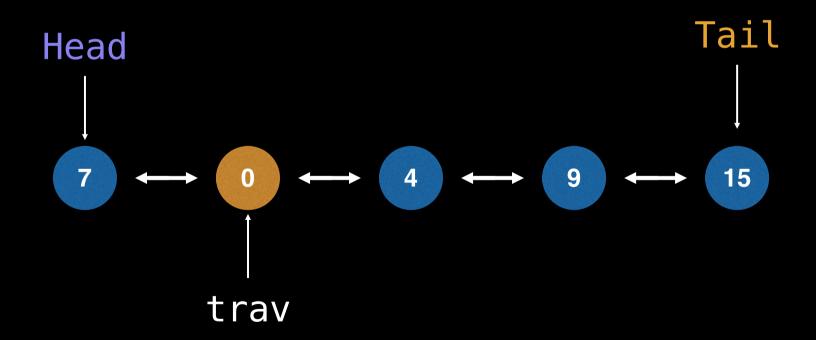


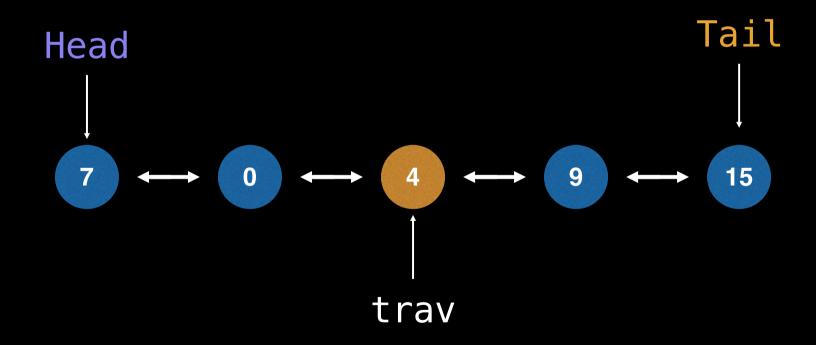
从单向链表中移除节点

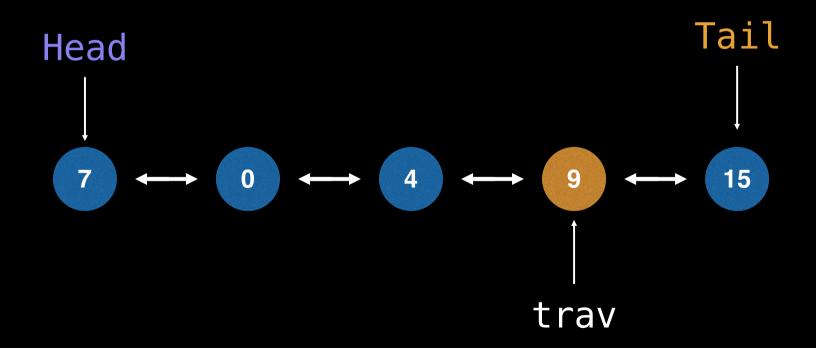


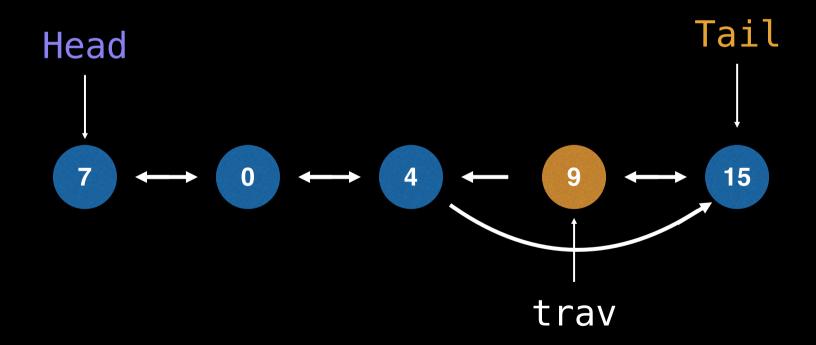


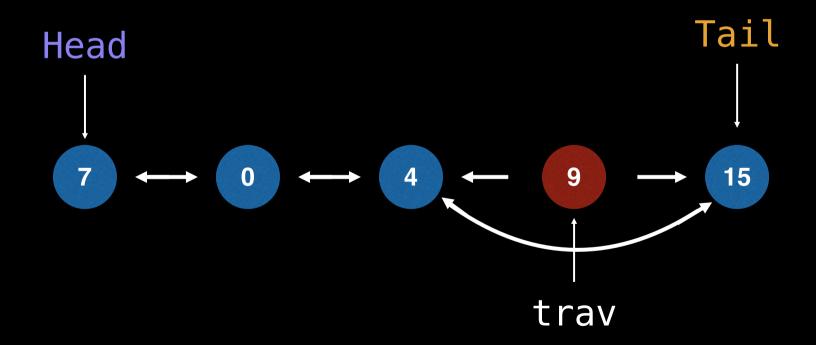


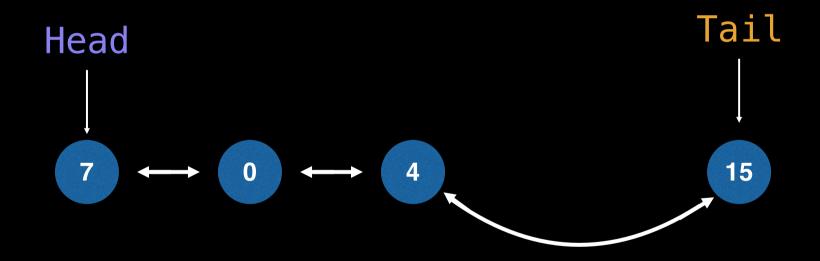


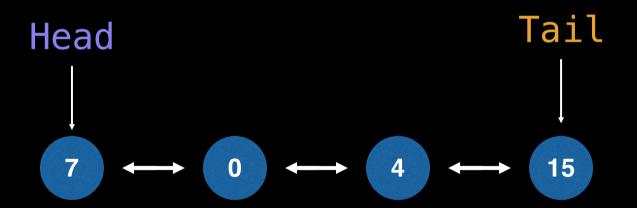












复杂度分析

复杂度

单向链表

双向链表

查找	0(n)	0(n)
头部插入	0(1)	0(1)
尾部插入	0(1)	0(1)

复杂度

单向链表

双向链表

头部移除	0(1)	0(1)
尾部移除	0(n)	0(1)
中间移除	0(n)	0(n)