

Diff b/w Array & L.L?

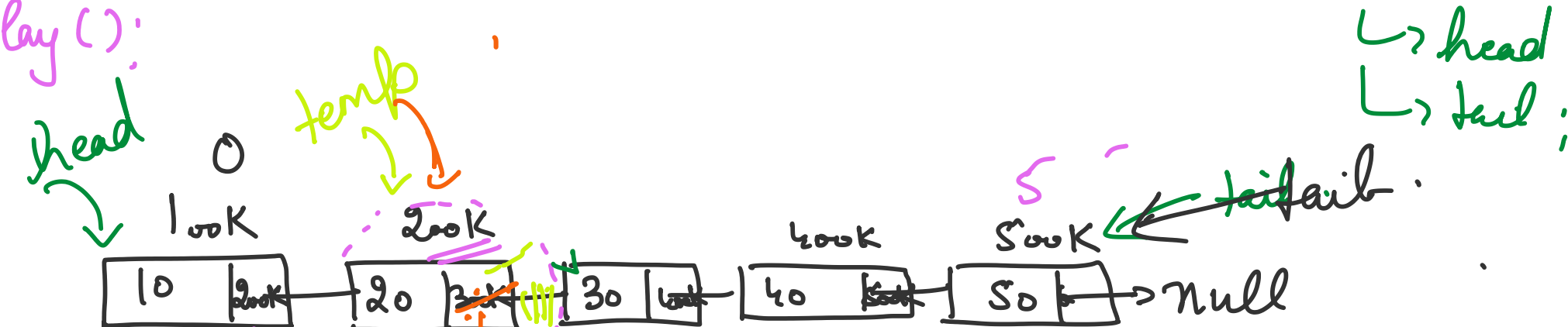
```
private class Node {
    int data;
    Node next;
    Node prev;
}

Node head;
Node tail;
int size;
```

```

Size();
isEmpty();
addFirst(data);
addLast(data);
addAt(int index, int data);
getNodeAt(int index);
getFirst();
getLast();
getAt(int index);
removeFirst();
_____ Last()
_____ At();
_____

```



addFirst \rightarrow
Node \rightarrow
 \hookrightarrow head
Size++

```
getNodeAt (int index) {
    int Counter = 0;
    Node temp = head;
    while (Counter < index) {
        temp = temp->next;
        Counter++;
    }
    return temp;
}
```

```
getAt (int index) {
```

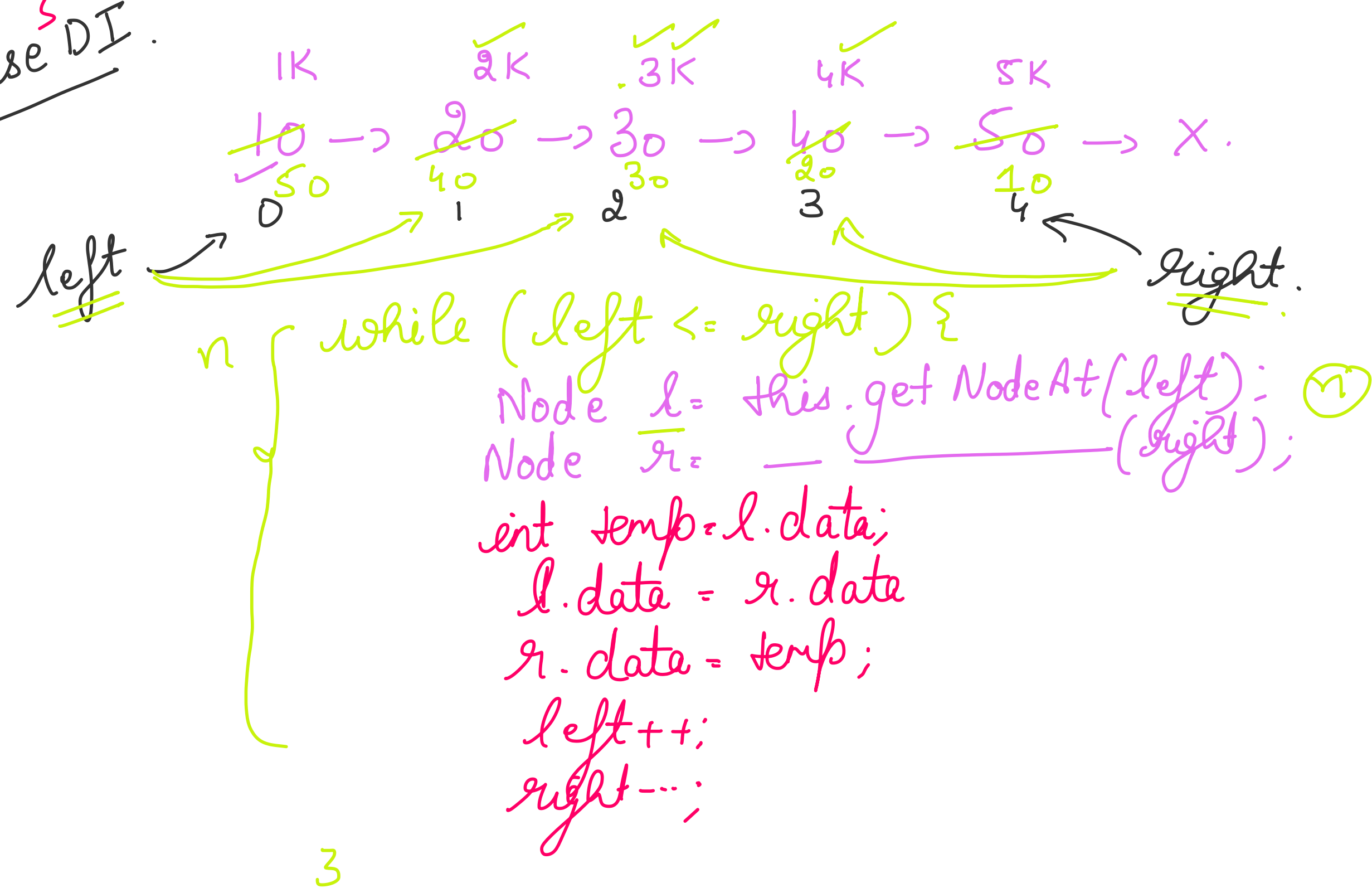
```
getNodeAt(under-1);
Node -
```

```
Node n = new Node(nulldata, this.head);  
this.head = n;  
if (this.isEmpty()) {  
    this.tail = n;  
    this.head = n;  
} else { tail.next = n; this.tail = n; }  
size++;
```

```
getFirst();  
getlast();  
getAt();
```

RemoveFirst()
RemoveLast();
RemoveAt();

Reverse DI ³



Reverse PT



```
Node prev = this.head;
Node curr = prev.next;
```

```

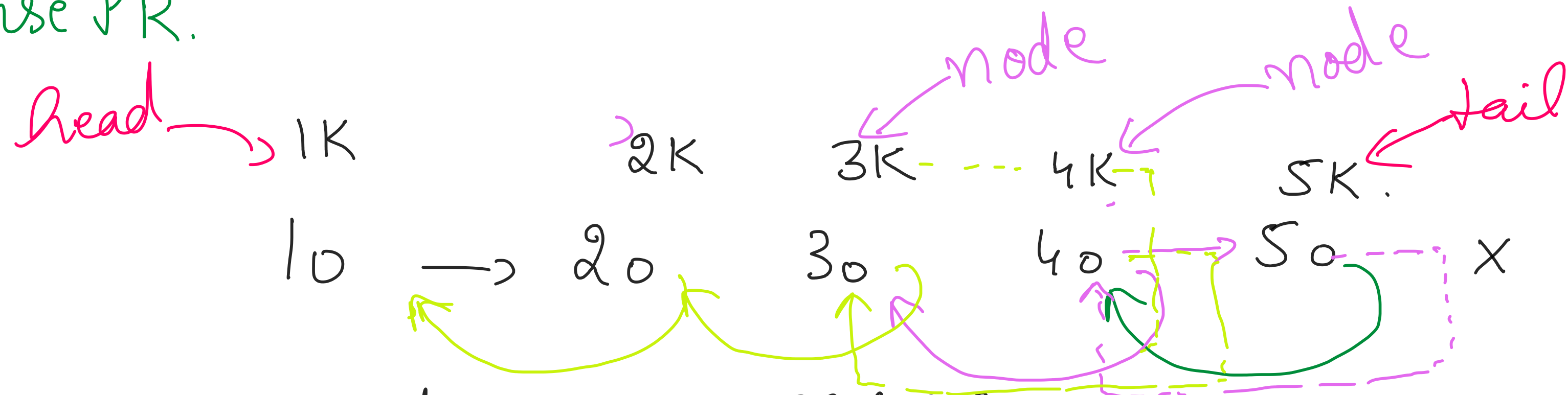
while (curr != null) {
    Node tempPrev = prev;
    Node tempCurr = curr;
    { prev = curr;
      curr = curr.next;
      tempCurr.next = tempPrev;
    }
}

```

3.

```
Node temp = this.head;
this.head = this.tail;
```

Reverse PR.



```
public void reversePR() {  
    this.reversePR(this.head);  
}
```

= { swap head and tail
tail.next = null;

3

```
public void reversePR(Node node) {  
    if (node == this.tail) {  
        return;  
    }  
    reversePR(node.next);  
    node.next.next = node;  
}
```

3

Q=> Reverse PR

3K
↑
2K
↑
1K
node