

Lab Eight: The Deque Data Structure

October 30, 2018

Introduction

A double-ended queue, called a *deque* (pronounced “deck”), is a list data structure that allows insertions and deletions at both ends of the list. No insertions or deletions are allowed in the middle of the list. Here is a possible interface for a deque data structure:

```
public interface Deque<E> {  
  
    public void addFirst(E element);  
    public E removeFirst();  
    public E getFirst();  
    public boolean removeFirstOccurrence(Object obj);  
    public void addLast(E element);  
    public E removeLast();  
    public E getLast();  
    public boolean removeLastOccurrence(Object obj);  
}
```

Doubly-Linked Lists

A doubly-linked list is a generalization of the linked list data structure that consists of a data field and *two* link fields: *previous* and *next*:

```
private static class DNode<E> {  
  
    private E data;  
    private DNode<E> previous;  
    private DNode<E> next;  
  
    public DNode(E data, DNode<E> previous, DNode<E> next) {  
        this.data = data;  
        this.previous = previous;  
        this.next = next;  
    }  
  
    public DNode(E data) {  
        this(data, null, null);  
    }  
}
```

```
    public DNode() {  
        this(null, null, null);  
    }  
}
```

This allows you to create linked lists which can be traversed in either direction. One advantage over singly-linked lists is that you don't need to know where the previous node is to delete the current node — you have a previous pointer in the current node that points to it.

The LinkedDeque Class

For this lab, you are to implement the `Deque` interface using a doubly-linked list. The class that implements the interface is to be called `LinkedDeque`. The `Deque` interface and skeleton code for the `LinkedDeque` implementation appears in the provided java source files. Study these files carefully. Complete the code by implementing the following methods:

1. `public void addFirst(E element);`
2. `public E removeFirst();`
3. `public E getFirst();`
4. `public boolean removeFirstOccurrence(Object obj);`
5. `public void addLast(E element);`
6. `public E removeLast();`
7. `public E getLast();`
8. `public boolean removeLastOccurrence(Object obj);`

Submission

lease submit your lab via Moodle by 11:55pm Friday, November 2.