

# Doubly Linked Lists

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# Why Doubly Linked Lists

## ◆ Why?

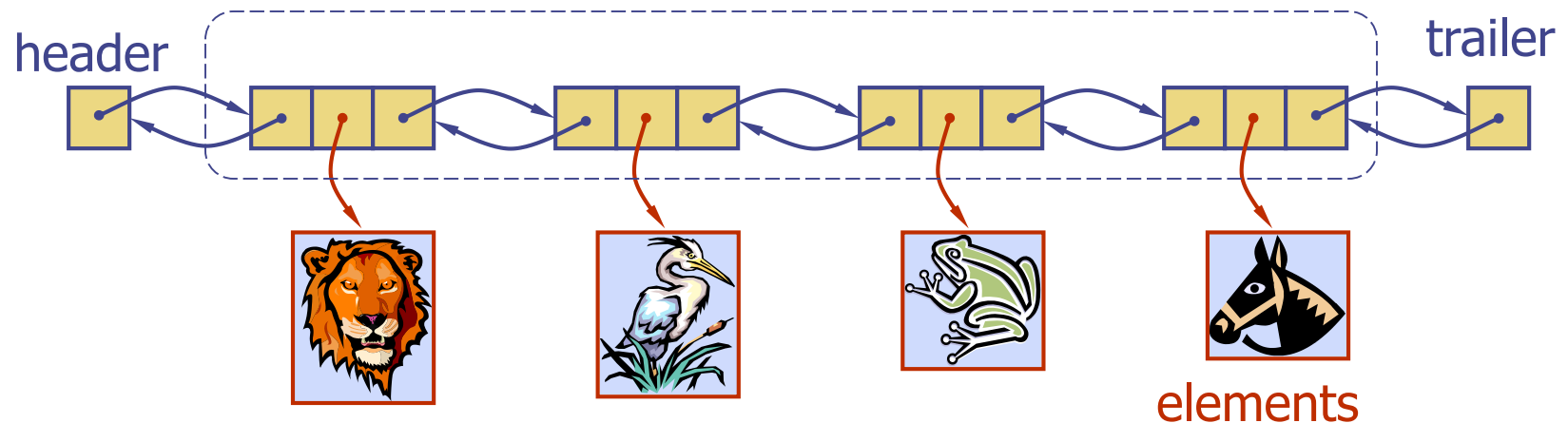
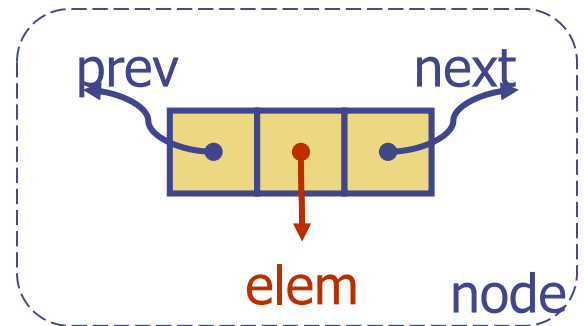
- To facilitate efficient insertion and removal at any positions

## ◆ How?

- By having two links pointing to the previous and the next nodes, respectively

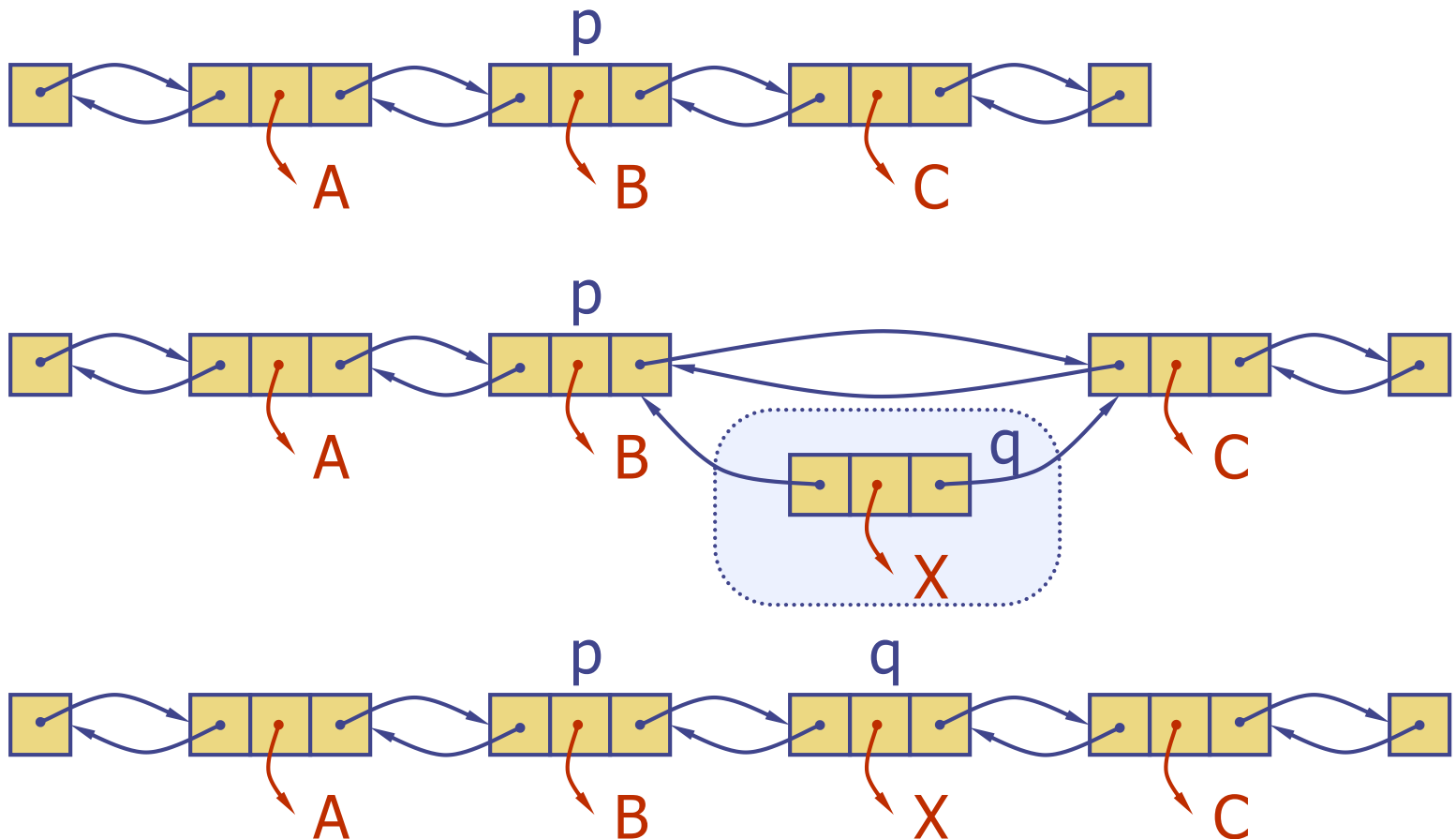
# Doubly Linked List

- ◆ A doubly linked list (DLL) allows us to traverse the list in either directions quickly.
- ◆ A node has the following fields
  - element
  - link to the previous node
  - link to the next node
- ◆ Special trailer and header nodes



# Insertion after a Node

◆ Operations of `insertAfter(p, X)`



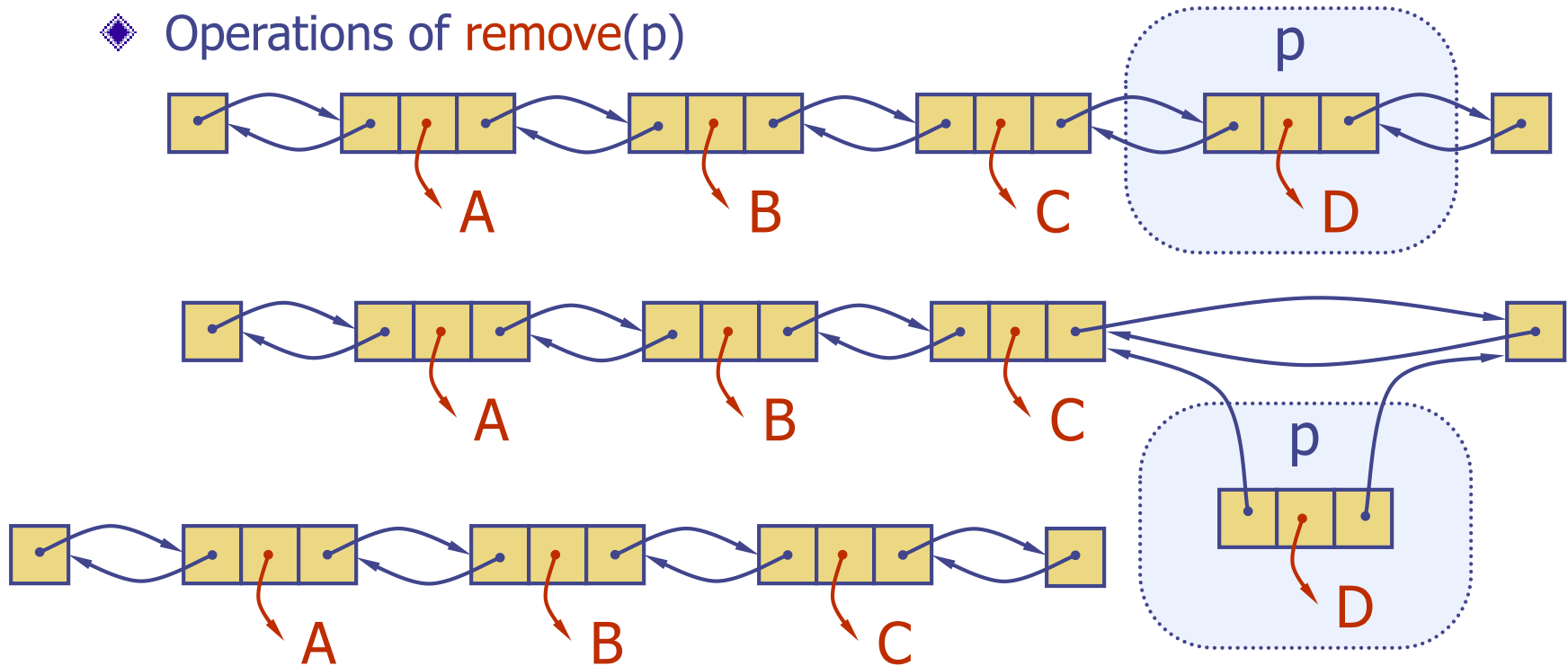
# Insertion before a Node

## ◆ Operations of `insertBefore(v, e)`

```
void DLinkedList::add(DNode* v, const Elem& e) {  
    DNode* u = new DNode; u->elem = e; // insert new node before v  
    u->next = v; // create a new node for e  
    u->prev = v->prev; // link u in between v  
    v->prev->next = v->prev = u; // ...and v->prev  
}
```

# Deletion

◆ Operations of **remove(p)**



```
void DLinkedList::remove(DNode* v) {  
    DNode* u = v->prev;           // remove node v  
    DNode* w = v->next;           // predecessor  
    u->next = w;                  // successor  
    w->prev = u;                  // unlink v from list  
    delete v;  
}
```

# Example of Generic DLL

◆ By using generic DLL, you can put any data of any types into the data part of a node.

- [Example](#)