



Operações em Deques Dinâmicas

Estruturas de Dados
Prof. David Buzatto

Estrutura da Deque

```
typedef struct no {  
    int valor;  
    struct no *proximo;  
} No;
```

```
typedef struct deque {  
    No *cabeca;  
    No *cauda;  
} Deque;
```

Inserir no Início

Memória



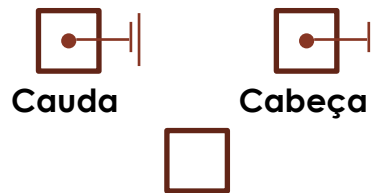
Representação Gráfica



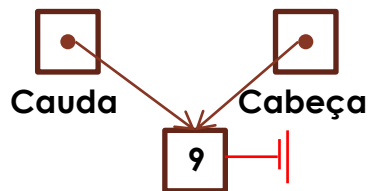
Inserir no Início

Memória

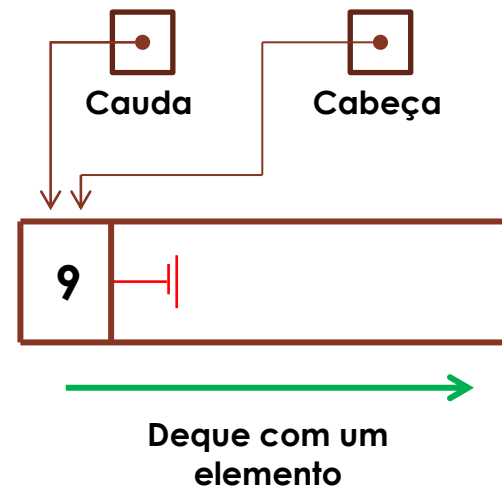
I



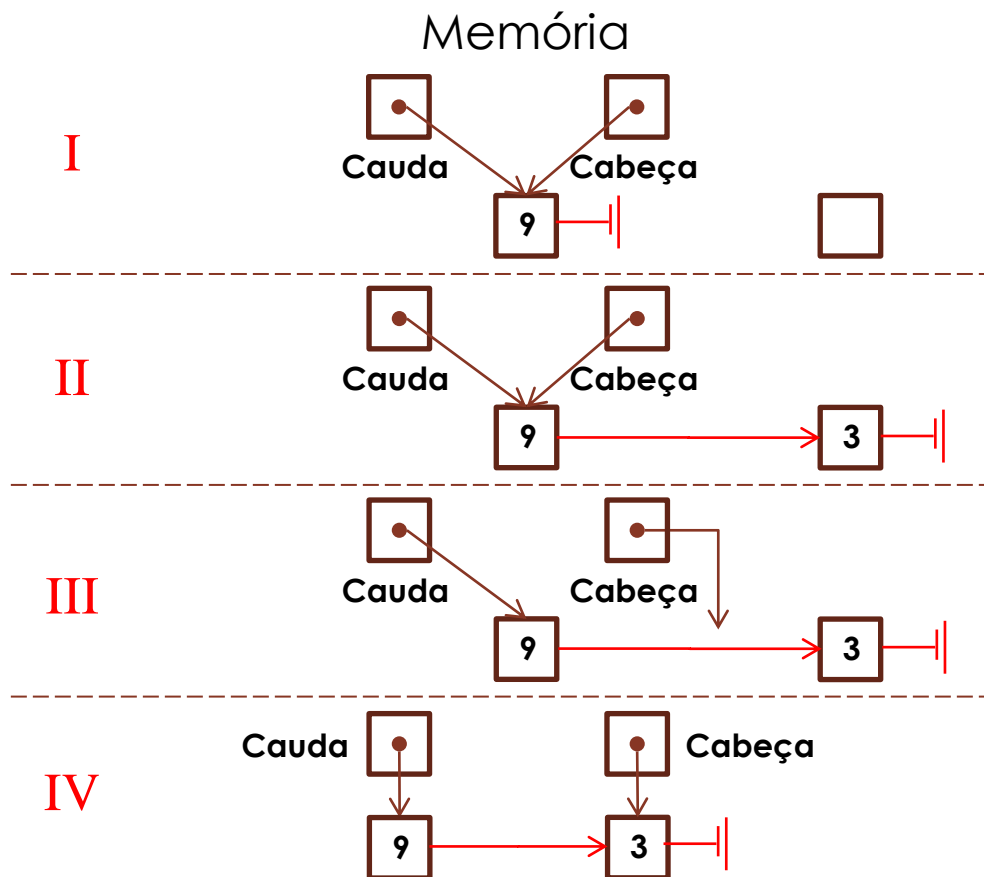
II



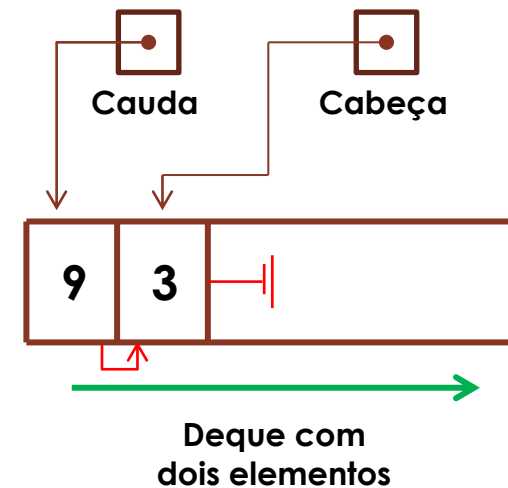
Representação Gráfica



Inserir no Início



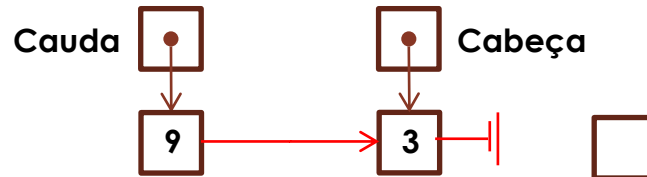
Representação Gráfica



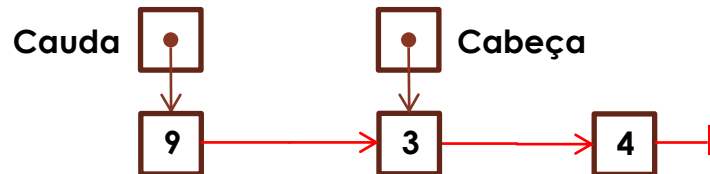
Inserir no Início

Memória

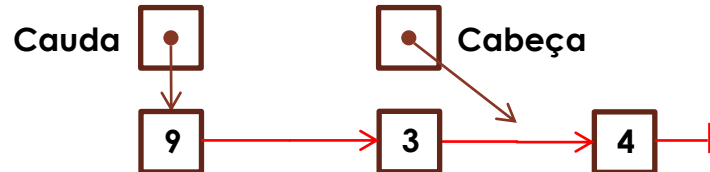
I



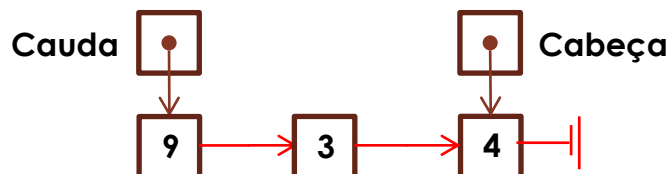
II



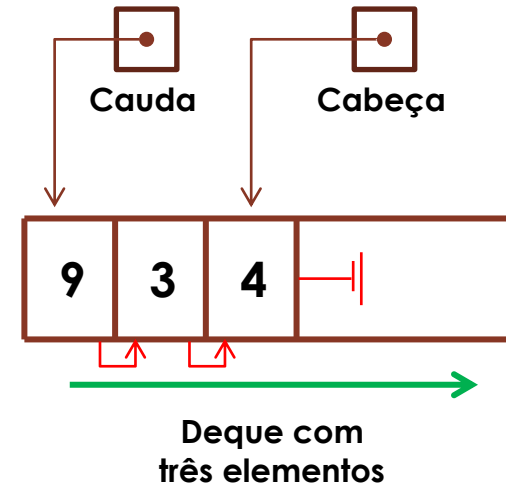
III



IV



Representação Gráfica



Inserir no Fim

Memória



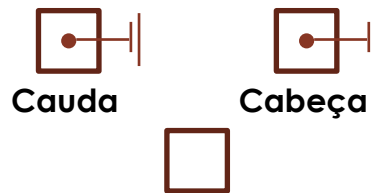
Representação Gráfica



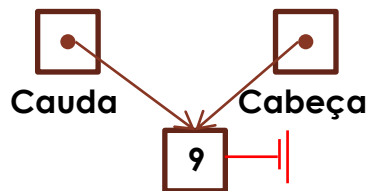
Inserir no Fim

Memória

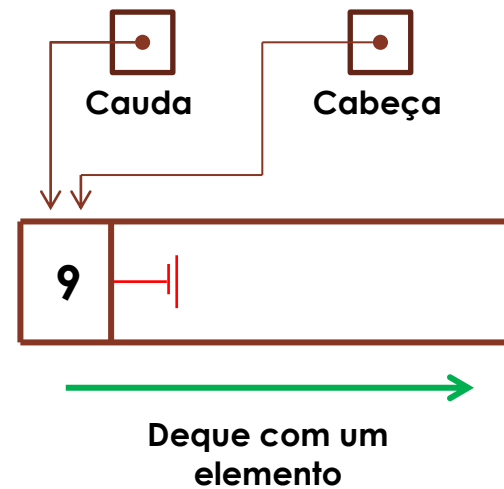
I



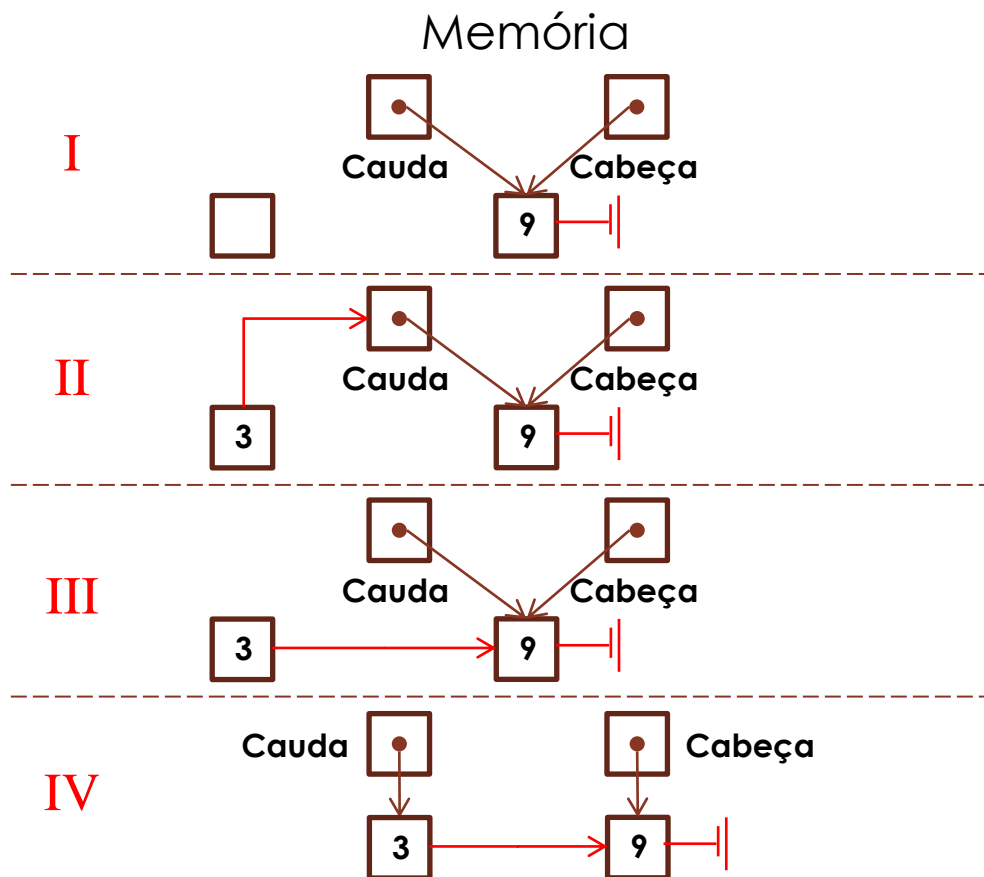
II



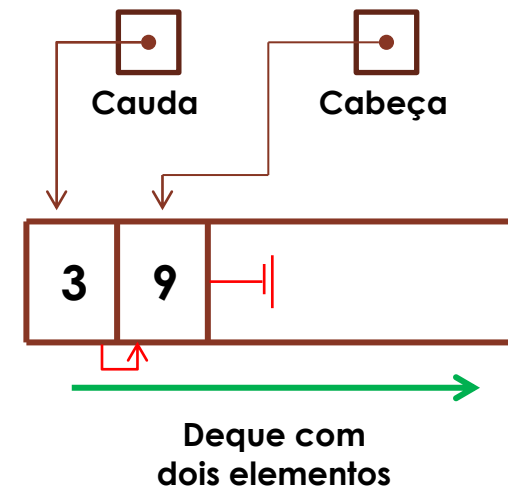
Representação Gráfica



Inserir no Fim



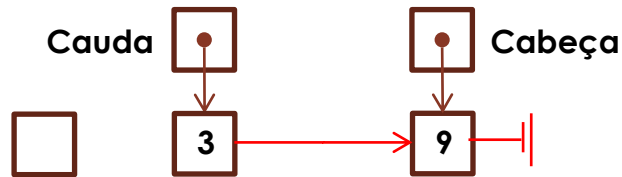
Representação Gráfica



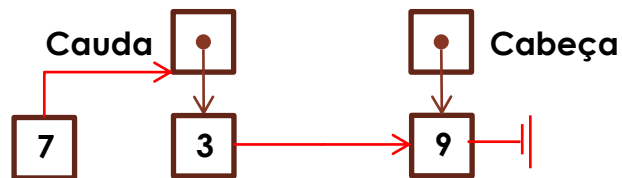
Inserir no Fim

Memória

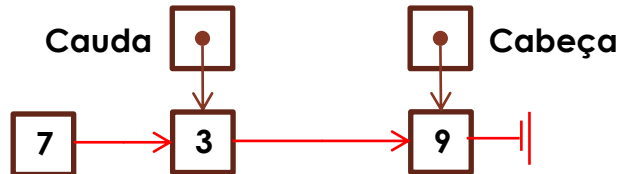
I



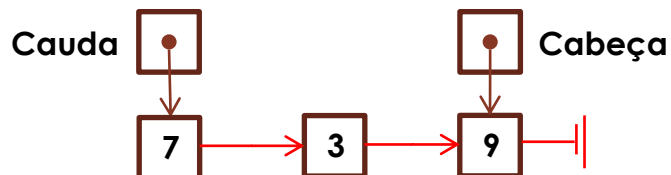
II



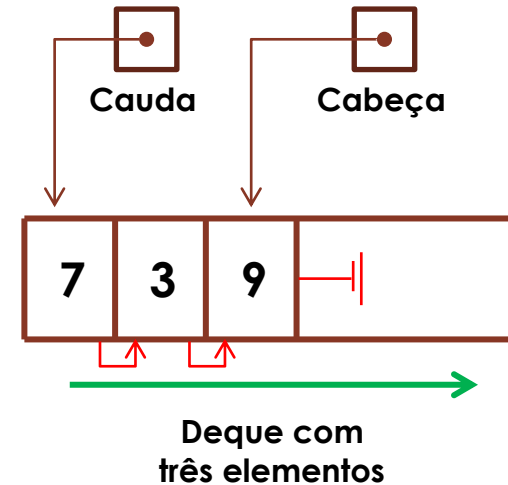
III



IV

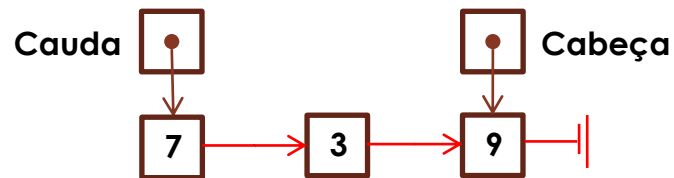


Representação Gráfica

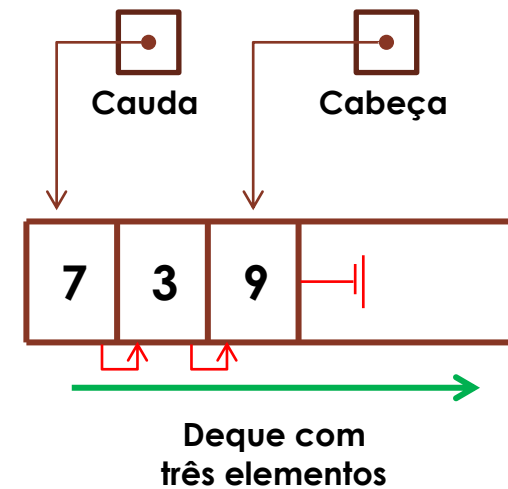


Remover do Início

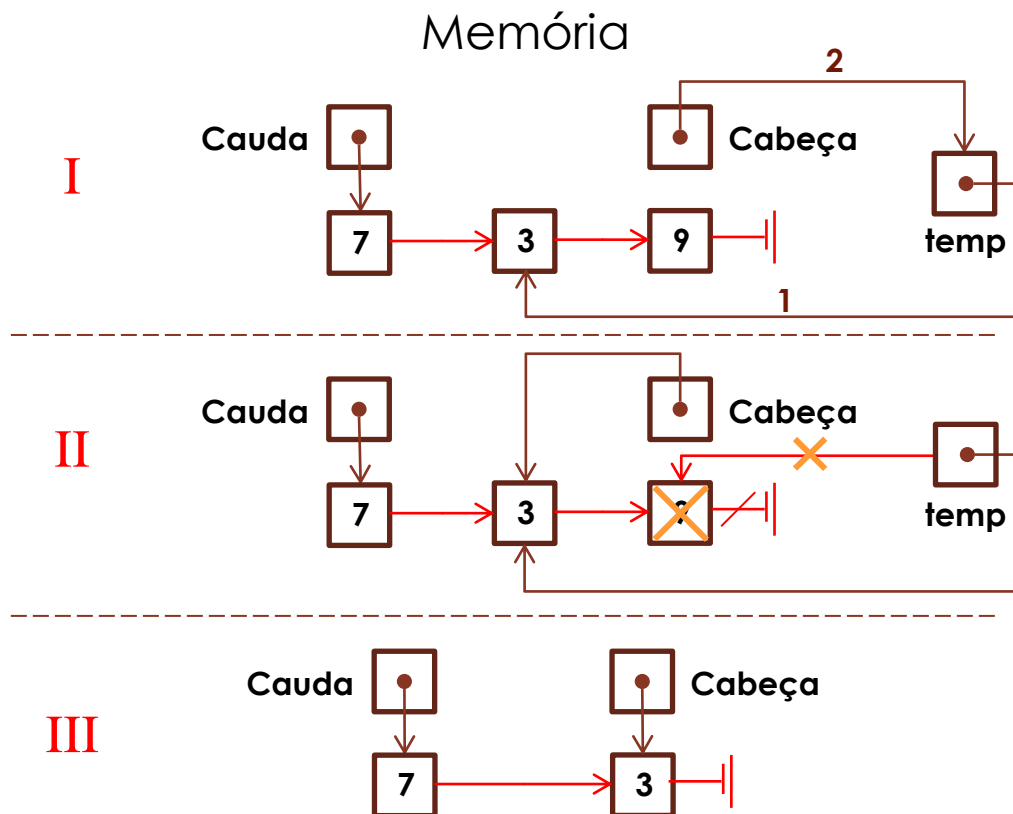
Memória



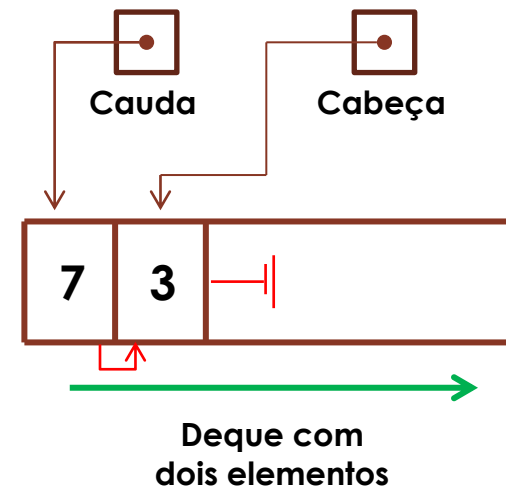
Representação Gráfica



Remover do Início

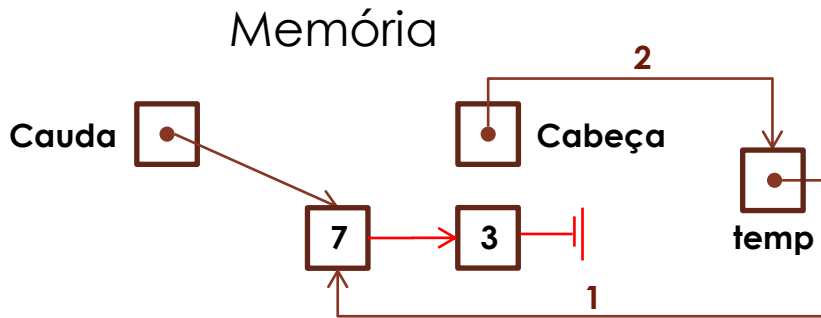


Representação Gráfica

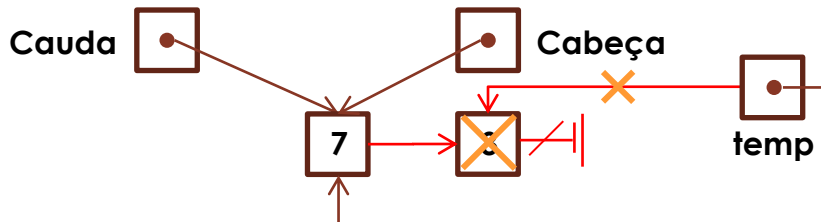


Remover do Início

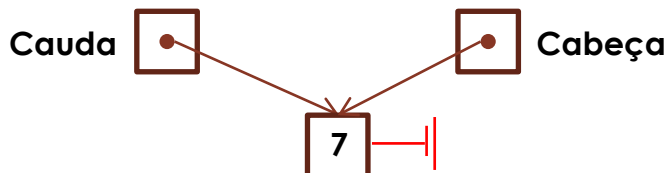
I



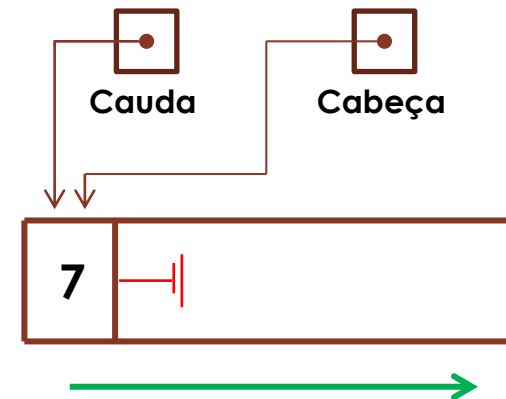
II



III



Representação Gráfica

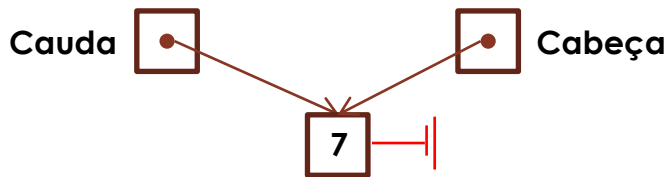


Deque com um elemento

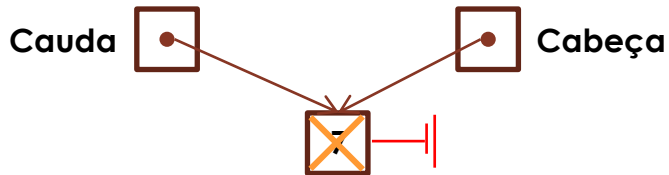
Remover do Início

Memória

I



II



III

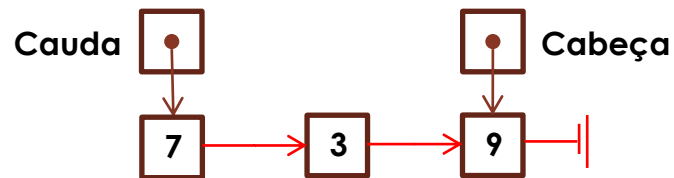


Representação Gráfica

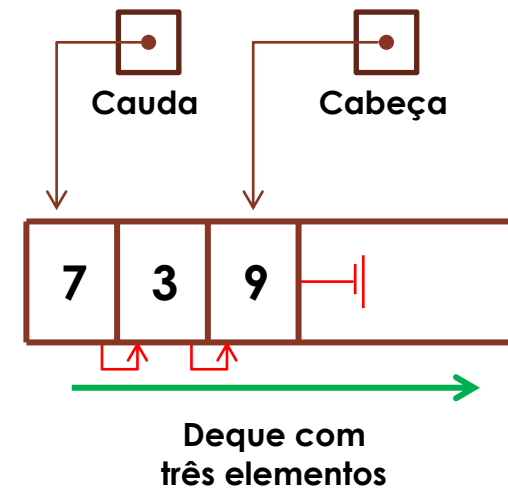


Remover do Fim

Memória



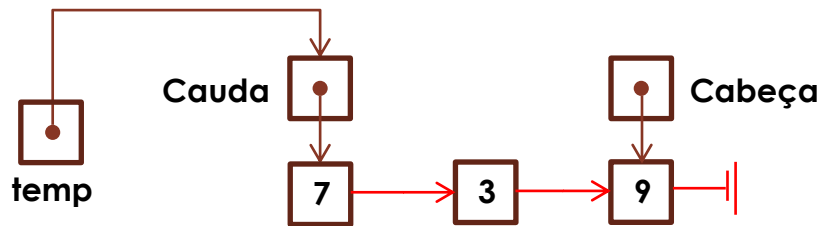
Representação Gráfica



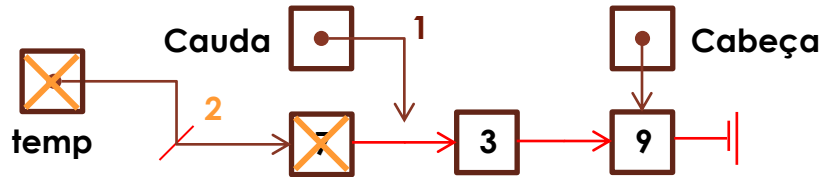
Remover do Fim

Memória

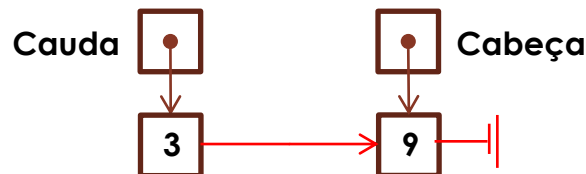
I



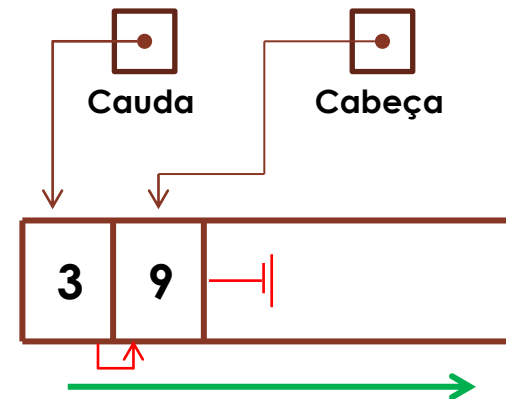
II



III



Representação Gráfica

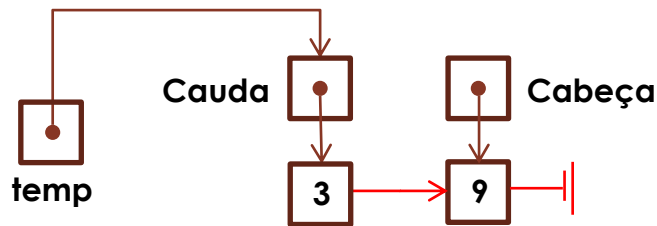


Deque com
dois elementos

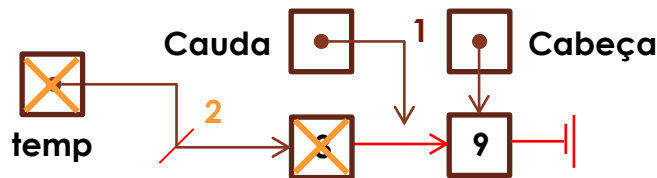
Remover do Fim

Memória

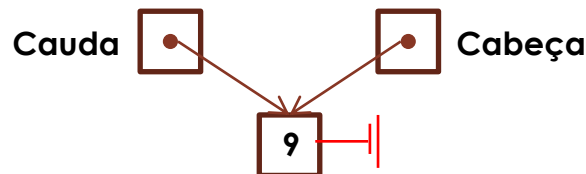
I



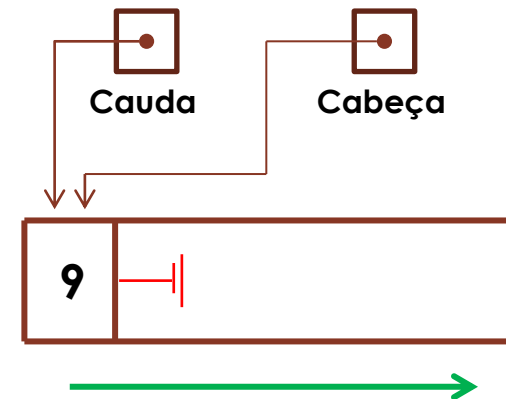
II



III



Representação Gráfica

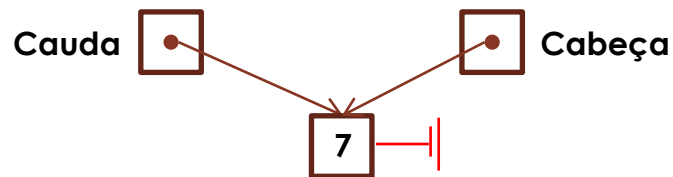


Deque com um elemento

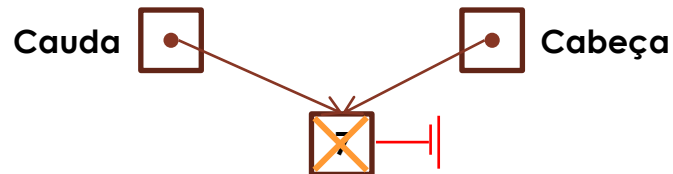
Remover do Fim

Memória

I



II



III



Representação Gráfica

