



# **Unit 5 Circularly Linked Lists & Doubly Linked List**

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College of Computer Science, CQU

# Circularly Linked Lists

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- **Singly Linked Lists**

- the last node contain a NULL pointer

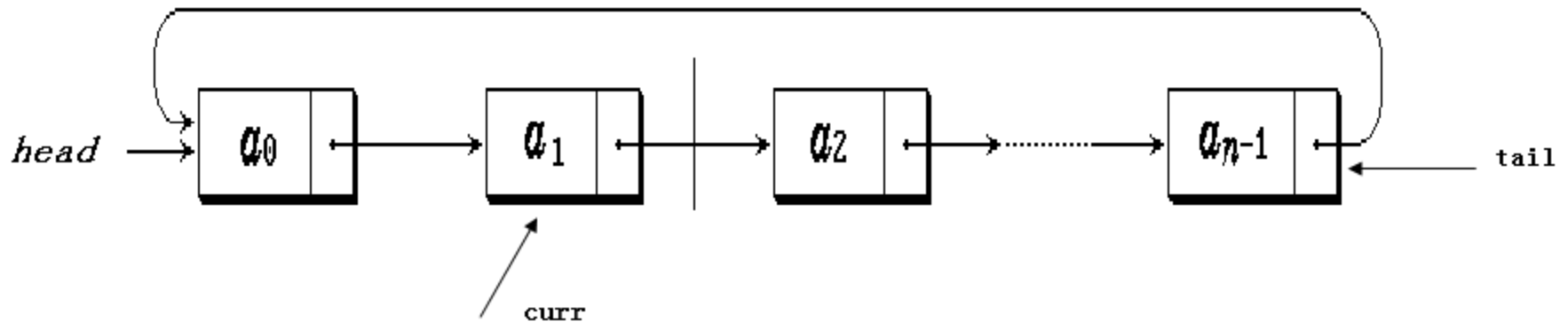
- **Circularly Linked Lists**

- the last node contains a pointer to the first node

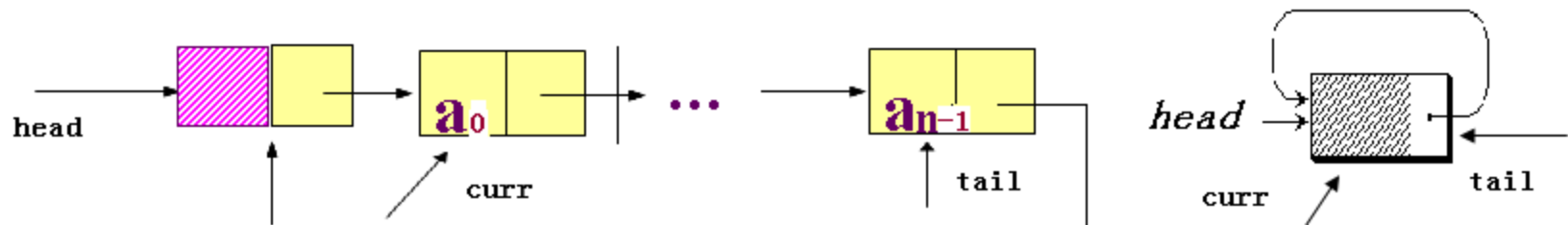
- **Advantage**

- start from any node, can access the others.

## □ Example of circular linked list



## □ Nonempty list & Empty list



# Example: Josephus problem

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- A description of the problem are: number 1,2, ..., n of n individuals sitting around a circle clockwise, each holding a password (positive integer). Choose a positive integer beginning as a limit on the number of reported m, starting from the first person to start a clockwise direction from a report number, report the number of reported m stop. Who reported m out of line, his password as the new m value, in a clockwise direction from the next person he began to re-reported from a number, it goes on until all the people all of the columns so far. Design a program, according to the column order prints each number.

# Example: Josehus problem

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- **Use circular link list to accomplish.**
- **Josehusproblem.cpp**



# Example: Josehus problem

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- ❑ **Main function**
- ❑ **bool LList<Elem>::remove(Elem& it)**
- ❑ **void LList<Elem>::getOut(int &it,int& sum)**
- ❑ **bool LList<Elem>::append(const people& T)**

# Doubly Linked Lists

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## □ **Singly Linked Lists**

**The singly linked list allows for direct access from a list node only to the next node in the list.**

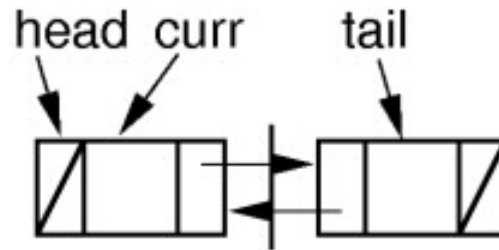
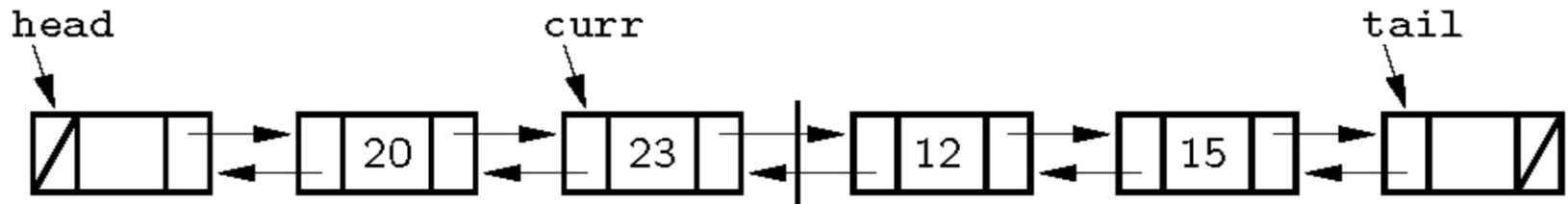
## □ **Doubly Linked Lists**

- **A doubly linked list allows convenient access from a list node to the next node and also to the preceding node on the list.**

## □ **How to accomplish?**

**The doubly linked list node accomplishes this in the obvious way by storing two pointers: one to the node following it (as in the singly linked list), and a second pointer to the node preceding it.**

# Doubly Linked Lists





# Doubly Linked Lists

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- ❑ // Doubly linked list link node with freelist support
- ❑ template <typename E> class Link {
- ❑ private:
- ❑ static Link<E>\* freelist; // Reference to freelist head
- ❑ public:
- ❑ E element; // Value for this node
- ❑ Link\* next; // Pointer to next node in list
- ❑ Link\* prev; // Pointer to previous node

# Doubly Linked Lists

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- ❑ `// Constructors`
- ❑ `Link(const E& it, Link* prevp, Link* nextp) {`
- ❑  `element = it;`
- ❑  `prev = prevp;`
- ❑  `next = nextp;`
- ❑ `}`
- ❑ `Link(Link* prevp =NULL, Link* nextp =NULL) {`
- ❑  `prev = prevp;`
- ❑  `next = nextp;`

# Doubly Linked Lists

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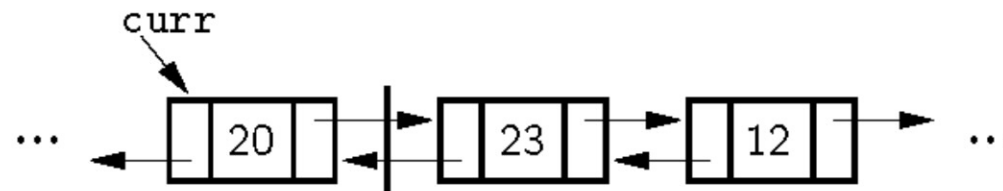
- ❑ `void* operator new(size_t) { // Overloaded new operator`
- ❑ `if (freelist == NULL) return ::new Link; // Create space`
- ❑ `Link<E>* temp = freelist; // Can take from freelist`
- ❑ `freelist = freelist->next;`
- ❑ `return temp; // Return the link`
- ❑ `}`

# Doubly Linked Lists

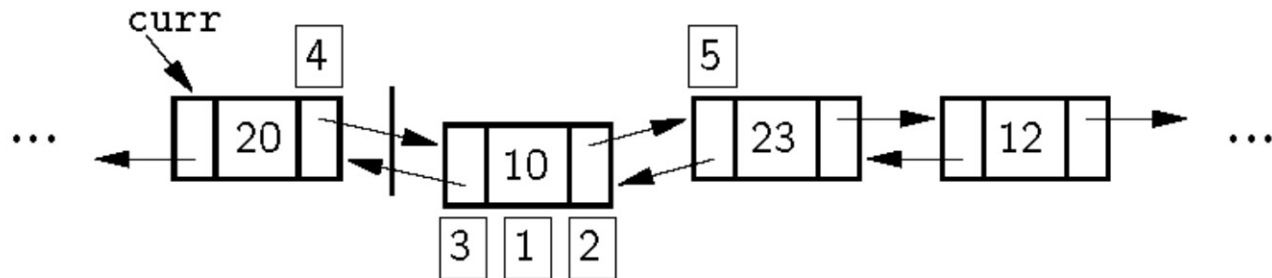
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- `// Overloaded delete operator`
- `void operator delete(void* ptr) {`
- `((Link<E>*)ptr)->next = freelist; // Put on freelist`
- `freelist = (Link<E>*)ptr;`
- `}`
- `};`
- `// The freelist head pointer is actually created here`
- `template <typename E>`
- `Link<E>* Link<E>::freelist = NULL;`

# Doubly Linked Insert



(a)



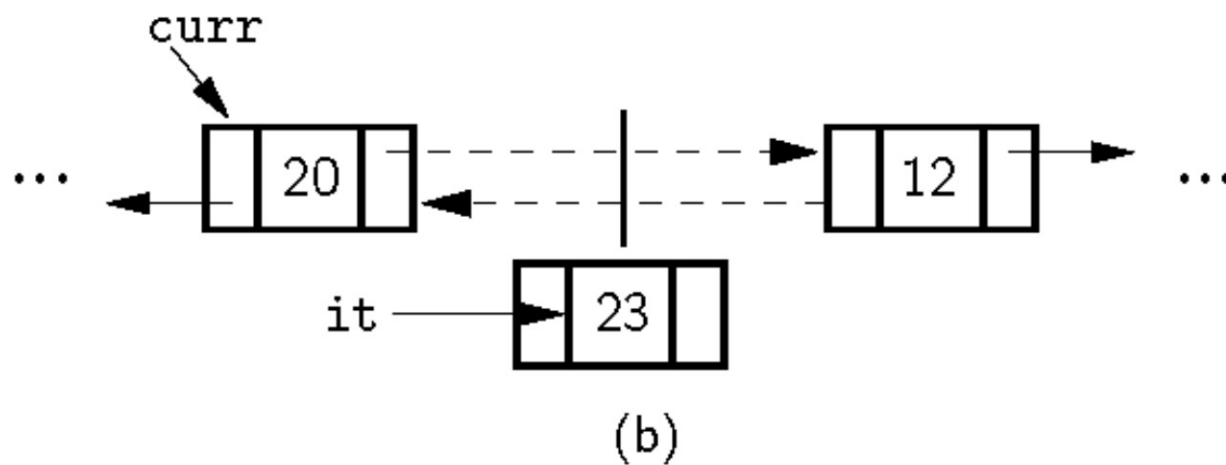
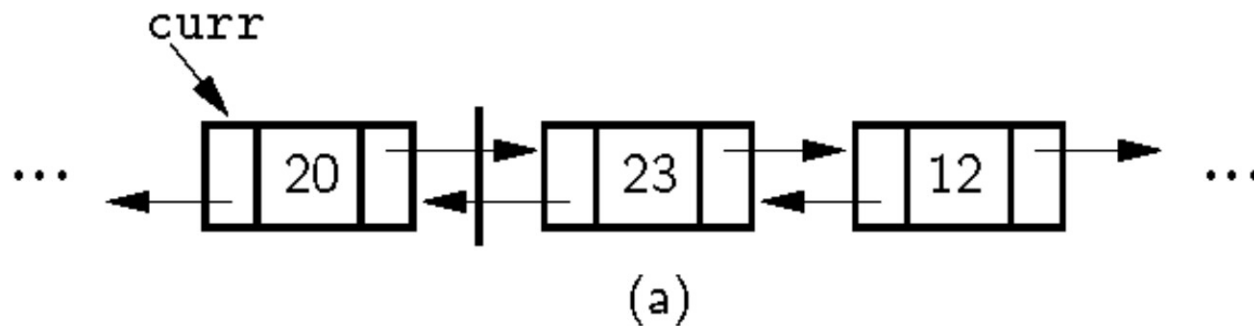
(b)

# Doubly Linked Insert

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- **// Insert "it" at current position**
- **void insert(const E& it) {**
- **curr->next = curr->next->prev =**
- **new Link<E>(it, curr, curr->next);**
- **cnt++;**
- **}**

# Doubly Linked Remove



# Doubly Linked Remove

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- ❑ `// Remove and return current element`
- ❑ `E remove() {`
- ❑ `if (curr->next == tail)      // Nothing to remove`
- ❑ `return NULL;`
- ❑ `E it = curr->next->element;    // Remember value`
- ❑ `Link<E>* ltemp = curr->next;   // Remember link node`
- ❑ `curr->next->next->prev = curr;`
- ❑ `curr->next = curr->next->next; // Remove from list`
- ❑ `delete ltemp;                    // Reclaim space`
- ❑ `cnt--;                          // Decrement cnt`
- ❑ `return it;`
- ❑ `}`





# Doubly Linked Append

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- **// Append "it" to the end of the list.**
- **void append(const E& it) {**
- **tail->prev = tail->prev->next =**
- **new Link<E>(it, tail->prev, tail);**
- **cnt++;**
- **}**

# Doubly Linked Prev

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- **// Move fence one step left; no change if left is empty**
- **void prev() {**
- **if (curr != head) // Can't back up from list head**
- **curr = curr->prev;**
- **}**

# Doubly Linked List disadvantage

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- ❑ **The only disadvantage** of the doubly linked list as compared to the singly linked list is the additional space used.

# Reference

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▣ **P115-----P120**



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