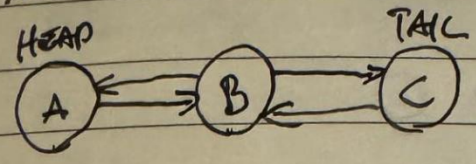
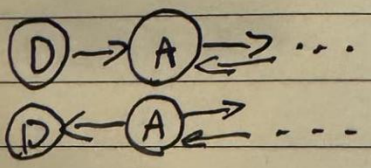
ADDFIRST / ADDFIRSTNODE

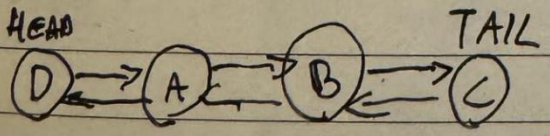
FOR



UNDER - TILFØJ (D)



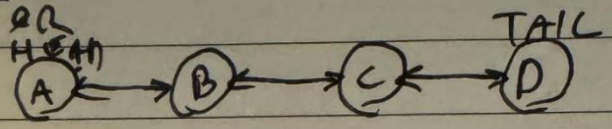
EFTER



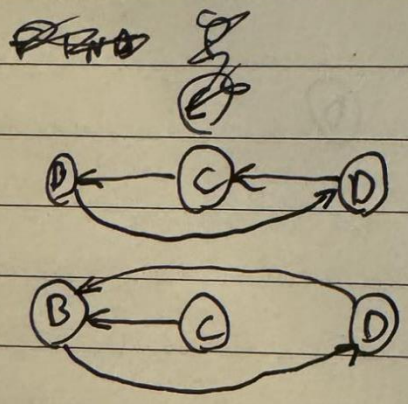

```
ADD (DATA)
   d = NEW NODE(DATA)
   d.next = head
he adj.prev = d
   head = d
```

REMOVENODE

FØR

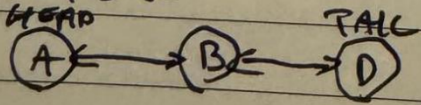


UNDER - FJERN (C)



C ER NU FJERNET (INTET PEJER PÅ C)

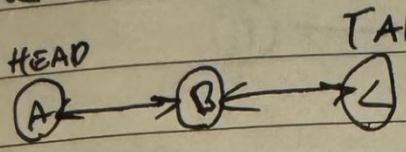
EFTER



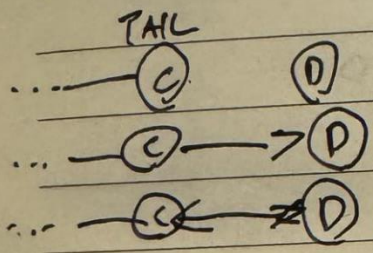

```
REMOVE(C):
  prev = C.prev
  next = C.next
  prev.next = next
  next.prev = prev
```

ADDLAST / ADDLASTNODE

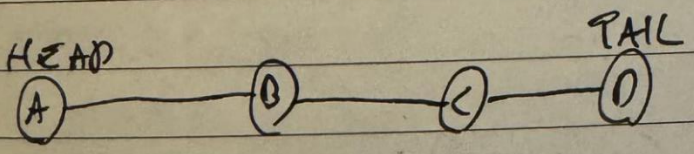
FOR



UNDER - TILFØJ (D)

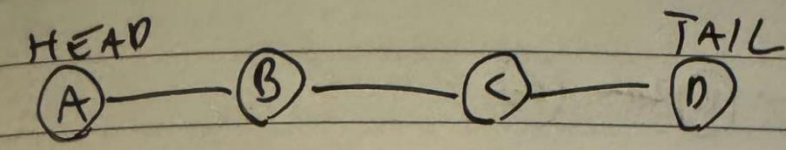


EFTER




```
ADDLAST(DATA):
  node = new Node(DATA)
  tail.next = node
  node.prev = tail
  tail = node
```

INDEXOF

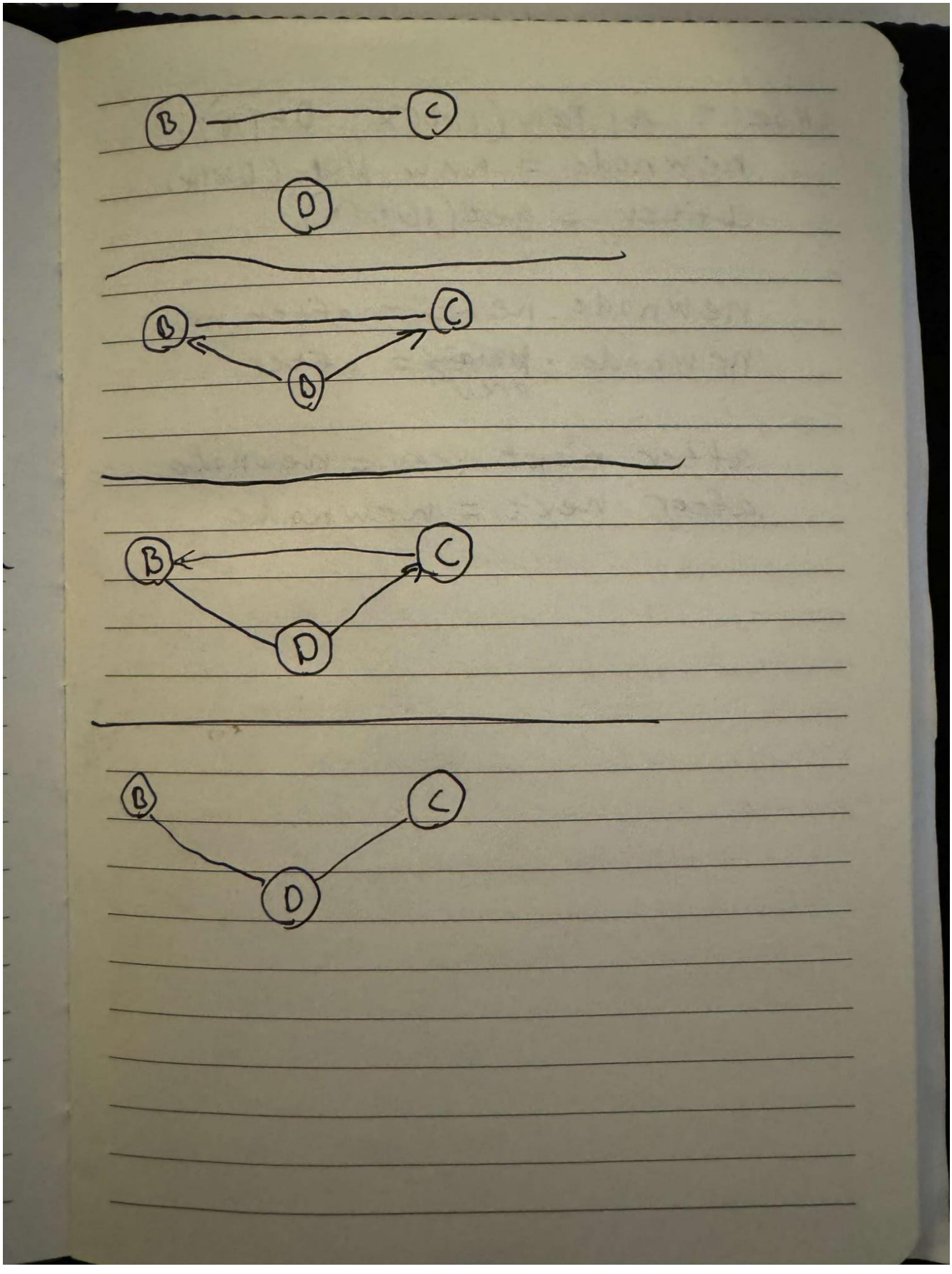


UNDEF - INDEXOF (C)

HEAD	COUNTER	FOUND
(A)	0	F
(B)	1	F
(C)	2	F

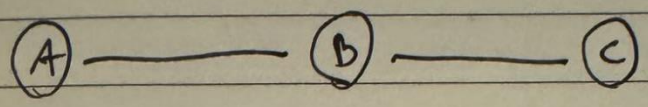
INDEX IS 2

```
INDEXOF(DATA):
  Node = head, i = 0
  While(!!node):
    if node.data = DATA:
      return i
    node=node.next
    i++
  return -1 (NOT FOUND)
```


B
C
D
B
C
D
B
C
D
B
C
D

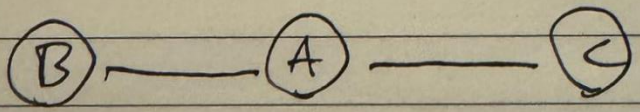
SWAP NODES

FOR



UNDER - SWAP A, B

VI BYTTER BARE DATAEN




```
SWAPNODES(a, b):
    dataholder = a.data
    a.data = b.data
    b.data = dataholder
```