DSA through C++

# Circular doubly linked list

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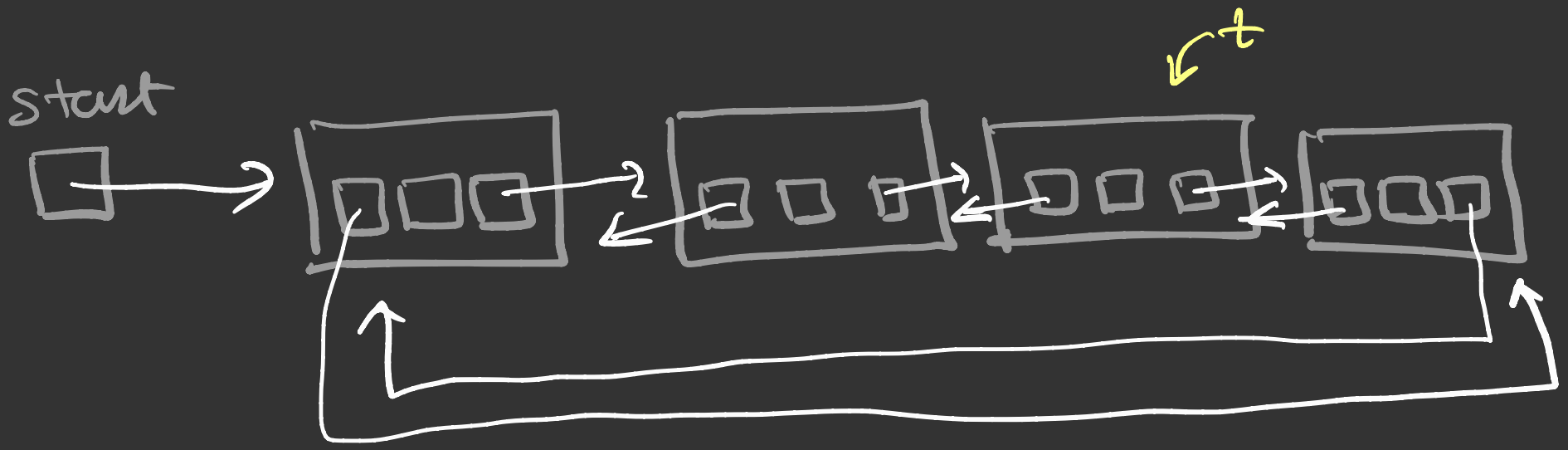
# Agenda

1. Not utilizing next and prev pointers in DLL
2. Circular doubly linked list
3. node
4. insertion and deletion

# Not utilizing next and prev pointers in DLL

# Circular Doubly Linked List

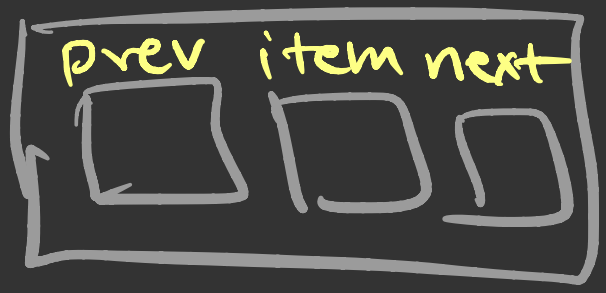



```
t->next->prev = t->prev
t->prev->next = t->next
```

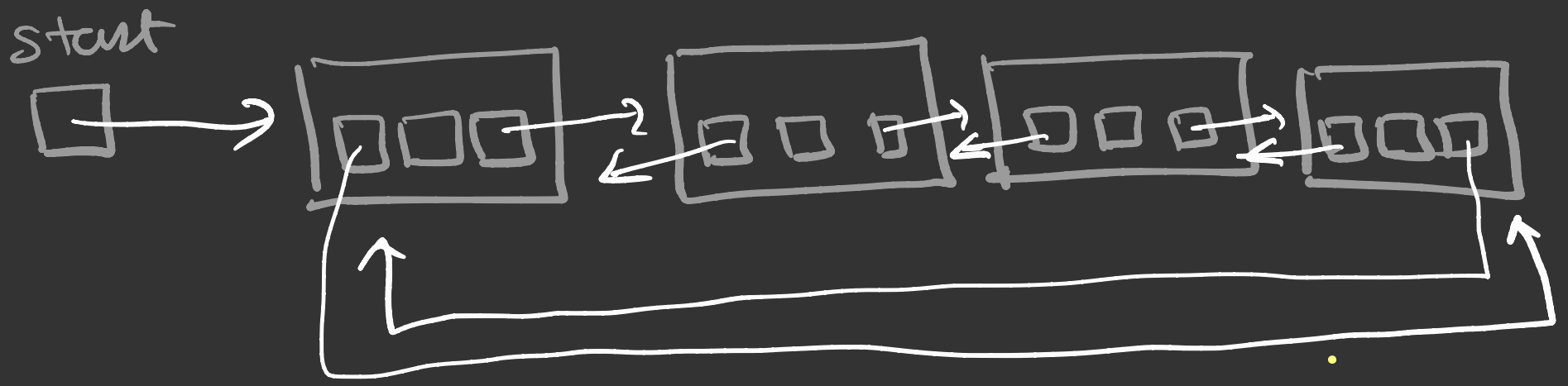
```
delete t;
```

# node

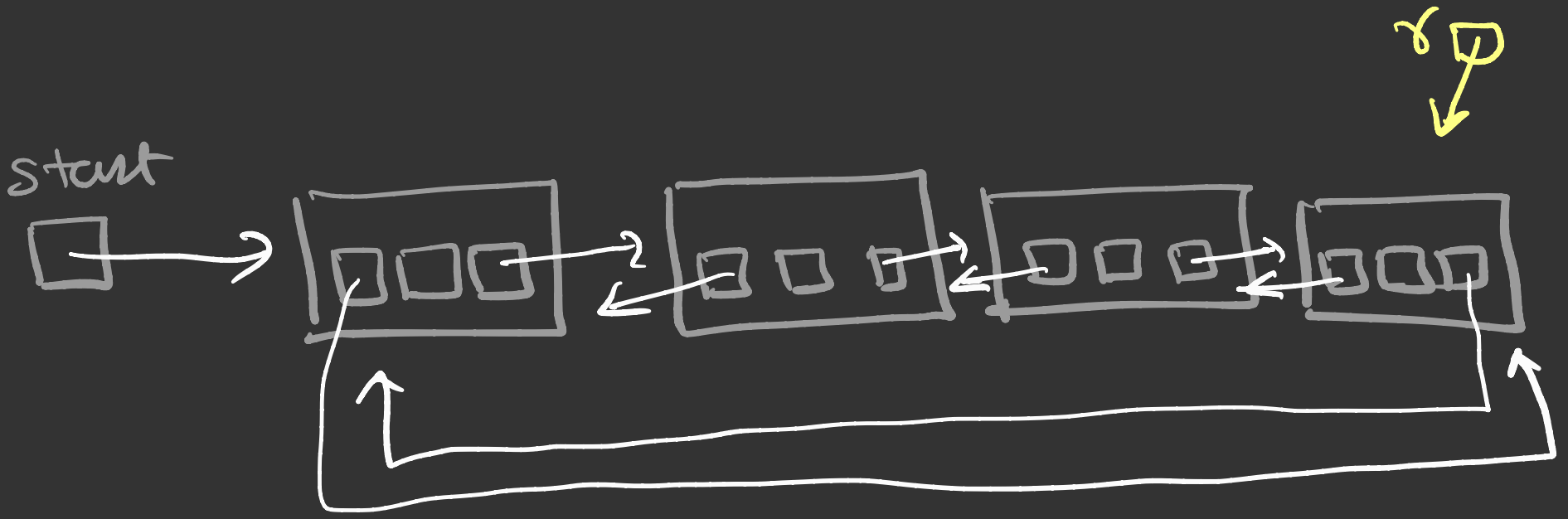
```
struct node
{
    node *prev;
    int item;
    node *next;
};
```

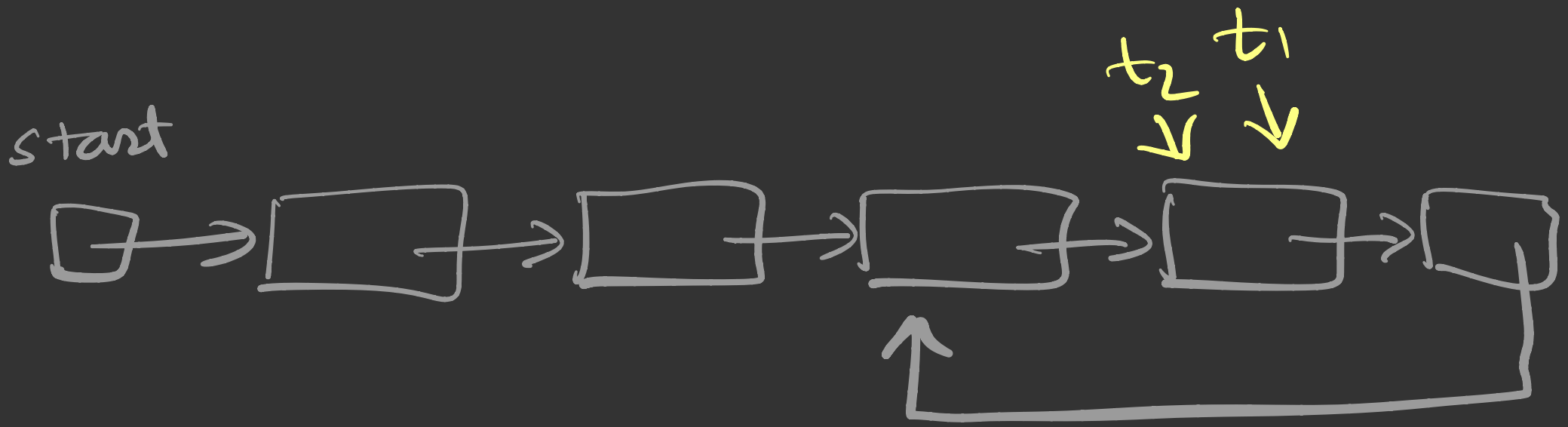


# Insertion in CDLL



# Deletion in CDLL




start
$t_2$
$t_1$