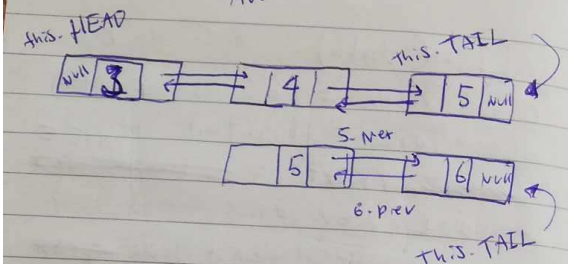
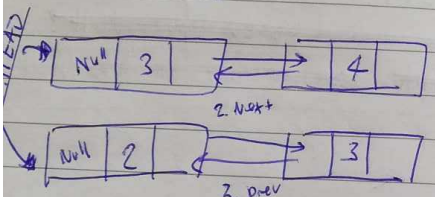
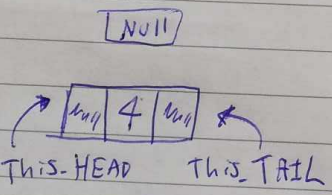
ADD LAST



ADD First

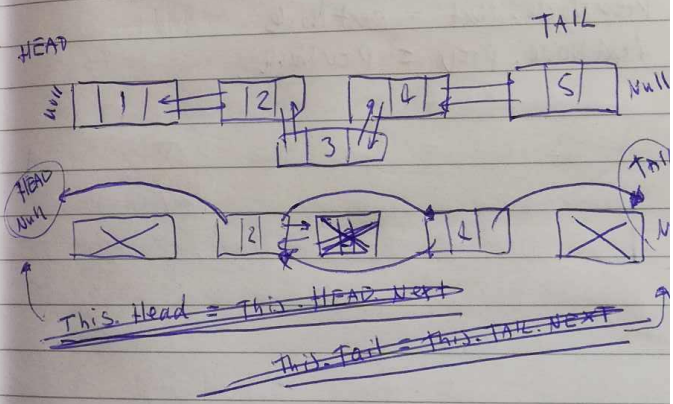


ADD SOMETHING!



REMOVE - NODE

if Tail AND head = Null
List Empty
if Tail = head
1 element
Tail = Null AND Head = Null
else ... if current = delete
(current) ~~prev~~



= ~~Null~~

~~P ⇄ E ⇄ R ⇄ NULL~~

~~3 ⇄ 4 ⇄ 5 ⇄ 6 ⇄ NUL~~

STANDARD

3 ⇄ 4 ⇄ 5 ⇄ NULL

Head TAIL

"ADD - LAST - DATA (6)"

3 ⇄ 4 ⇄ 5 ⇄ 6 ⇄ NULL

3 ⇄ 4 ⇄ 5 ⇄ 6 ⇄ NULL

Head TAL

~~addLast (data)~~ {

~~data = this. tail~~

addLast (data)

Const node = New node (data)

5 LastNode = this. tail

LastNode. ~~next~~ = ~~LastNode.next~~ NODE (NULL)

node. prev = Last Node. ~~prev~~

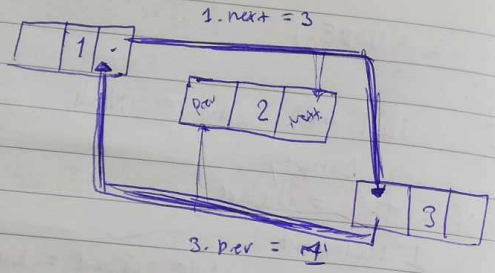
node = this. tail

// Skal vi sætte / ændre Last Nodes Next?

~~Skal~~ LastNode. Next = Node

// ~~Hvad med prev for Null~~?

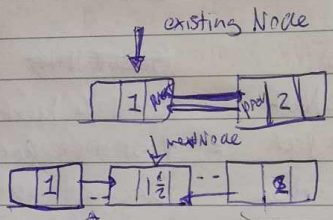
.. ~~Ahhh. Det er null~~ (New Node()



tNode = Current. Next
evNode = Current. prev

evNode. Next = nextNode
xtNode. prev = PrevNode.

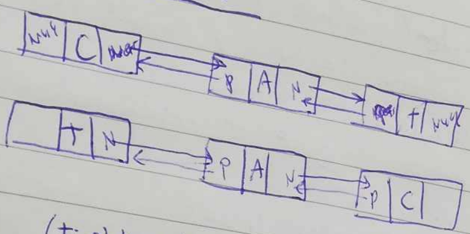
Insert After (NewNode, existing Node)
If current != head / current != tail.
while loop
if existing == this Node
. . .



existing Node. Next = New Node
New Node. prev = existing Node

~~New Node.~~
existing Node. prev

SWAP Notes



(FirstNode) ~~(Second Node)~~

Const FirstNodeNext = FirstNode.Next

Const FirstNodePrev = FirstNode.Prev

Const SecondNodeNext = SecondN.Next

Const SecondNodePrev = SecondN.Prev

~~FirstNodeNext~~. Rækkefølgen?

FN.next = SecondNodeNext

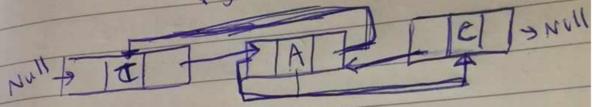
FN.Prev = SecondNodePrev

SN.next = FirstNodeNext

SN.Prev = SecondNodePrev

Hvad med deres Nabo(er)

Fejl scenario



Start med Naboen!?

FirstNodeNext = firstNode.next. (A)

FirstNodeNext.. Prev

NB: Fokuser på det vi ikke vil flytte, så hæden forbliver intakt!!!