

## Linked List Implementation of the Deque

# Deque Interface (Review)

```
int      isEmpty() ;

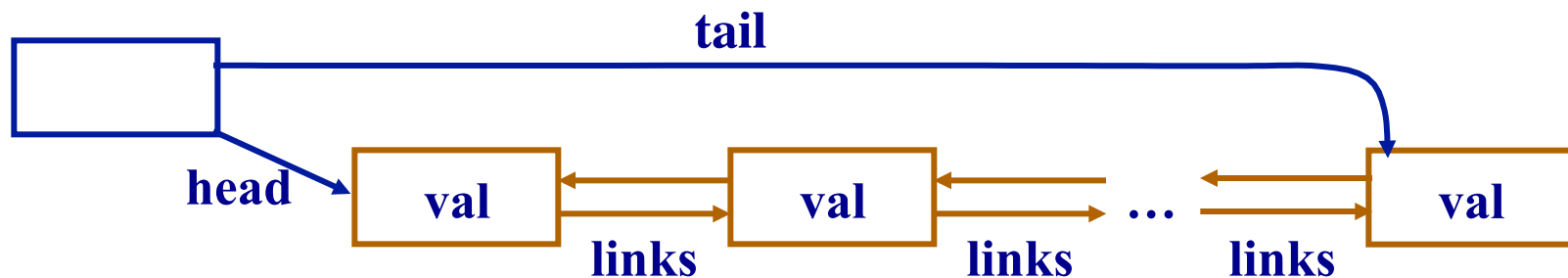
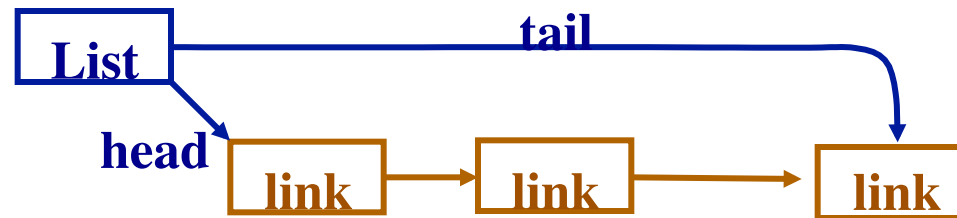
void     addFront(TYPE val) ;    // Add value at front of deque.
void     addBack (TYPE val) ;    // Add value at back of deque.

void     removeFront() ;         // Remove value at front.
void     removeBack () ;         // Remove value at back.

TYPE     front() ;               // Get value at front of deque.
TYPE     back() ;                // Get value at back of deque.
```

# Linked List Deque

- What if we want to add and remove elements from both front and back?

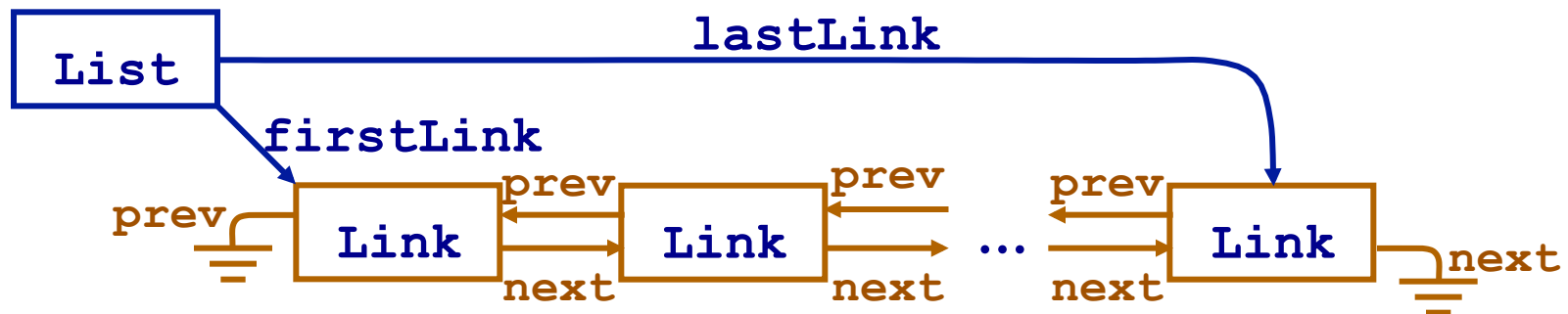


# Modification #3: Double Links

- Point forward to the **next** element
- Point backwards to the **previous** element



```
struct DLink {
    TYPE          val;
    struct DLink *next; /* Link to prev node. */
    struct DLink *prev; /* Link to next node. */
};
```

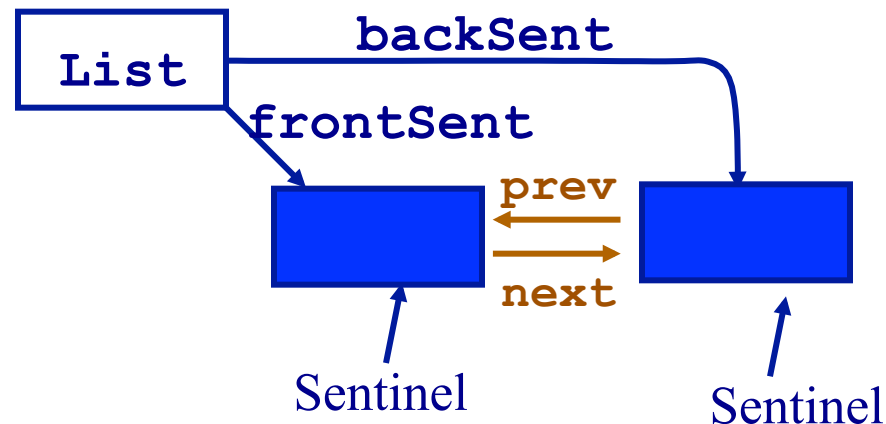


# linkedListDeque Struct

```
struct linkedList {  
    int size;  
    struct dlink * frontSentinel;  
    struct dlink * backSentinel;  
};
```

# linkedListDequeInit

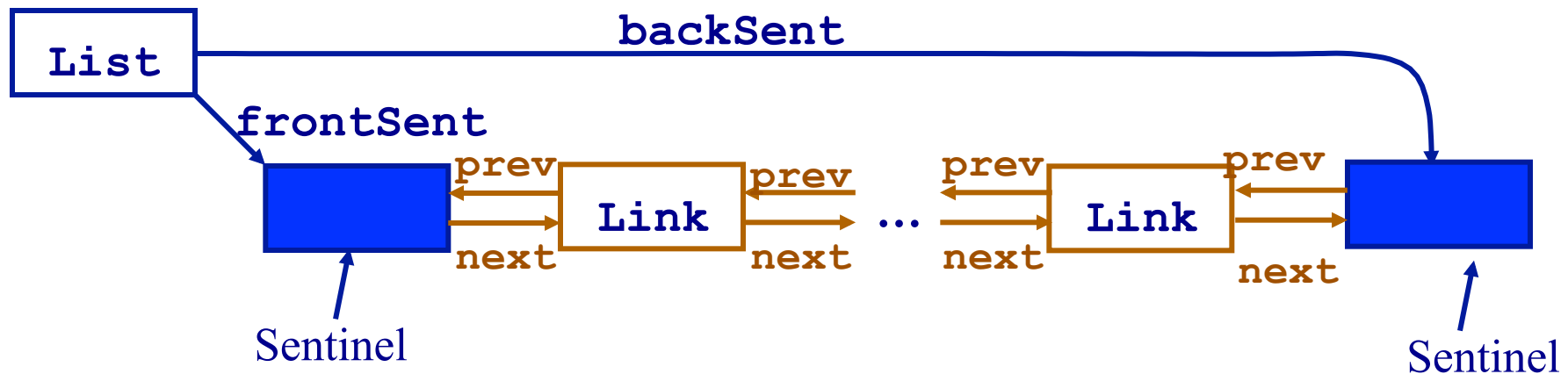
```
void LinkedListInit (struct linkedList *q) {
    q->frontSentinel = malloc(sizeof(struct dlink));
    assert(q->frontSentinel != 0);
    q->backSentinel = malloc(sizeof(struct dlink));
    assert(q->backSentinel);
    q->frontSentinel->next = q->backSentinel;
    q->backSentinel->prev = q->frontSentinel;
    q->size = 0;
}
```



# Advantage of Sentinels

- Consider a deque, with two sentinels:
  - Pointer to front sentinel: **frontSent**
  - Pointer to back sentinel: **backSent**
- Add to front and add to back are now special cases of more general “add before” operation

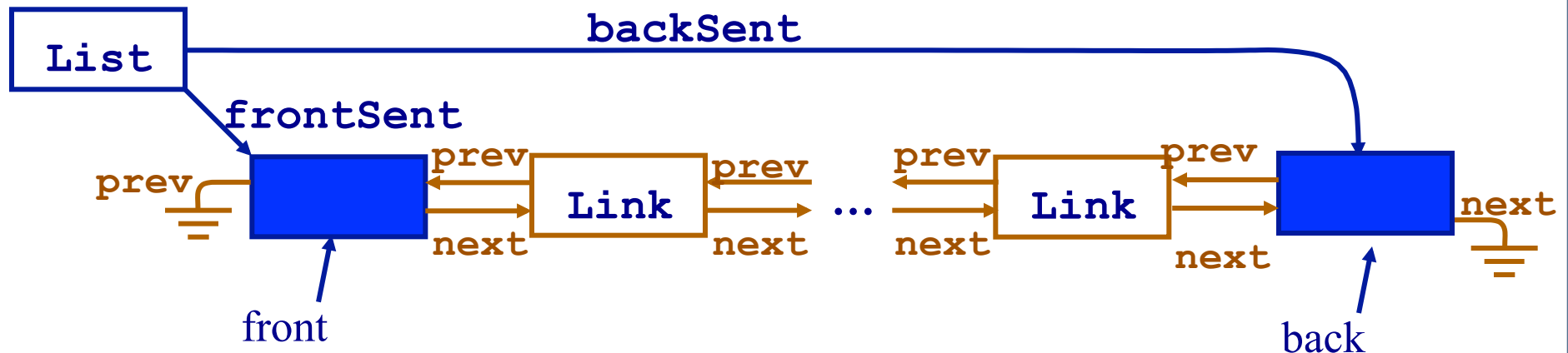
This is similar to most standard library Deque implementations (Java LinkedList)



# Adding to the LL Deque

```
void addBackListDeque(struct ListDeque *q, TYPE
    val) {
    _addBefore(q->lastLink, val);
}
```

```
void addFrontListDeque(struct ListDeque *q, TYPE
    val) {
    _addBefore(q->firstLink->next, val);
}
```





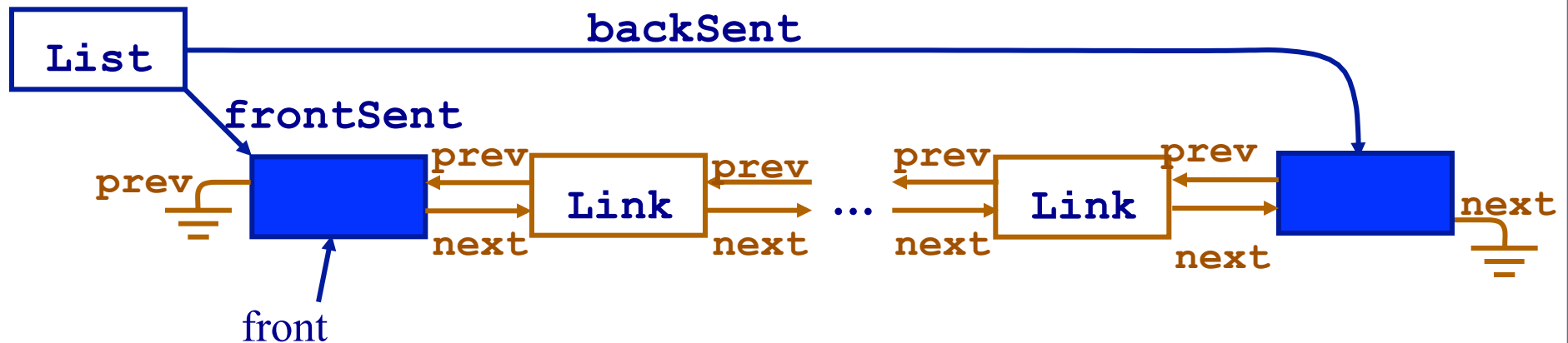
# Removing from the LL Deque

```
void removeFirstListDeque(struct ListDeque *q) {
    assert(!isEmptyListDeque(q));

    _removeLink(q->firstLink->next);
}
```

```
void removeLastListDeque(struct ListDeque *q) {
    assert(!isEmptyListDeque(q));

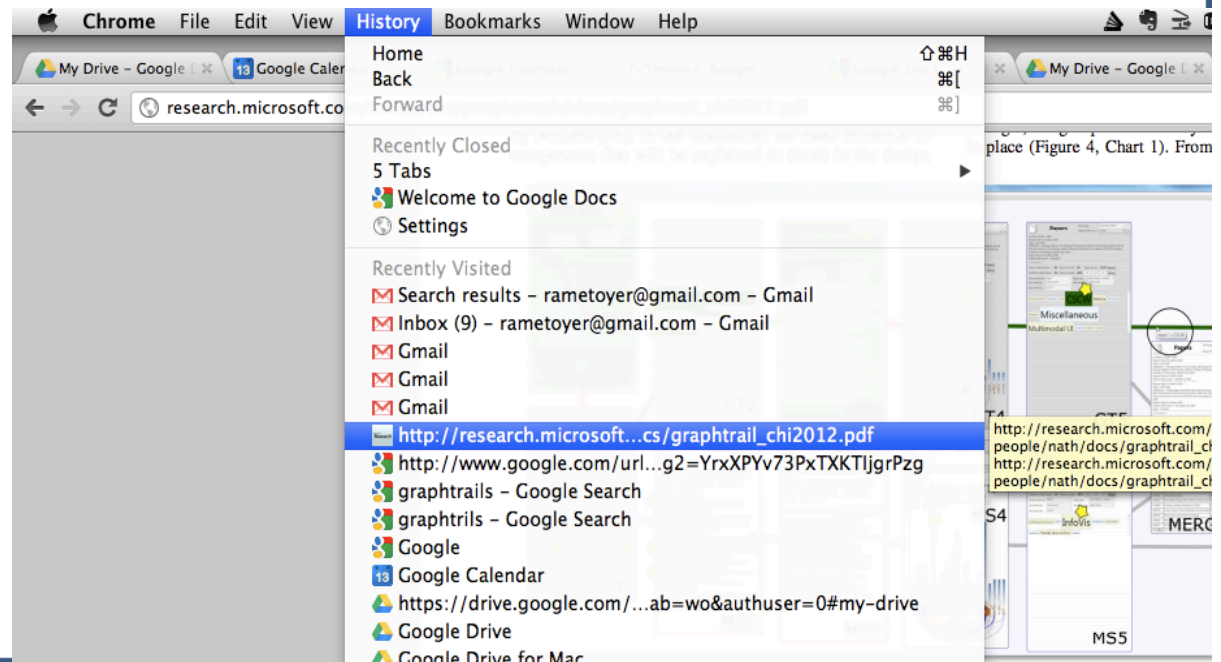
    _removeLink(q->lastLink->prev);
}
```





# Deque: DynArray vs. Linked List

- Remember: Finite length undo
- Which would you use?
- Which would support this kind of history operation?



## Worksheet #19: `_addBefore`, `_removeLink`

	<b>DynArrDeque</b> best, ave, worst	<b>LLDeque</b> best, ave, worst
addLast	$O(1), O(1+), O(N)$	$O(1), O(1), O(1)$
removeLast	$O(1), O(1), O(1)$	$O(1), O(1), O(1)$
addFirst	$O(1), O(1+), O(N)$	$O(1), O(1), O(1)$
removeFirst	$O(1), O(1), O(1)$	$O(1), O(1), O(1)$