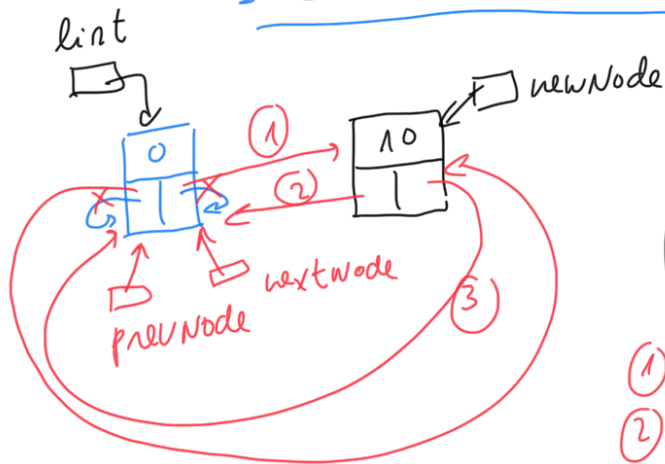


DList - addLast

1.

1º caso - lista vazia



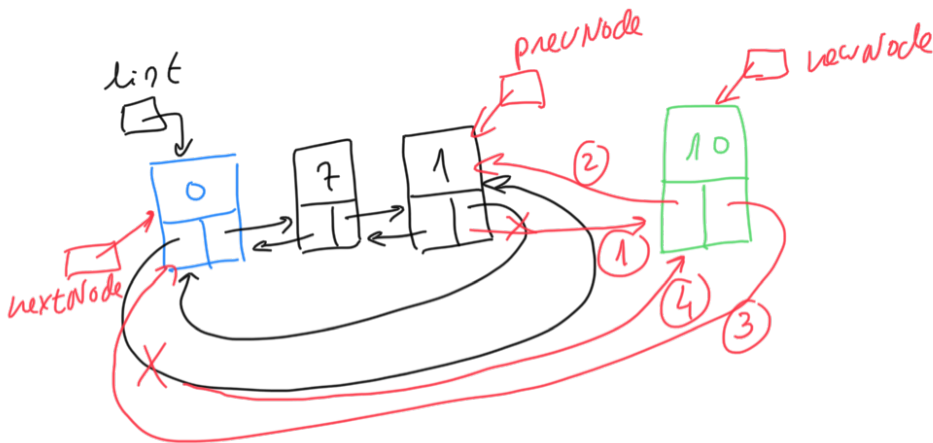
addLast:

prevNode = list.previous
nextNode = list

var prevNode: IntNode? = null
var nextNode: IntNode? = null
val newNode = IntNode(v)

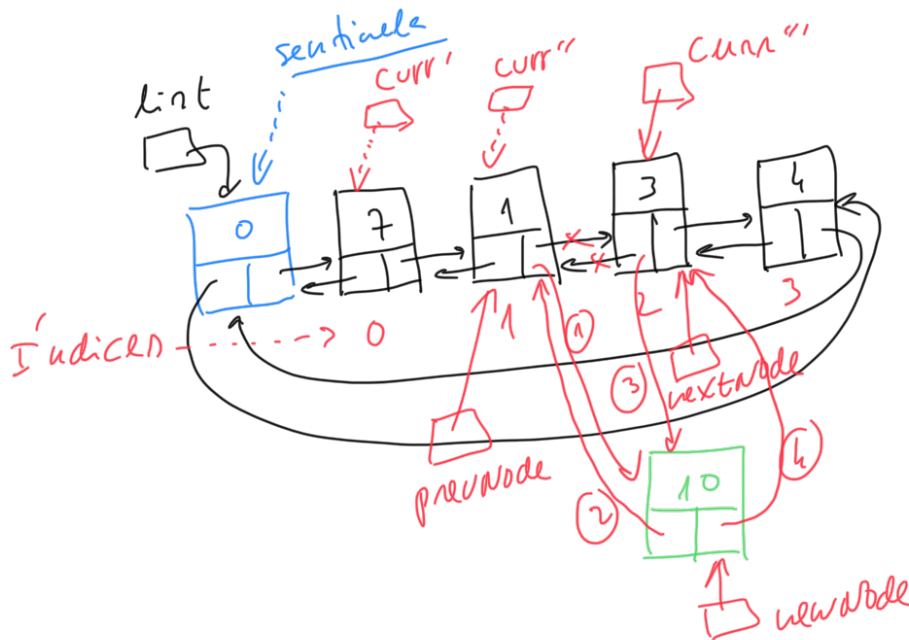
- ① prevNode.next = newNode
- ② newNode.previous = prevNode
- ③ newNode.next = nextNode
- ④ nextNode.previous = newNode

2º caso: lista não vazia



DList - insert (v, index)

2.



Inserir

elem (10)

no índice (2)

⇒ Inserir novo nó
antes do curr

```

fun insert (v: Int, index: Int) {
    var prevNode: IntNode? = null
    var nextNode: " "
    var curr: " "

    curr = list.next // aponta o 1º elem.
    var i = 0
    while (i < index) {
        curr = curr.next
        ++i
    }
    prevNode = curr.previous
    nextNode = curr
    // ligar
    val newNode = IntNode(v)
    ① prevNode.next = newNode
    ② newNode.previous = prevNode
    ③ nextNode.previous = newNode
    ④ newNode.next = nextNode
    ++size
}
    
```

T.P.C.

Verificar que
funciona caso
o lista esteja
vazia e índice
== 0

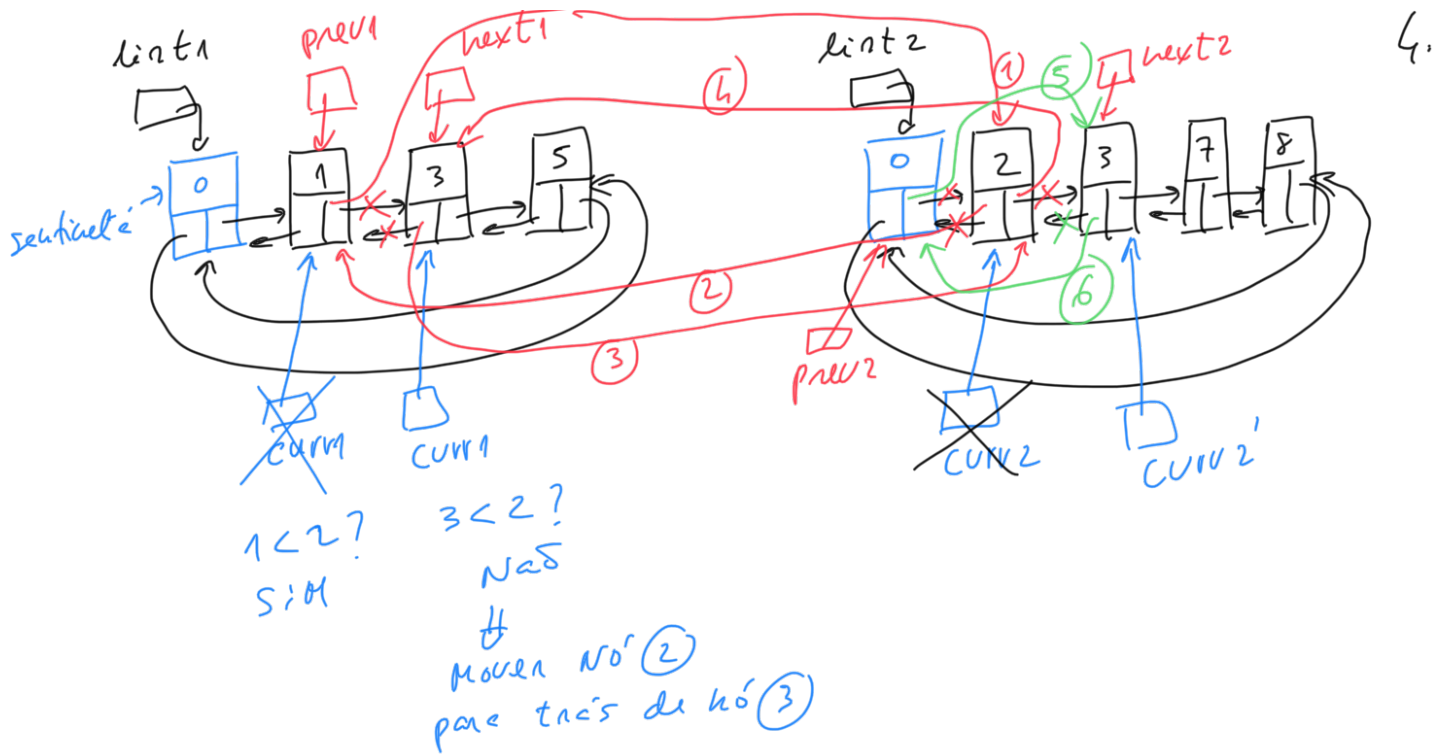
DLint - merge

3.

```
fun <E> merge( lint1: Node<E>, lint2: Node<E>,  
              cmp: Comparator<E> ): Node<E> {
```

```
// listas duplamente ligadas, circulares, com  
// sentinela, e ordenadas crescentemente pelo  
// comparador cmp.
```

```
// o método deve fazer merge das duas listas,  
// de forma ordenada, movendo os nós de lint2  
// para lint1. no final, retorne o lint1, e o  
// lint2 deve ficar vazia
```



```
var prev1 = Node<E>? = null
```

```
// next1 = " "
```

```
// prev2 = " "
```

```
// next2 = " "
```

```
// curr1 = " "
```

```
// curr2 = " "
```

```
curr1 = l1next
```

```
curr2 = l2next
```

```
while (curr1 != l1next && curr2 != l2next) {
```

```
    if (cmp.compare(curr1.value, curr2.value)
        <= 0) { // value1 <= value2
```

```
        curr1 = curr1.next
```

```
    }
```

```
    else { // value1 > value2
```

```
        // ligar nó com value2 na l1next
```

```
        prev1 = curr1.previous
```

```
        next1 = curr1
```

```
        prev2 = curr2.previous
```

```
        next2 = curr2.next
```

5.

- ① prev1.next = curr2
- ② curr2.previous = prev1
- ③ next1.previous = curr2
- ④ curr2.next = next1
- ⑤ prev2.next = next2
- ⑥ next2.previous = prev2

curr2 = next2

```
if (curr2 != lint2) { // lint2 ainda não  
    // acessou
```

$p_{prev} = curr. previous // ultimo de lista$

```
nexta = curra // seguinte de lista
```

11 ligar linta no fim de linta

var lant2 = lint2.previous

$curr2.previous = prev1$

```
prev1.next = cur12
```

next1, previous = last2

$$\text{last2} \cdot \text{next} = \text{next1}$$

⚡
// colocar lint2 → vazia

$$\text{lint2.previous} = \text{lint2}$$

```
lnt2.next = lnt2.previous
```

return list1

4