

# CSCI 132:

# Basic Data Structures and Algorithms

Circular Linked Lists

Reese Pearsall  
Spring 2023

Lab 6 due **tomorrow @ 11:59 PM**

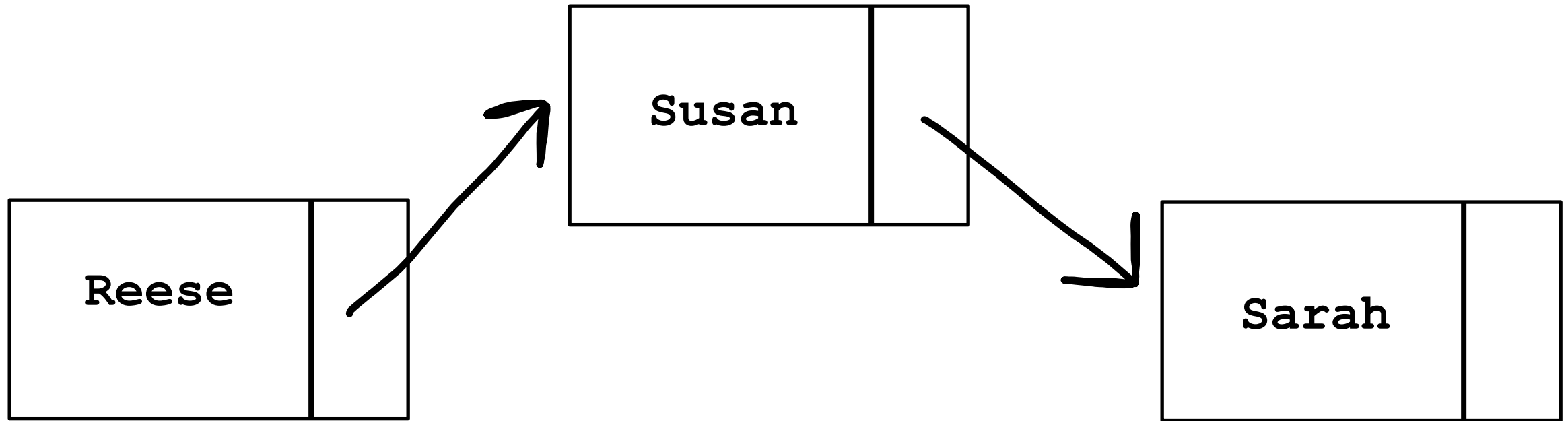
Program 2 due Friday March 10<sup>th</sup> @ 11:59 PM

We will briefly discuss midterm exam logistics on Wednesday

- Midterm exam is Wednesday (3/8)

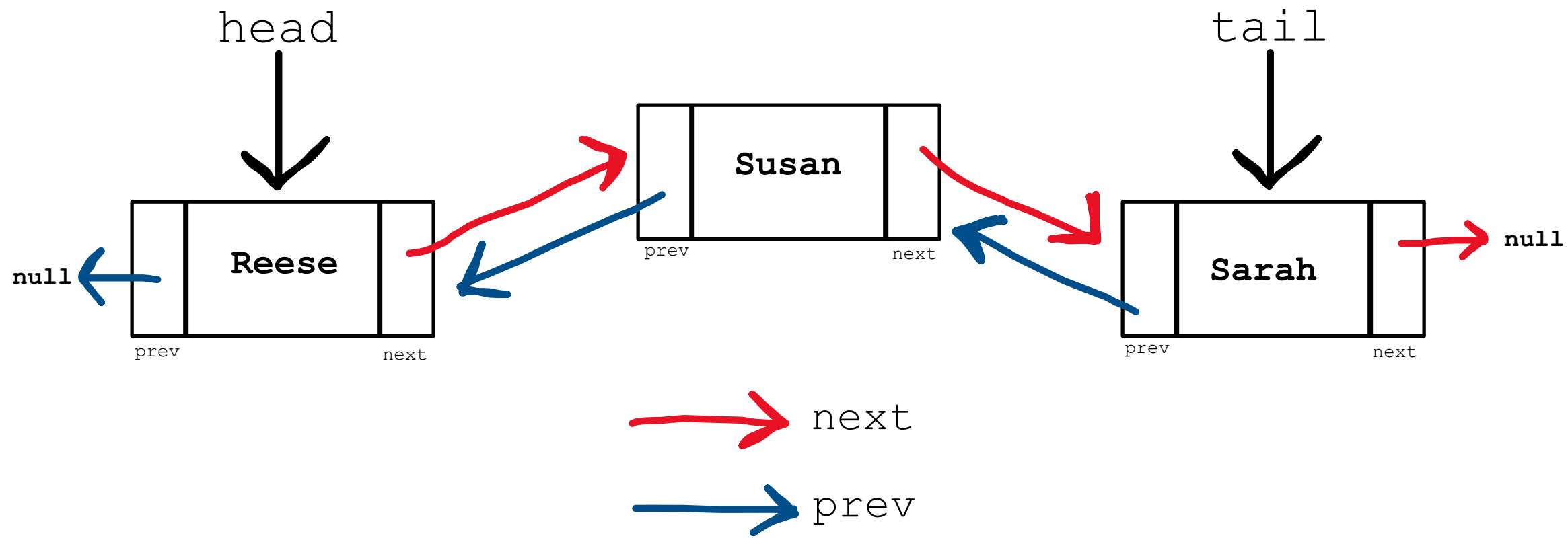


A **Linked List** is a data structure that consists of a collection of connected nodes

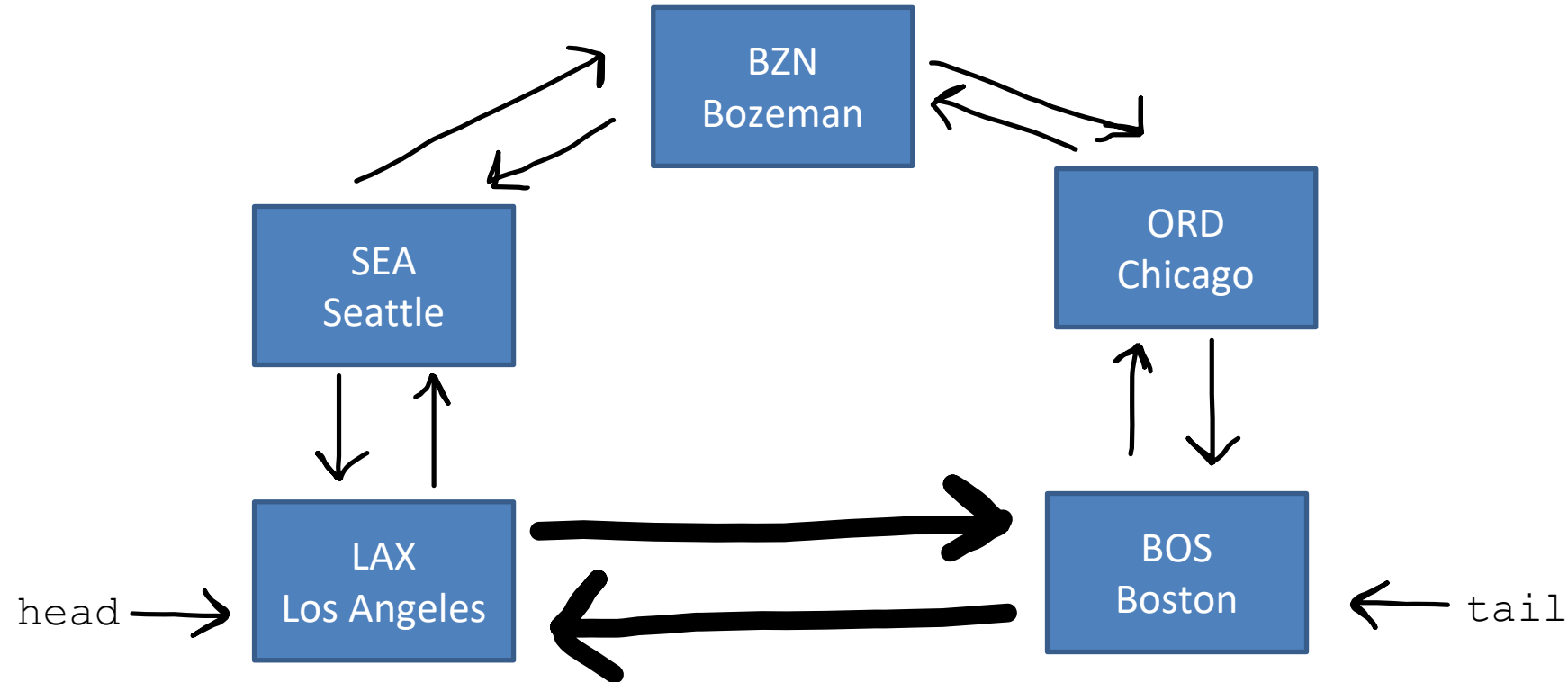


Nodes consists of **data** (String, int, array, etc) and a **pointer to the next node**

A **Doubly Linked List** keeps track of the next node and the previous node

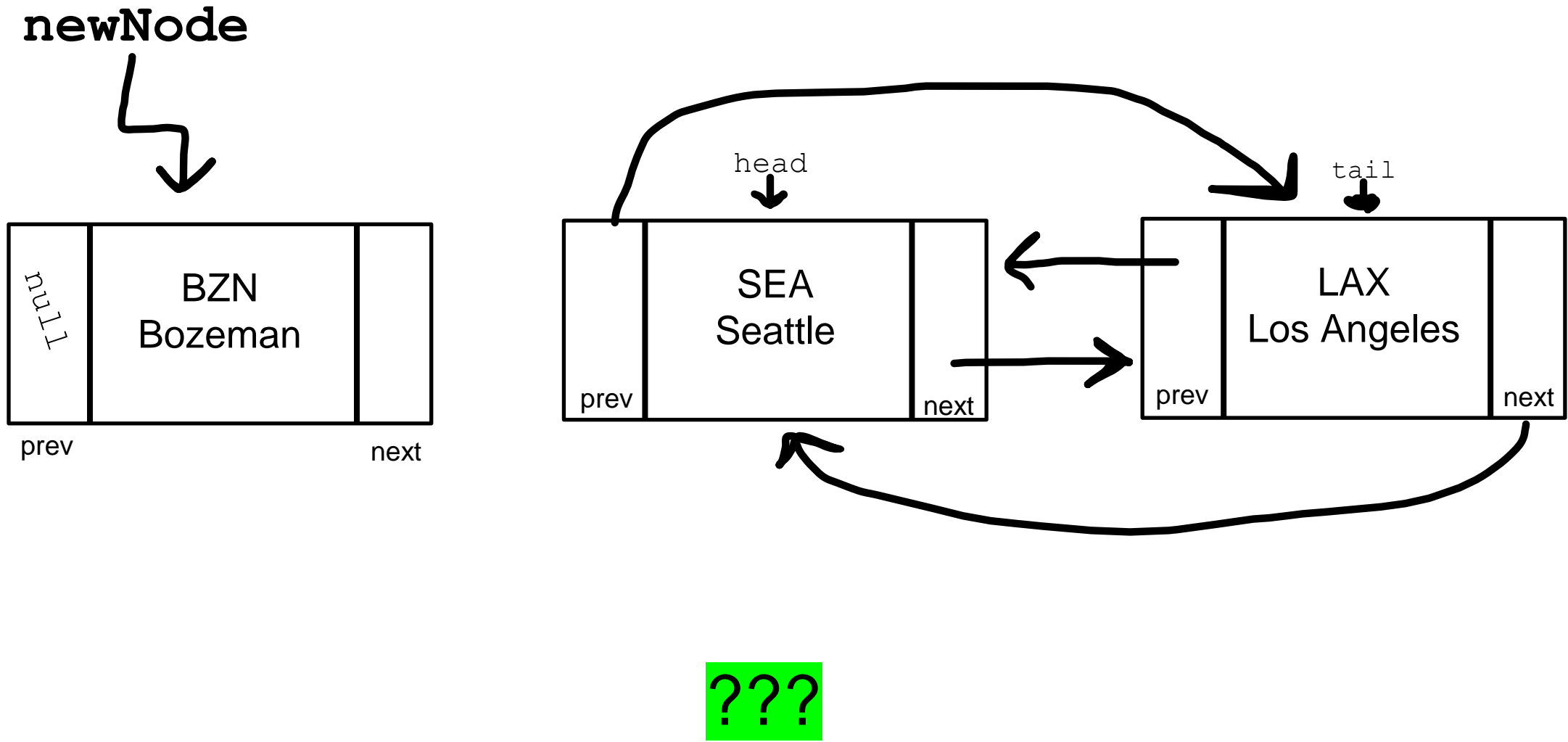


A **Circular Linked List** is a linked list where the first and last node are connected, which creates a circle

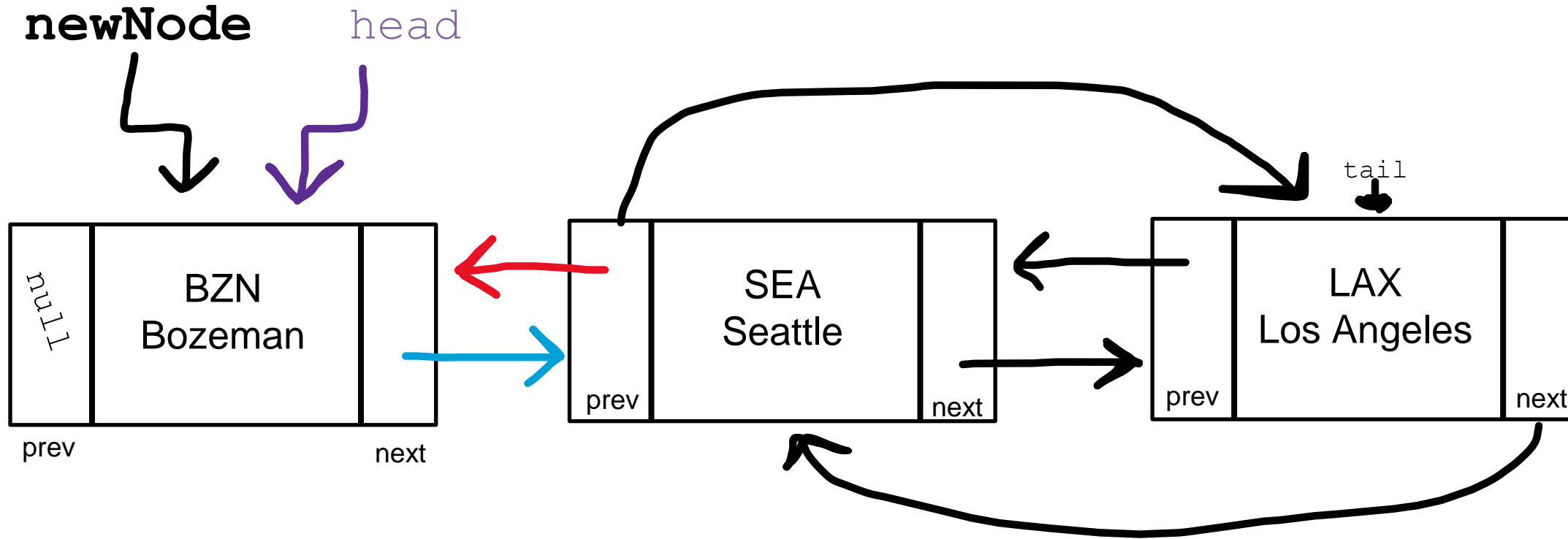


We will take our Doubly Linked List Implementation, and convert it into a Circular Doubly Linked List

Case 2: The user is inserting a node at the very beginning (N = 1)



### Case 2: The user is inserting a node at the very beginning ( $N = 1$ )



## Update the head node prev value to newNode

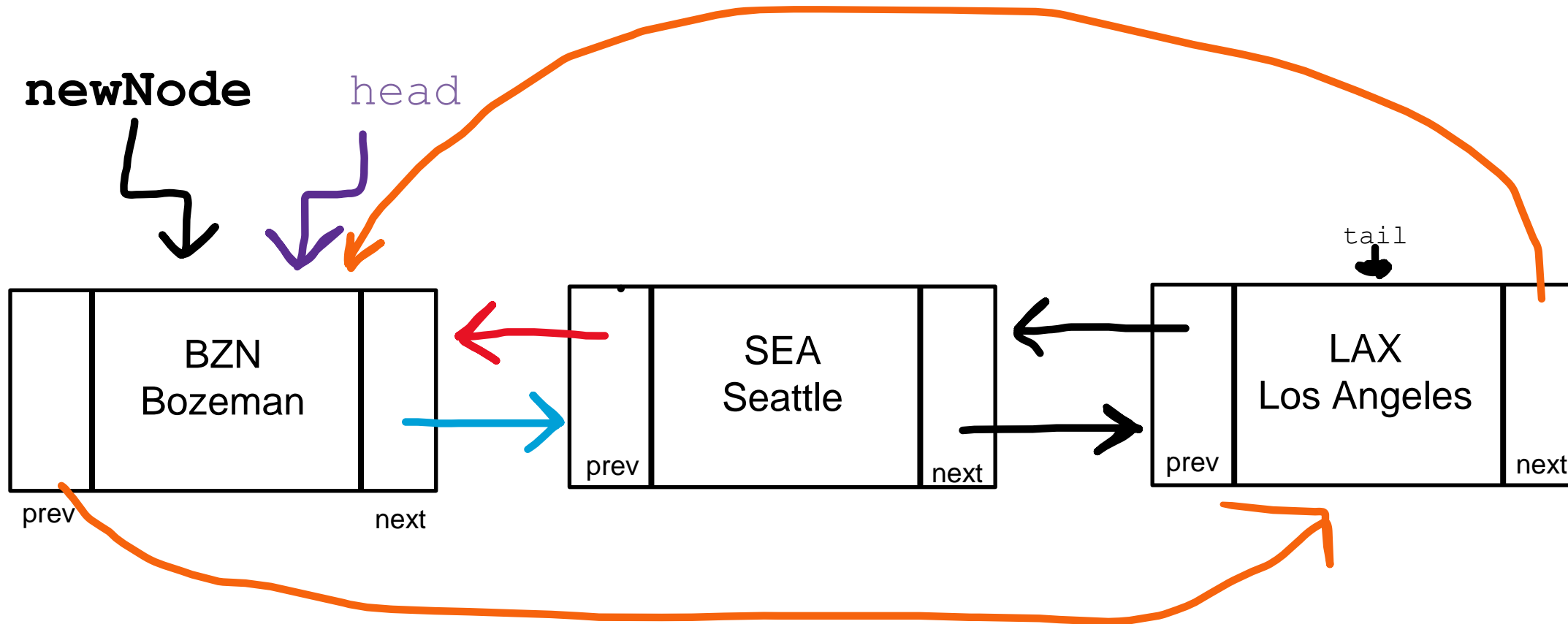
Update the `newNode`'s `next` value to be the current `head` node

## Update the head node to be the newNode

**NEW:** Because this is a circular linked list, we need to make sure our tail and head are connected



Case 2: The user is inserting a node at the very beginning (N = 1)



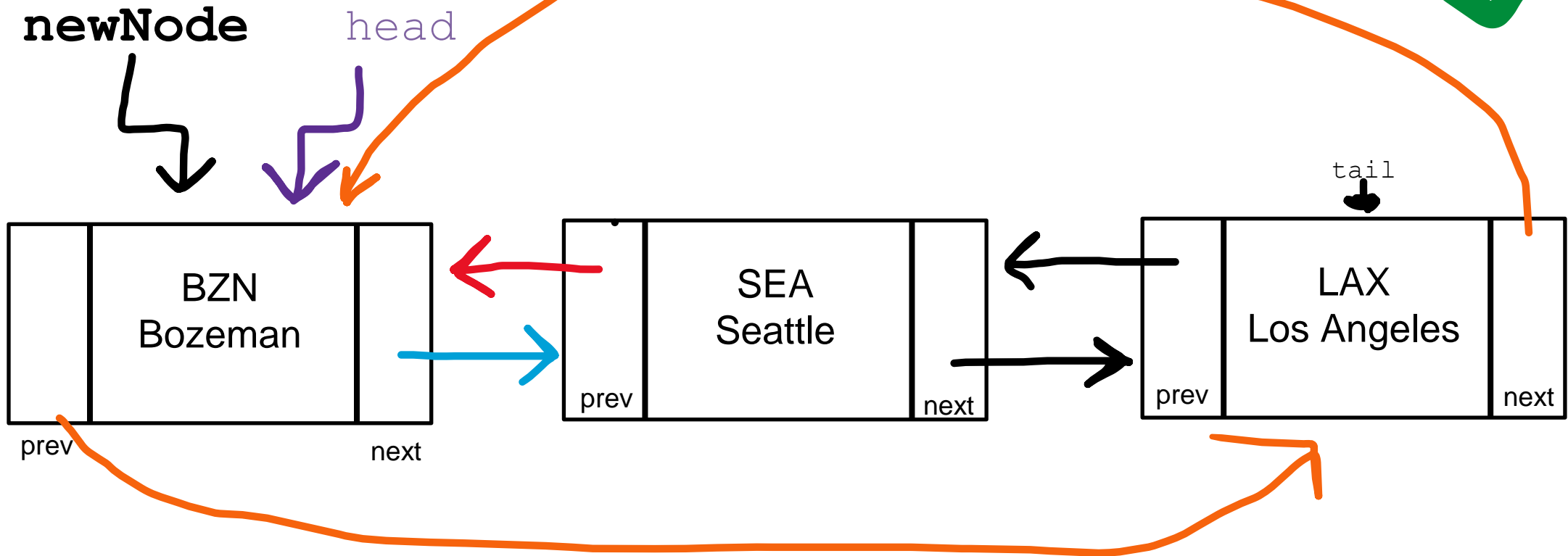
Update the head node prev value to newNode

Update the newNode's next value to be the current head node

Update the head node to be the newNode

**NEW:** Reconnect the head and tail node

Case 2: The user is inserting a node at the very beginning (N = 1)



Update the head node prev value to newNode

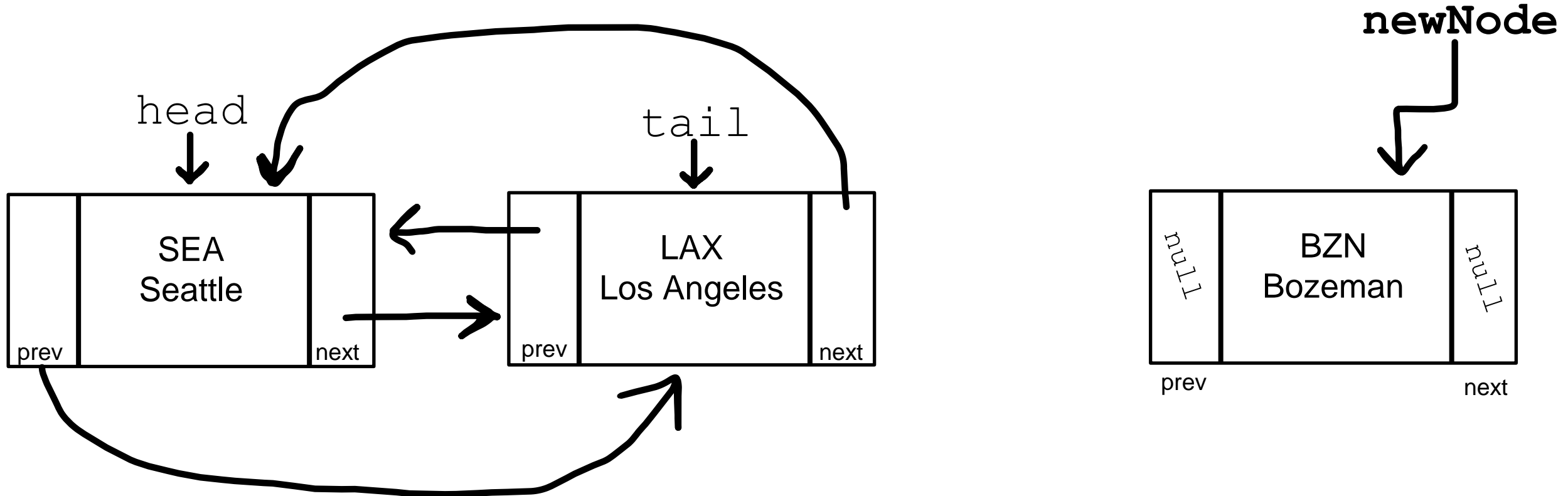
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NEW: Reconnect the head and tail node

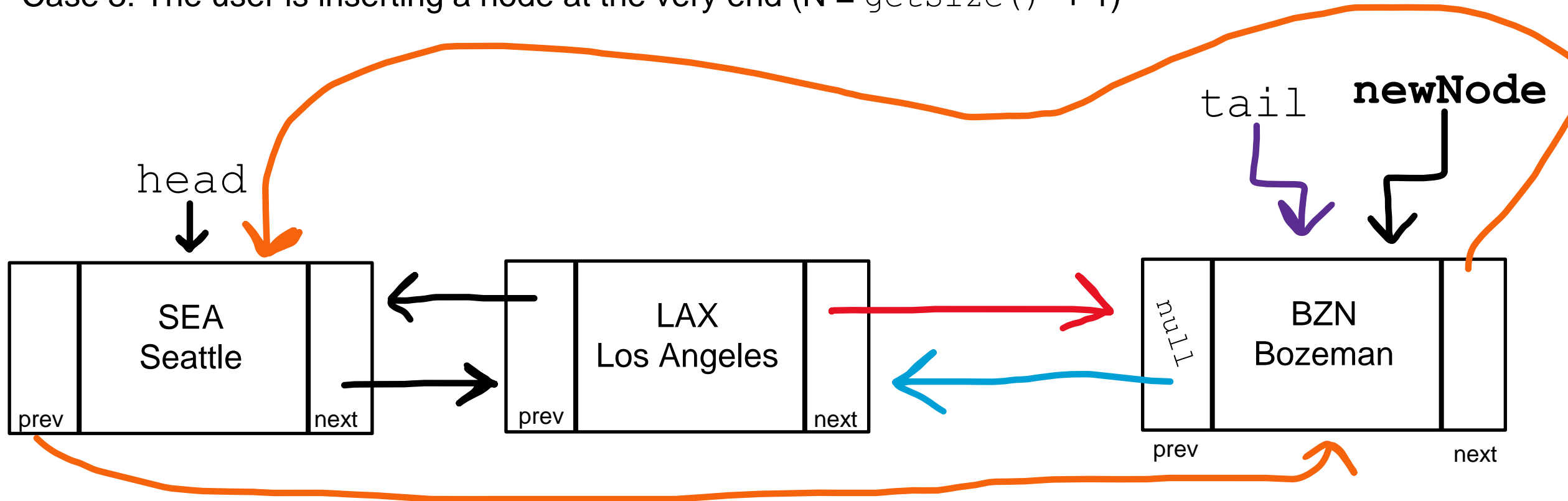
- **insert(newNode, N)** — Insert new node (newNode) at spot N

Case 3: The user is inserting a node at the very end ( $N = \text{getSize}() + 1$ )



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Update the tail node next value to newNode

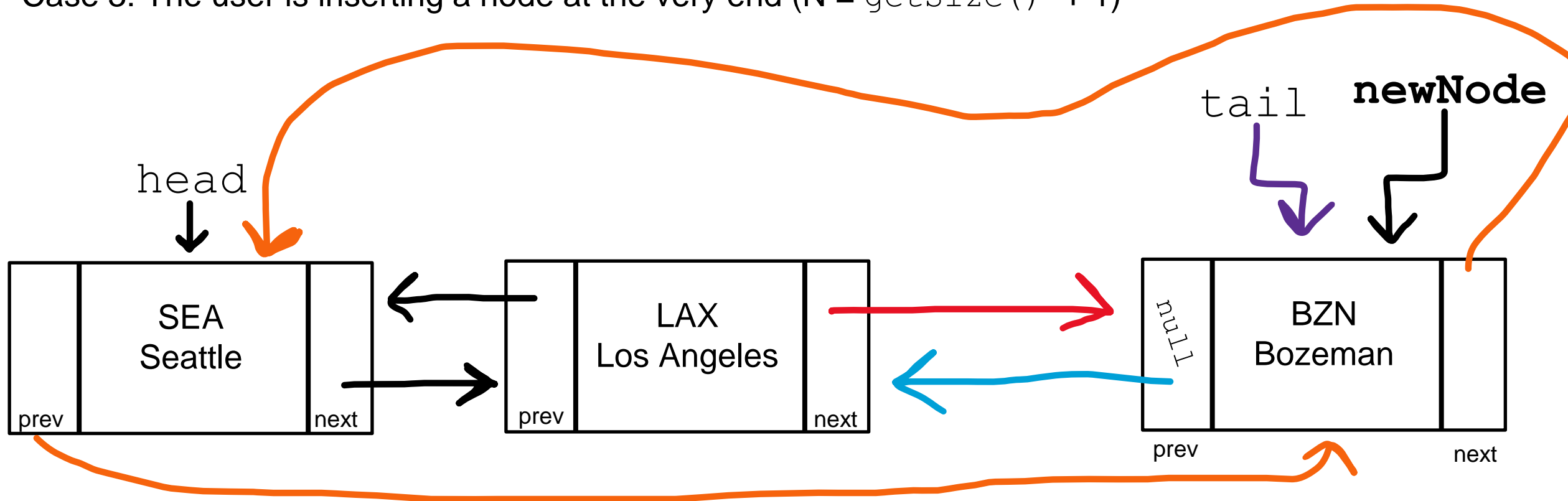
Update the newNode's prev value to be the current tail node

Update the tail node to be the newNode

**NEW:** Reconnect the head and tail node

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Case 3: The user is inserting a node at the very end ( $N = \text{getSize}() + 1$ )



Update the tail node next value to newNode

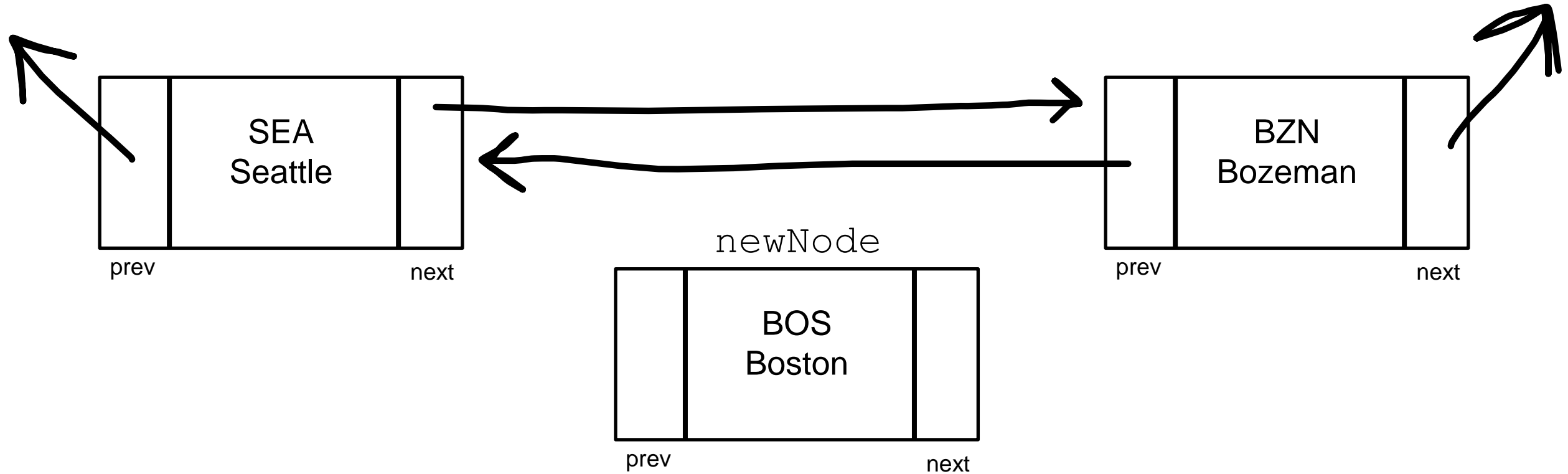
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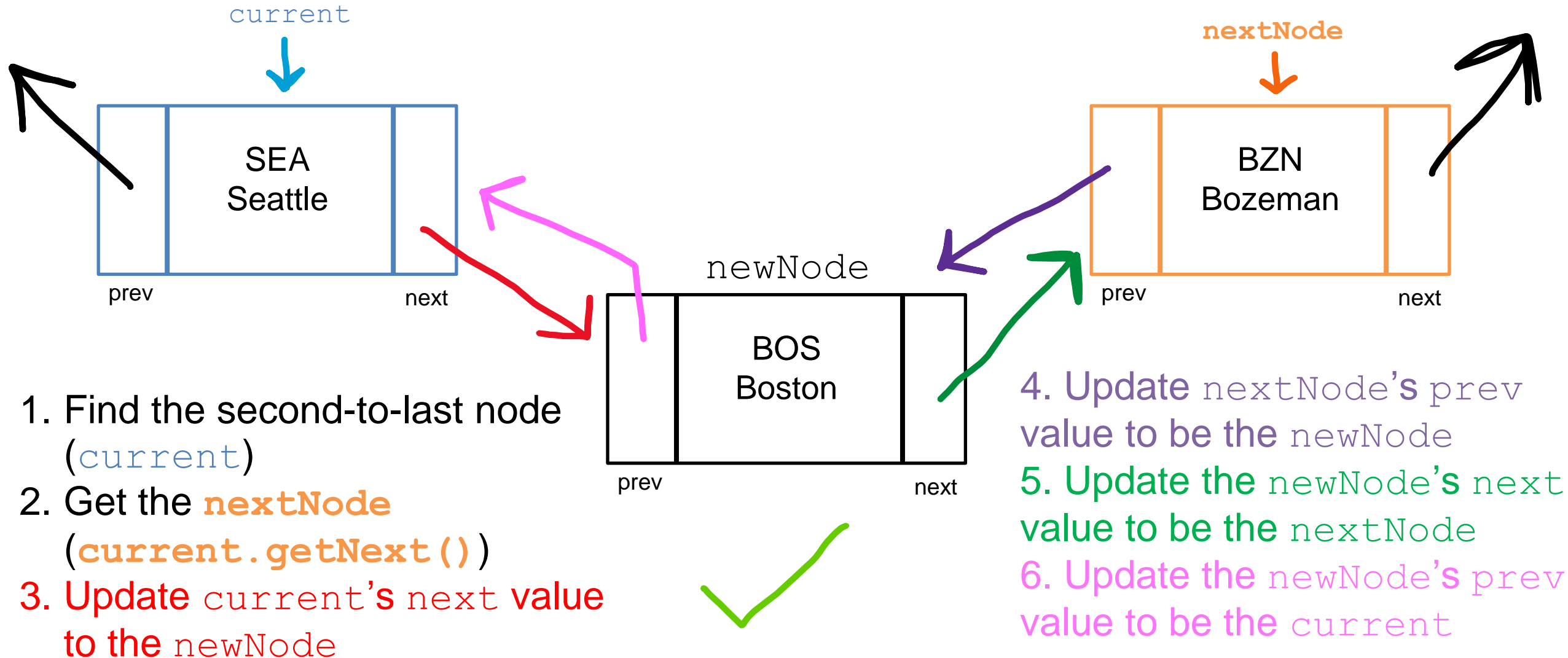
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Case 4: The user is inserting a node somewhere in the middle of the LL



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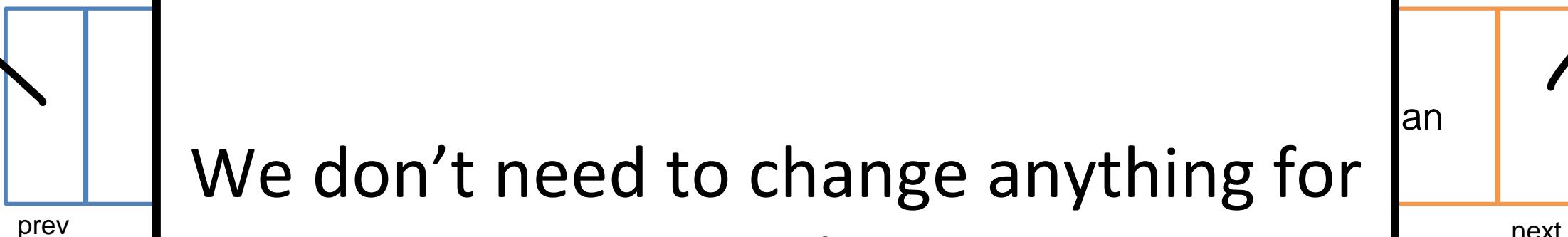
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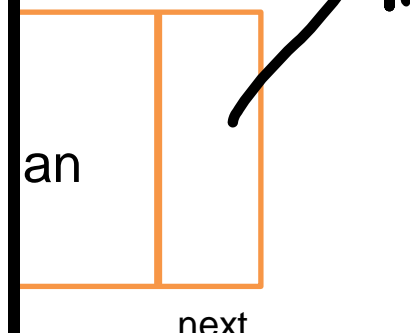
current



prev

We don't need to change anything for  
case #4 and case #1

nextNode



an

next

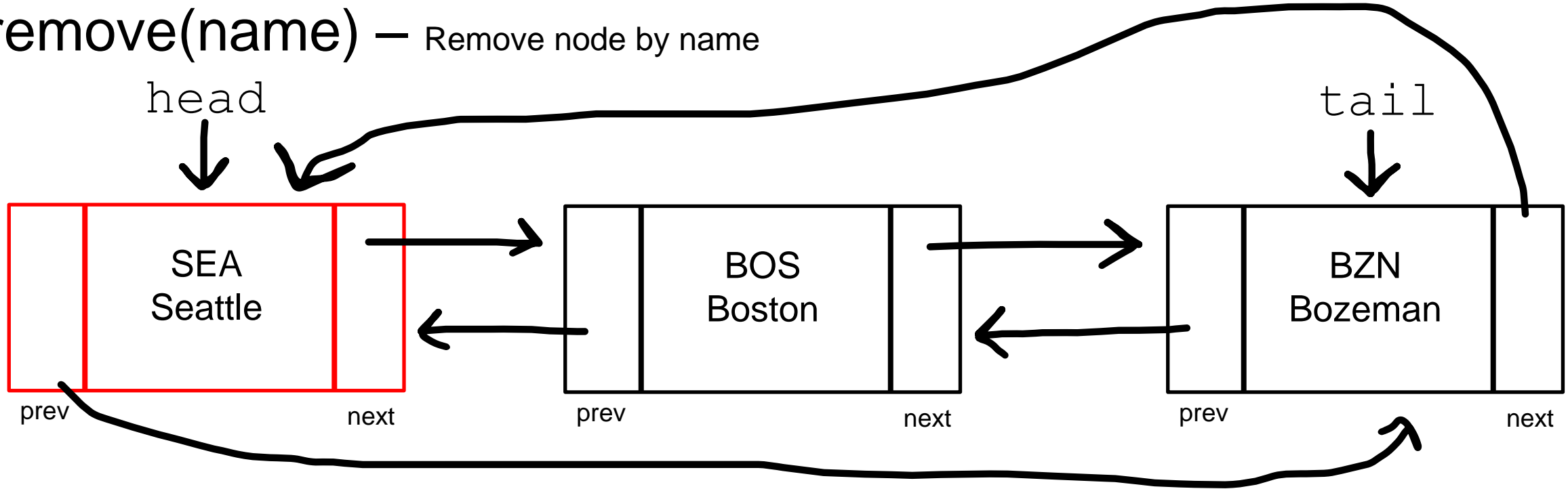
1. Find the s  
(current
2. Get the n  
(current.getNext())
3. Update current's next value  
to the newNode

Node's prev  
newNode  
newNode's next  
value to be the nextNode

6. Update the newNode's prev  
value to be the current



- `remove(name)` — Remove node by name

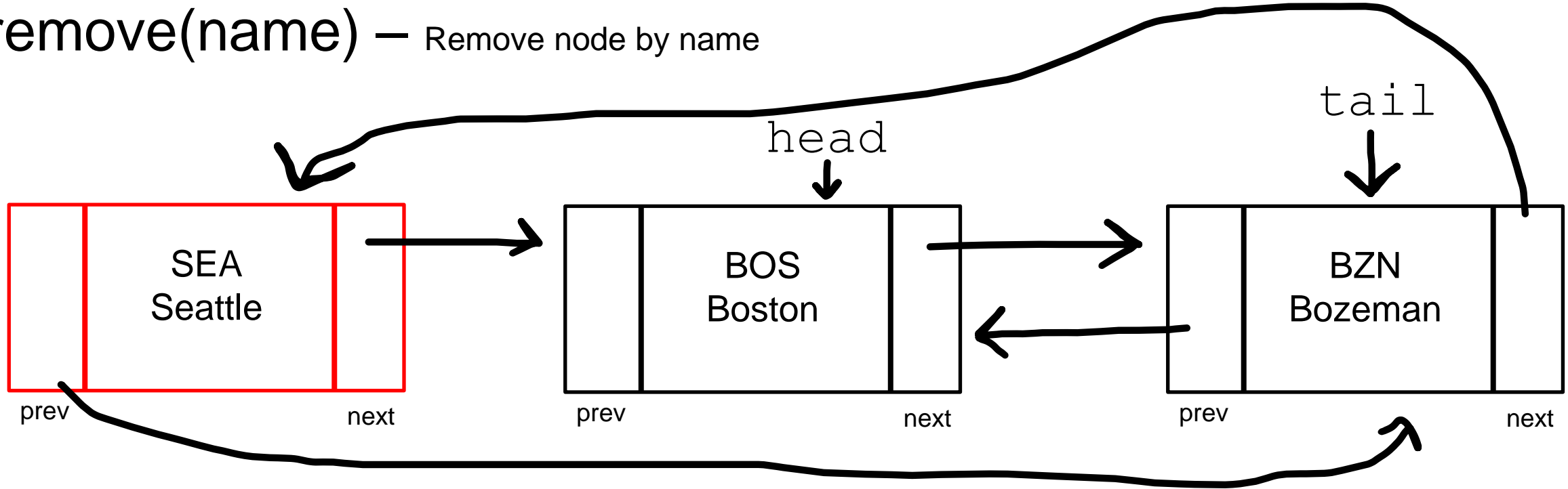


1. Traverse the Linked List and look for a match

`remove("SEA")`

*What if the removed node is the head?*

- `remove(name)` — Remove node by name



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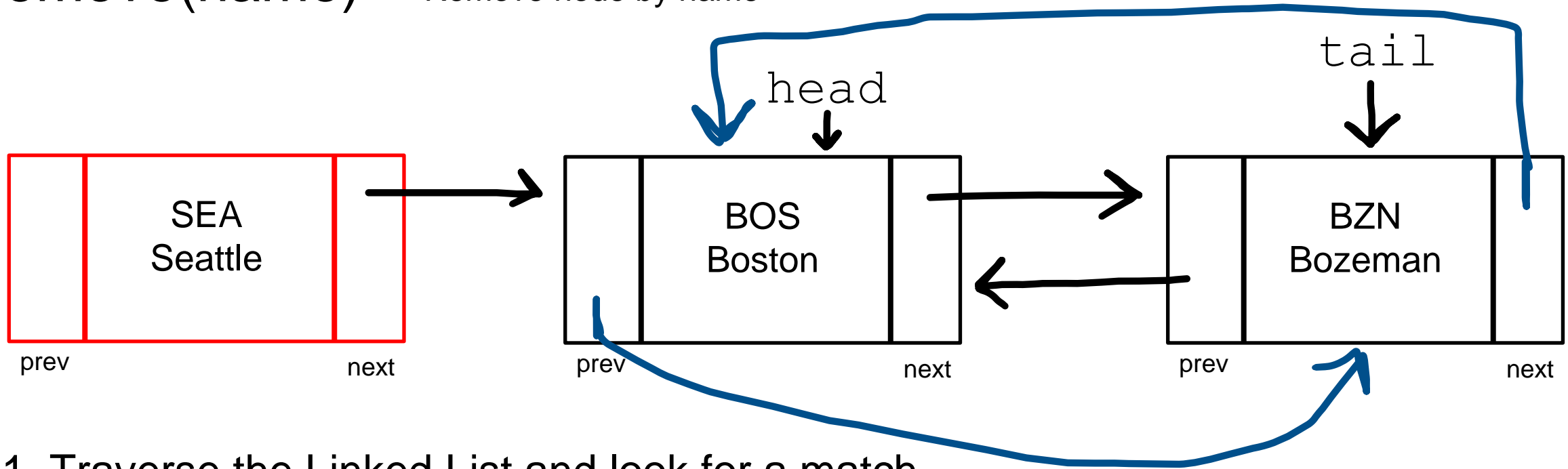
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*What if the removed node is the head?*

2. Update the `head` to be the next node

3. Update the new `head`'s `prev` value to be null

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1. Traverse the Linked List and look for a match

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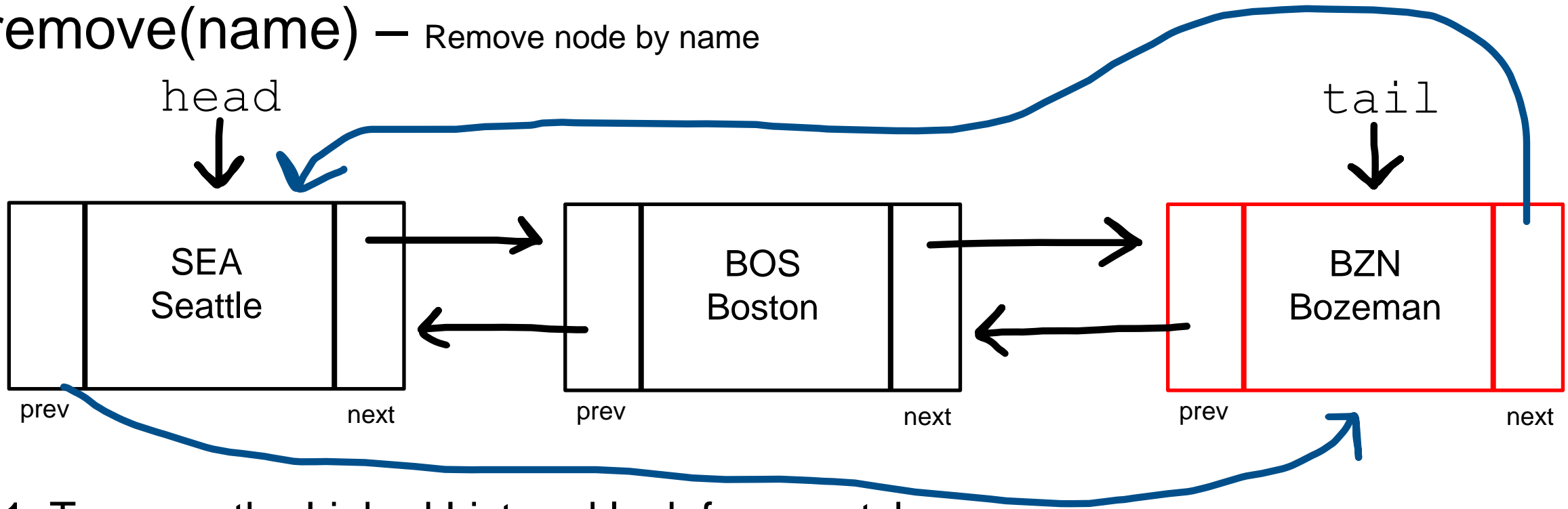
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4. **NEW:** Reconnect the `head` and `tail` nodes

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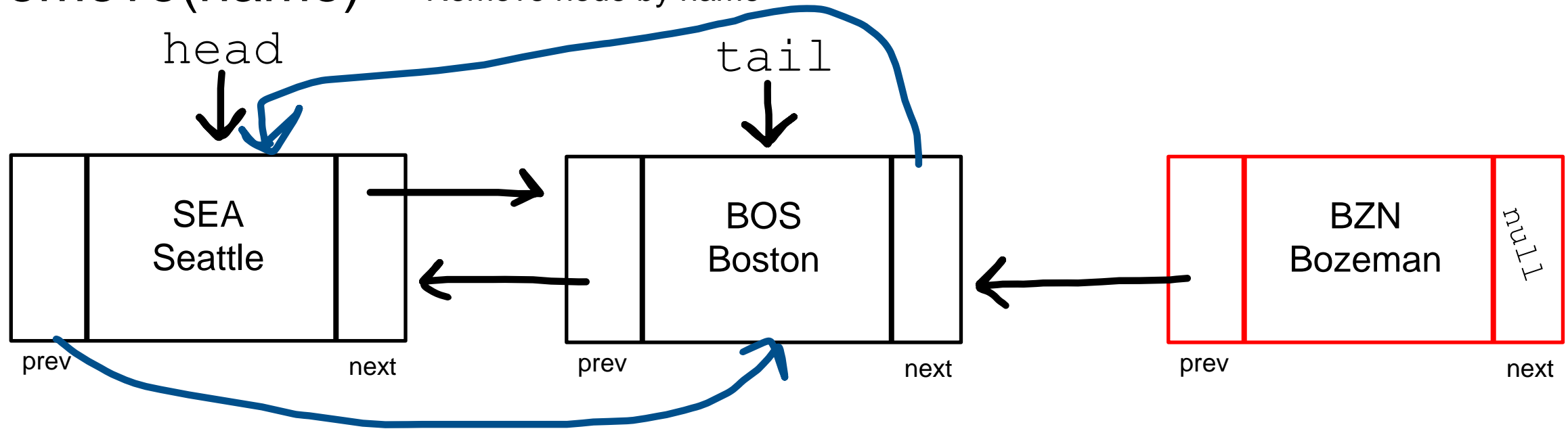


1. Traverse the Linked List and look for a match

`remove("BZN")`

*What if the removed node is the tail?*

- `remove(name)` — Remove node by name



1. Traverse the Linked List and look for a match

`remove("BZN")`

*What if the removed node is the tail?*

2. Update the `tail` to be the previous node

3. ~~Update the new tail's next value to be null~~

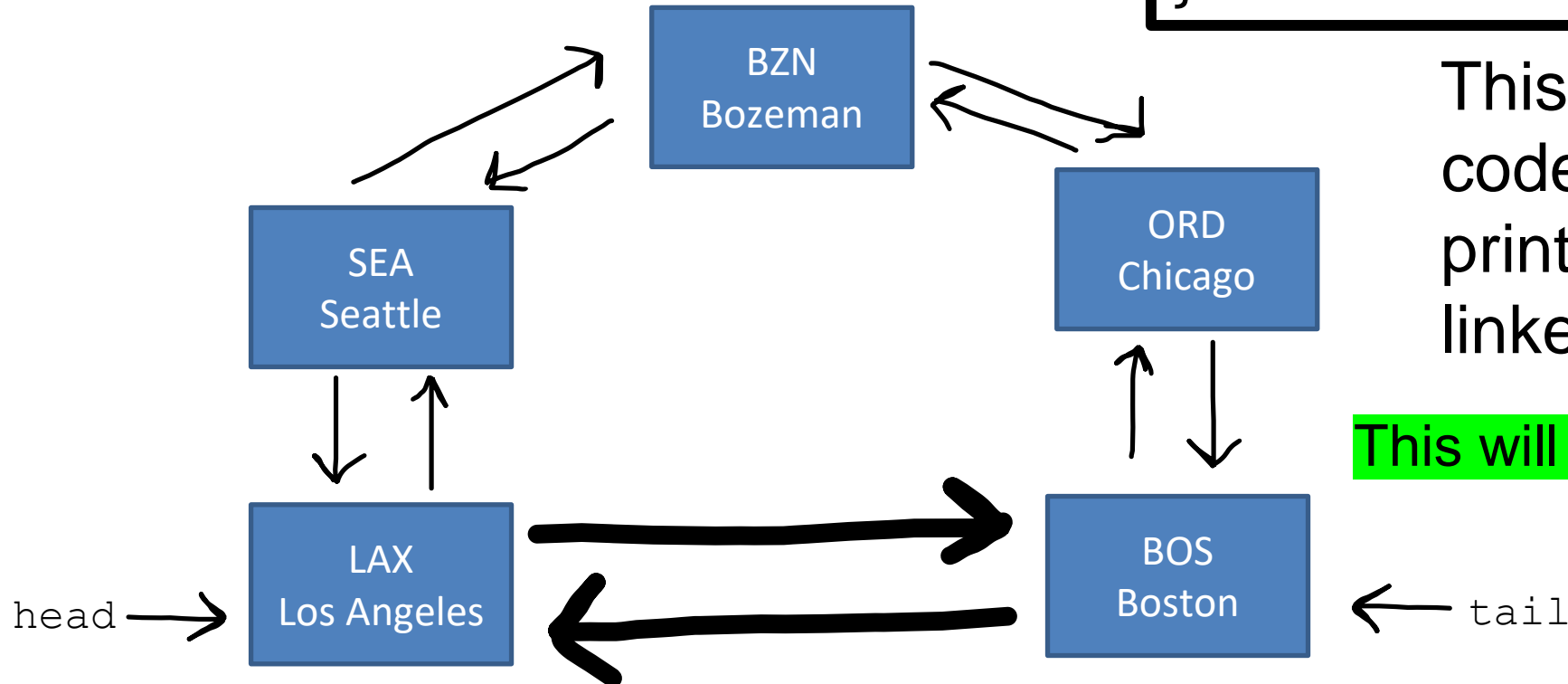
4. NEW: Reconnect the `head` and `tail` nodes

# Traversing a Circular Linked List

```
public void printList() {  
    Node current = this.head;  
    while(current != null) {  
        current.printNode();  
        current = current.getNext();  
    }  
}
```

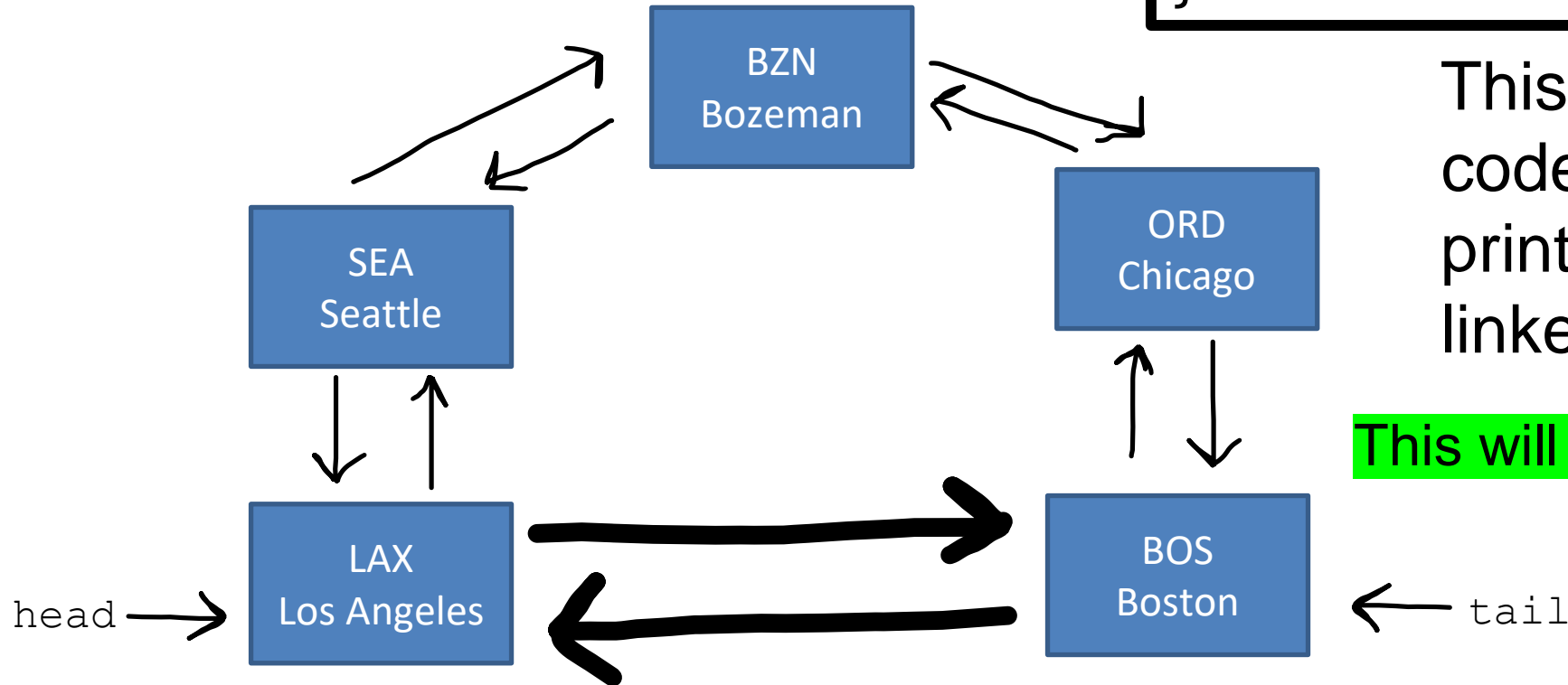
This was our previous code for traversing and printing out nodes in a linked list

This will no longer work because...



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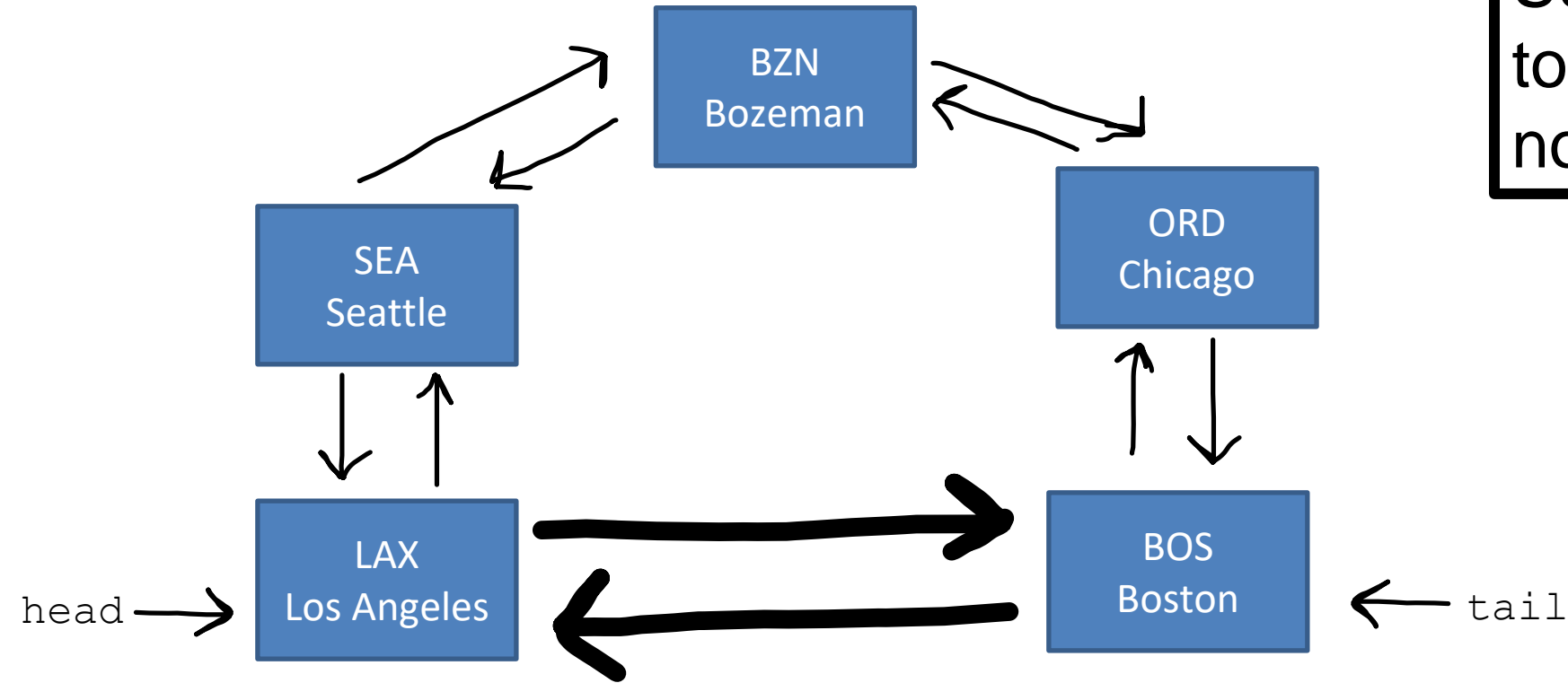
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This will no longer work because...

We will never reach null

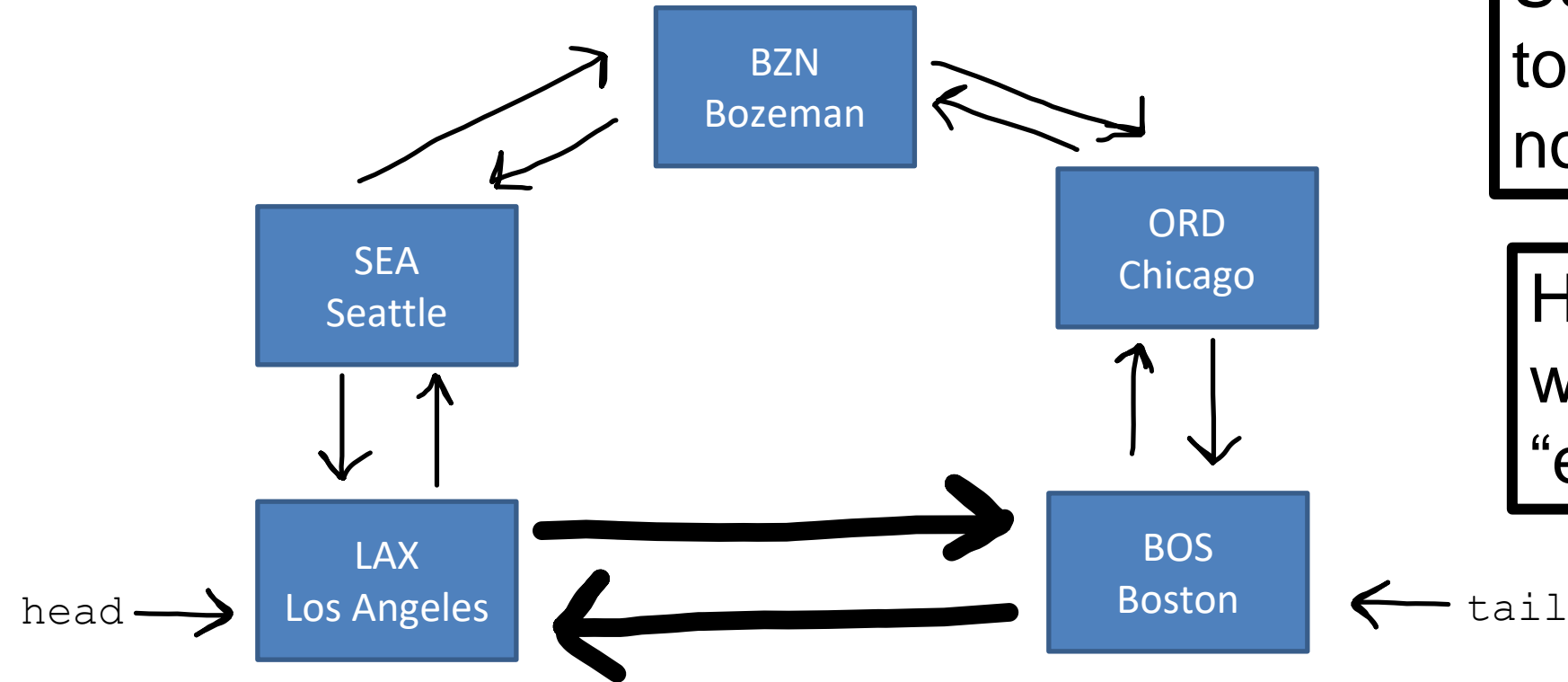
# Traversing a Circular Linked List

Suppose our goal is to print out each node only once





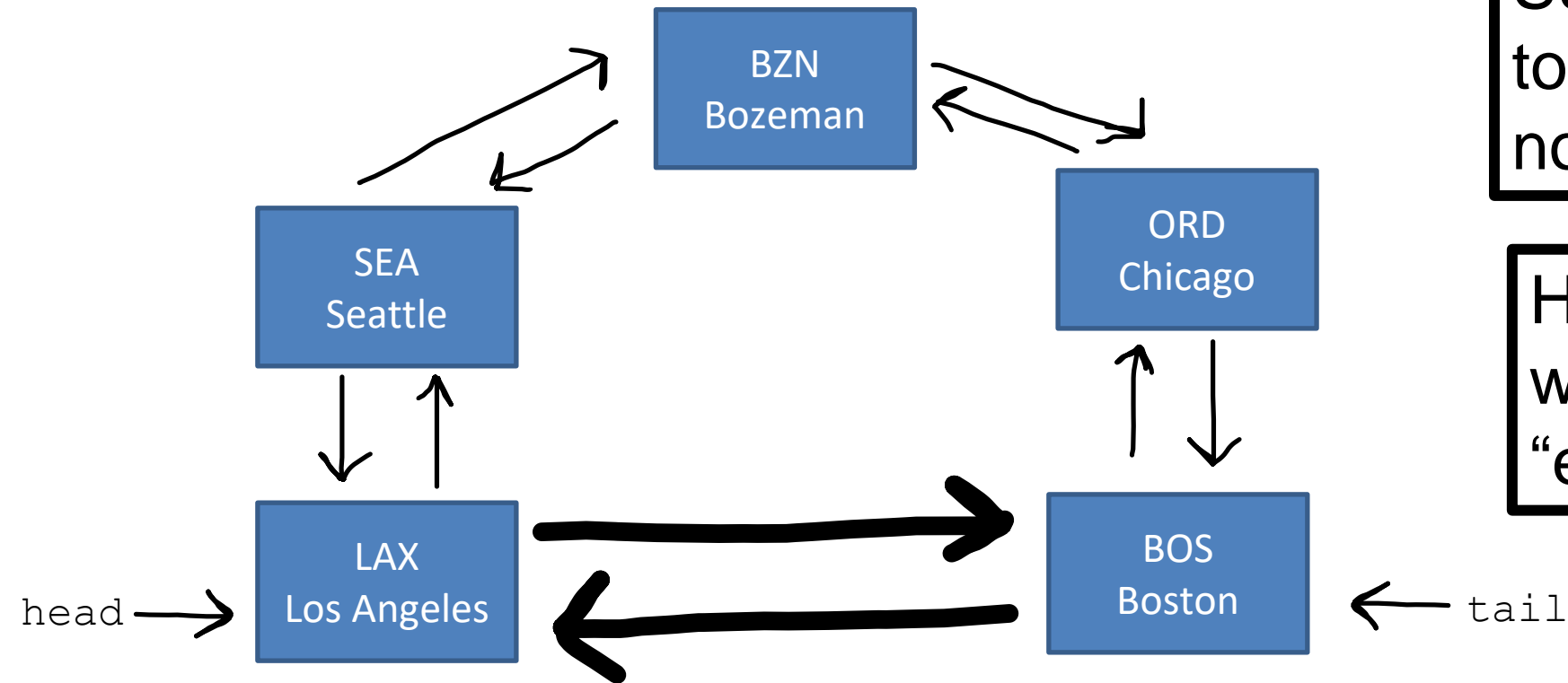
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How do we know that we've reached the "end" of the CLL ?

# Traversing a Circular Linked List

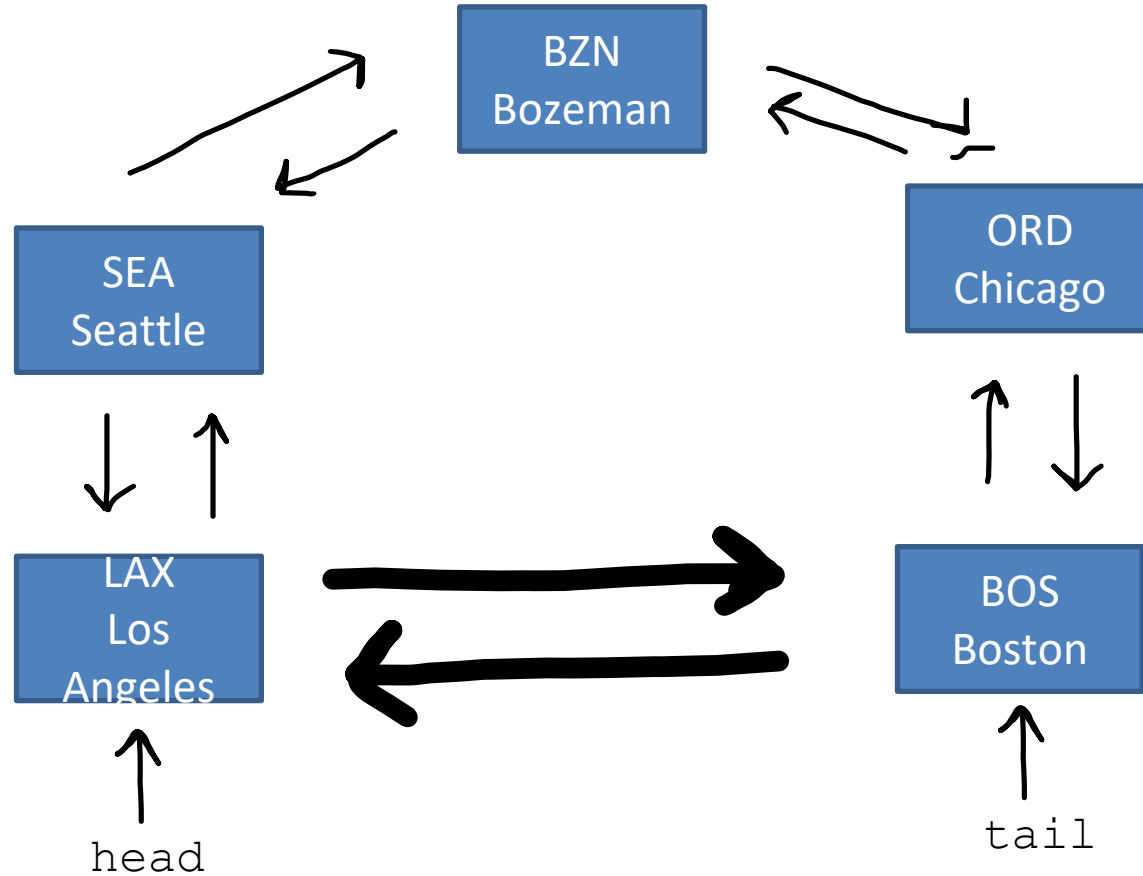


Suppose our goal is to print out each node only once

How do we know that we've reached the "end" of the CLL ?

If we start from the head, we should stop looping once we reach the head again

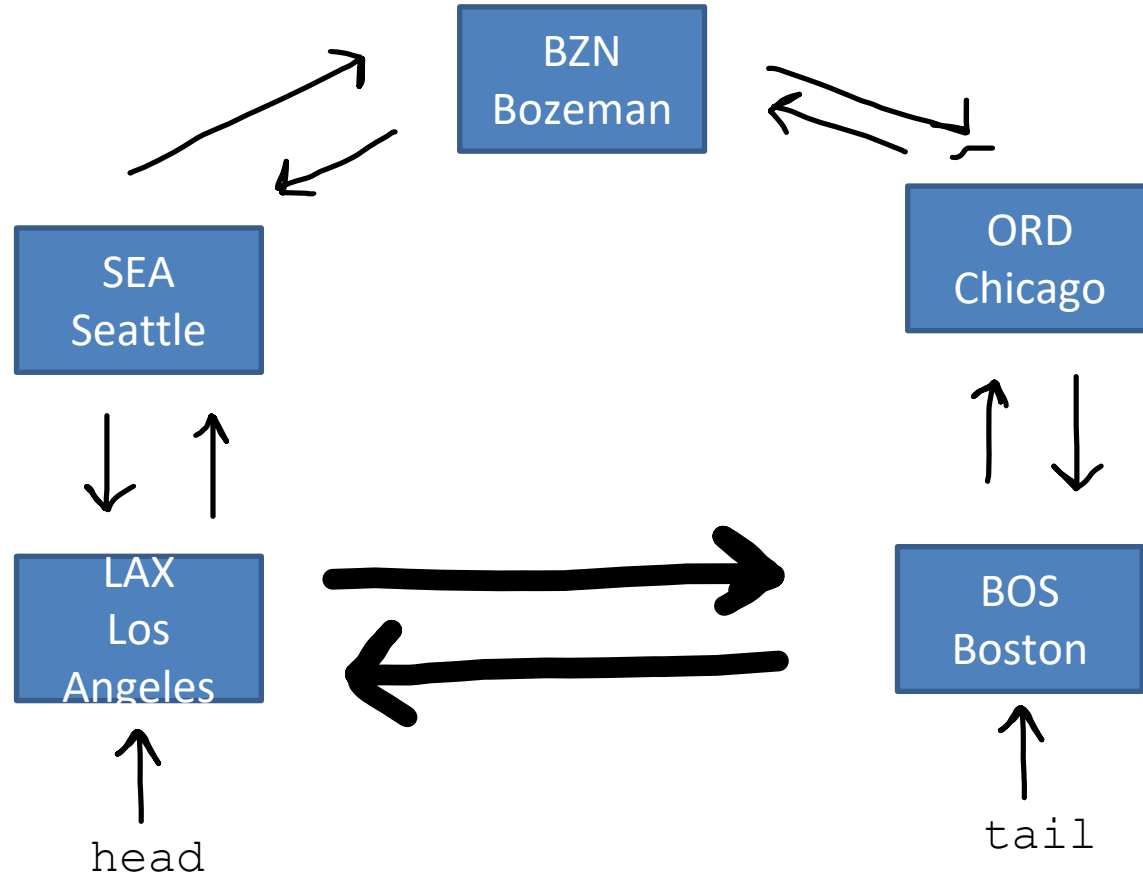
# Traversing a Circular Linked List



If we start from the `head`, we should stop looping once we reach the `head` again

```
public void printLinkedList() {  
    Node current = this.head.getNext();  
    while(current != this.head) {  
        current.printNode();  
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    }  
}
```

# Traversing a Circular Linked List

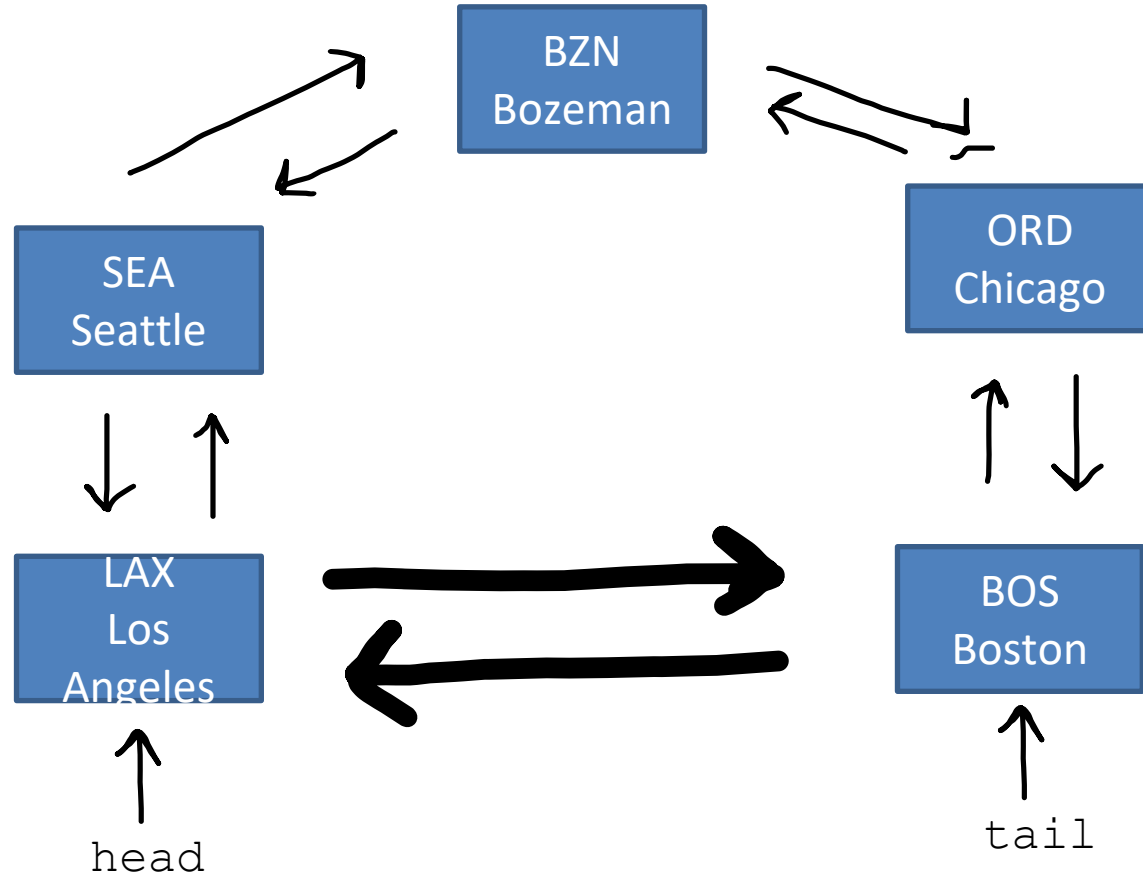


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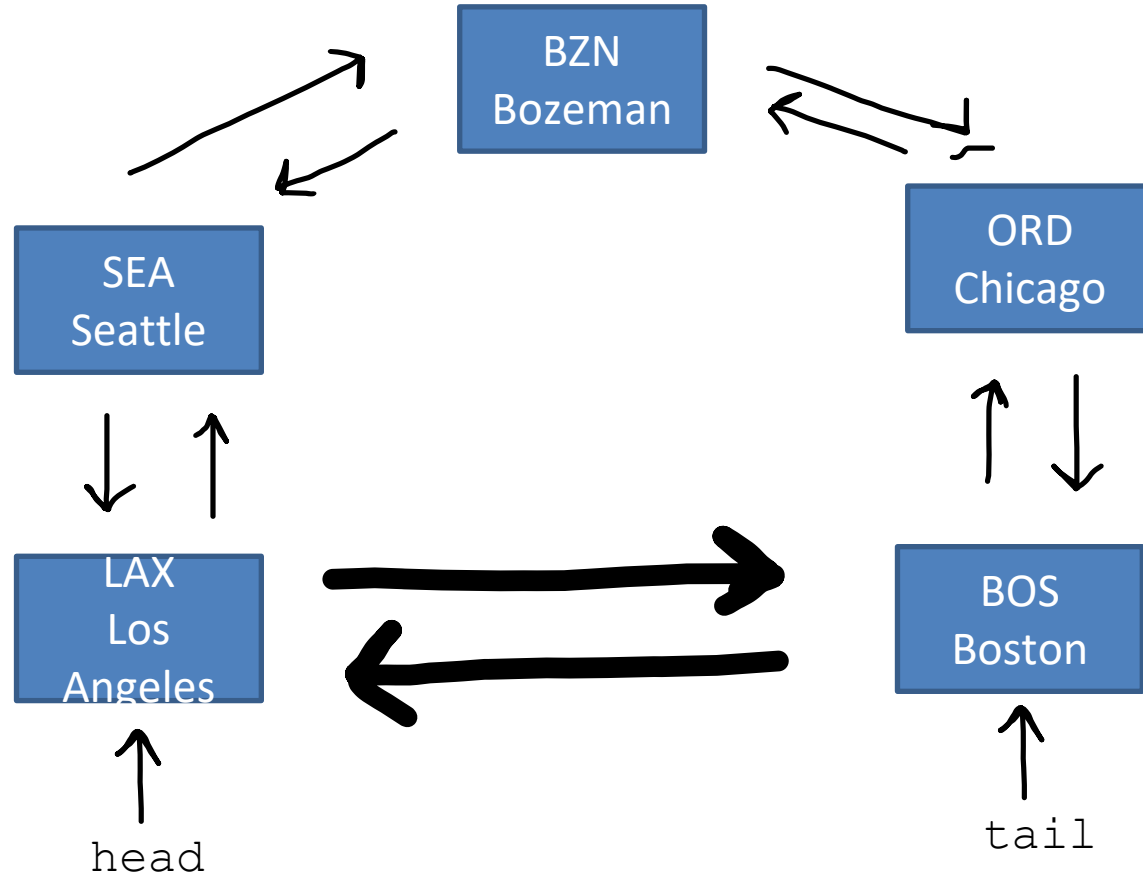


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}
```

**This won't work because...** The `head` node will never be printed out

# Traversing a Circular Linked List



If we start from the `head`, we should stop looping once we reach the `head` again

```
public void printLinkedList() {  
    Node current = this.head;  
    do {  
        current.printNode();  
        current = current.getNext();  
    }  
    while(current != this.head);  
}
```

A **do/while** loop executed the body of the loop, and then checks the looping condition