PERTEMUAN 6 DOUBLE LINKED LIST



Nama:

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Dosen:

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PROGRAM STUDI S1 REKAYASA PERANGKAT LUNAK FAKULTAS INFORMATIKA TELKOM UNIVERSITY PURWOKERTO 2024

1. Soal 1.cpp

```
using namespace std;
struct Node {
  int data;
  Node* prev;
  Node* next;
void insertFirst(Node*& head, int data) {
  Node* newNode = new Node();
  newNode->data = data;
  newNode->prev = nullptr;
  newNode->next = head;
  if(head != nullptr) {
   head->prev = newNode;
  head = newNode;
void insertLast(Node*& head, int data) {
  Node* newNode = new Node();
  newNode->data = data;
  newNode->next = nullptr;
  if (head == nullptr) {
    newNode->prev = nullptr;
   head = newNode;
  Node* temp = head;
while (temp->next != nullptr) {
    temp = temp->next;
  temp->next = newNode;
  newNode->prev = temp;
```

```
void displayList(Node* head) {
  Node* temp = head;
cout << "DAFTAR ANGGOTA LIST: ";
  while (temp != nullptr) {
    cout << temp->data;
    if (temp->next != nullptr) {
        cout << " <-> ";
    temp = temp->next;
  cout << endl;</pre>
int main() {
  Node* head = nullptr;
  int firstElm, secondElm, thirdElm;
cout << "Masukkan elemen pertama = ";</pre>
  cin >> firstElm;
  insertFirst(head, firstElm);
  cout << "Masukkan elemen kedua di awal = ";</pre>
  cin >> secondElm;
  insertFirst(head, secondElm);
  cout << "Masukkan elemen ketiga di akhir = ";</pre>
  cin >> thirdElm;
  insertLast(head, thirdElm);
  displayList(head);
```

Hasil Kode:

```
▶ Masukkan elemen pertama = 10
Masukkan elemen kedua di awal = 5
Masukkan elemen ketiga di akhir = 20
DAFTAR ANGGOTA LIST: 5 <-> 10 <-> 20
```

2. Soal 2.cpp

```
using namespace std;
struct Node {
  int data;
  Node* prev;
void insertFirst(Node*& head, int data) {
 Node* newNode = new Node();
  newNode->data = data;
 newNode->prev = nullptr;
 newNode->next = head;
if (head != nullptr) {
   head->prev = newNode;
  head = newNode;
void insertLast(Node*& head, int data) {
 Node* newNode = new Node();
  newNode->data = data;
  newNode->next = nullptr;
  if (head == nullptr) {
    newNode->prev = nullptr;
    head = newNode;
    return;
  Node* temp = head;
 while (temp->next != nullptr) {
  temp = temp->next;
  temp->next = newNode;
  newNode->prev = temp;
void deleteFirst(Node*& head) {
 if (head == nullptr) {
```

```
cout << "List kosong, tidak ada elemen yang bisa dihapus." << endl;</pre>
    return:
  Node* temp = head;
  head = head->next;
  if (head != nullptr) {
    head->prev = nullptr;
 delete temp;
void deleteLast(Node*& head) {
  if (head == nullptr) {
  cout << "List kosong, tidak ada elemen yang bisa dihapus." << endl;</pre>
    return;
  if (head->next == nullptr) {
    delete head;
    head = nullptr;
    return;
 Node* temp = head;
while (temp->next != nullptr) {
  temp = temp->next;
  temp->prev->next = nullptr;
  delete temp;
void displayList(Node* head) {
  if (head == nullptr) {
    cout << "DAFTAR ANGGOTA LIST SETELAH PENGHAPUSAN: List kosong." << endl;</pre>
    return;
```

```
Node* temp = head;
  cout << "DAFTAR ANGGOTA LIST SETELAH PENGHAPUSAN: ";</pre>
  while (temp != nullptr) {
    cout << temp->data;
if (temp->next != nullptr) {
   cout << " <-> ";
    temp = temp->next;
  }
  cout << endl;</pre>
int main() {
 Node* head = nullptr;
  int firstElm, secondElm, thirdElm;
  cout << "Masukkan elemen pertama = ";</pre>
  cin >> firstElm;
  insertFirst(head, firstElm);
  cout << "Masukkan elemen kedua di akhir = ";</pre>
  cin >> secondElm;
  insertLast(head, secondElm);
  cout << "Masukkan elemen ketiga di akhir = ";</pre>
  cin >> thirdElm;
  insertLast(head, thirdElm);
  deleteFirst(head);
  deleteLast(head);
  displayList(head);
```

Hasil Kode:

```
Masukkan elemen pertama = 10
Masukkan elemen kedua di akhir = 15
Masukkan elemen ketiga di akhir = 20
DAFTAR ANGGOTA LIST SETELAH PENGHAPUSAN: 15
```

3. Soal 3.cpp

```
using namespace std;
struct Node {
  int data;
 Node* prev;
 Node* next;
void insertLast(Node*& head, int data) {
  Node* newNode = new Node();
  newNode->data = data;
  newNode->next = nullptr;
  if (head == nullptr) {
   newNode->prev = nullptr;
    head = newNode;
    return;
  Node* temp = head;
  while (temp->next != nullptr) {
   temp = temp->next;
  temp->next = newNode;
  newNode->prev = temp;
void displayForward(Node* head) {
  Node* temp = head;
  cout << "Daftar elemen dari depan ke belakang: ";</pre>
  while (temp != nullptr) {
    cout << temp->data;
    if (temp->next != nullptr) {
      cout << " <-> ";
    temp = temp->next;
  cout << endl;</pre>
```

```
void displayBackward(Node* head) {
 if (head == nullptr) return;
  Node* temp = head;
  while (temp->next != nullptr) {
    temp = temp->next;
  cout << "Daftar elemen dari belakang ke depan: ";</pre>
 while (temp != nullptr) {
    cout << temp->data;
    if (temp->prev != nullptr) {
     cout << " <-> ";
    temp = temp->prev;
 cout << endl;</pre>
int main() {
 Node* head = nullptr;
  int n, data;
  cout << "Masukkan 4 elemen secara berurutan: ";</pre>
  for (int i = 0; i < 4; i++) {
   cin >> data;
    insertLast(head, data);
  displayForward(head);
  displayBackward(head);
```

Hasil Kode:

```
Masukkan 4 elemen secara berurutan: 1 2 3 4

Daftar elemen dari depan ke belakang: 1 <-> 2 <-> 3 <-> 4

Daftar elemen dari belakang ke depan: 4 <-> 3 <-> 2 <-> 1
```

UNGUIDED

- 1. Latihan 1
 - File doublelist.h

```
•••
  struct infotype {
  string nopol;
  string warna;
  int thnBuat;
  struct ElmList;
typedef ElmList* address;
struct ElmList {
  infotype info;
  address next;
  address prev;
};
  void CreateList(List &L) {
  L.First = nullptr;
  L.Last = nullptr;
  address alokasi(infotype x) {
  address newElm = new ElmList;
  newElm->info = x;
  newElm->next = nullptr;
  newElm->prev = nullptr;
  return newElm;
 void dealokasi(address &P) {
  delete P;
  P = nullptr;
 bool isNopolExists(const List &L, const string &nopol) {
   address temp = L.First;
   white (temp != nullptr) {
    if (temp != nullptr) {
        return true;
    }
}
  address findElm(const List &L, const string &nopol) {
  address temp = L.First;
  whlle (temp != nullptr) {
    if (temp->info.nopol == nopol) {
      return temp;
    }
}
    temp = temp->next;
}
return nullptr;
 void printSearchResult(const List &L, const string &nopol) {
   address found = findElm(L, nopol);
   if (found != nullptr) {
      cout << "NNHonor Polisi : " << found->info.nopol << endl;
      cout << "Yahna : " << found->info.warna << endl;
      cout << "Tahun : " << found->info.thnBuat << endl;
    }
   else {
      cout << "Nomor polisi " << nopol << " tidak ditemukan." << endl;
}</pre>
  void deleteElm(List &L, const string &nopol) {
  address found = findElm(L, nopol);
  if (found != nullptr) {
    if (found == L.First) {
        L.First = found->next;
    if (L.First != nullptr) {
        L.First->prev = nullptr;
    }
} else if (found == L.Last) {
             } else if (found == L.Last) {
    L.Last = found->prev;
    if (L.Last != nullptr) {
        L.Last->next = nullptr;
    }
} else
    found->prev->next = found->next;
    found->prev;
 Tound-stext-sprey = Tound-sprey,
}
delete founts
cout << "Data dengan nomor polisi " << nopol << " berhasil dihapus." <<
engl;!so {
cout << "Nomor polisi " << nopol << " tidak ditemukan." << endl;
  void printInfo(const List &L) {
   if (L.First == nullptr) {
     cout << "List kosong" << endl;
     return;
}</pre>
       address temp = L.First;
cout << "\nOATA LIST\n\n";
white (temp != nullptr) {
cout << "no polisi : " << temp->info.nopol << endl;
cout << "warna : " << temp->info.warna << endl;
cout << "tahun : " << temp->info.tnBbut << endl;
temp = temp->next;
void insertLast(List &L, address P) {
   if (L.First == nullptr) {
      L.First = P;
      L.Last = P;
   } clse {
      L.Last>next = P;
   P>prev = L.Last;
      L.Last = P;
   }
}
```

- File latihan1.cpp

```
#include "doublelist.h"
int main() {
  List L;
  CreateList(L);
  infotype kendaraan;
  string nopol;
  for (int i = 0; i < 4; i++) {</pre>
    cout << "masukkan nomor polisi: ";</pre>
    cin >> kendaraan.nopol;
    if (isNopolExists(L, kendaraan.nopol)) {
        cout << "nomor polisi sudah terdaftar" <<</pre>
endl;
        cout << endl;</pre>
    cout << "masukkan warna kendaraan: ";</pre>
    cin >> kendaraan.warna;
    cout << "masukkan tahun kendaraan: ";</pre>
    cin >> kendaraan.thnBuat;
    cout << endl;</pre>
    address P = alokasi(kendaraan);
    insertLast(L, P);
  printInfo(L);
  string searchNopol;
  cout << endl;</pre>
  cout << "Masukkan Nomor Polisi yang dicari : ";</pre>
  cin >> searchNopol;
  printSearchResult(L, searchNopol);
  string deleteNopol;
  cout << endl;</pre>
  cout << "Masukkan Nomor Polisi yang akan dihapus : ";</pre>
  cin >> deleteNopol;
  deleteElm(L, deleteNopol);
  printInfo(L);
```

masukkan nomor polisi: D001 masukkan warna kendaraan: HITAM

masukkan tahun kendaraan: 90

masukkan nomor polisi: D003 masukkan warna kendaraan: PUTIH masukkan tahun kendaraan: 70

masukkan nomor polisi: D001 nomor polisi sudah terdaftar

masukkan nomor polisi: D004 masukkan warna kendaraan: KUNING masukkan tahun kendaraan: 90

DATA LIST

no polisi : D001 warna : HITAM tahun: 90

no polisi : D003 warna : PUTIH tahun: 70

no polisi : D004 warna : KUNING tahun: 90

Cari nomer polisi dan hapus nomer polisi :

Masukkan Nomor Polisi yang dicari : D001

Nomor Polisi : D001

Warna : HITAM Tahun: 90

Masukkan Nomor Polisi yang akan dihapus : D003 Data dengan nomor polisi D003 berhasil dihapus.

DATA LIST

no polisi : D001 warna : HITAM tahun: 90

no polisi : D004 warna : KUNING tahun: 90