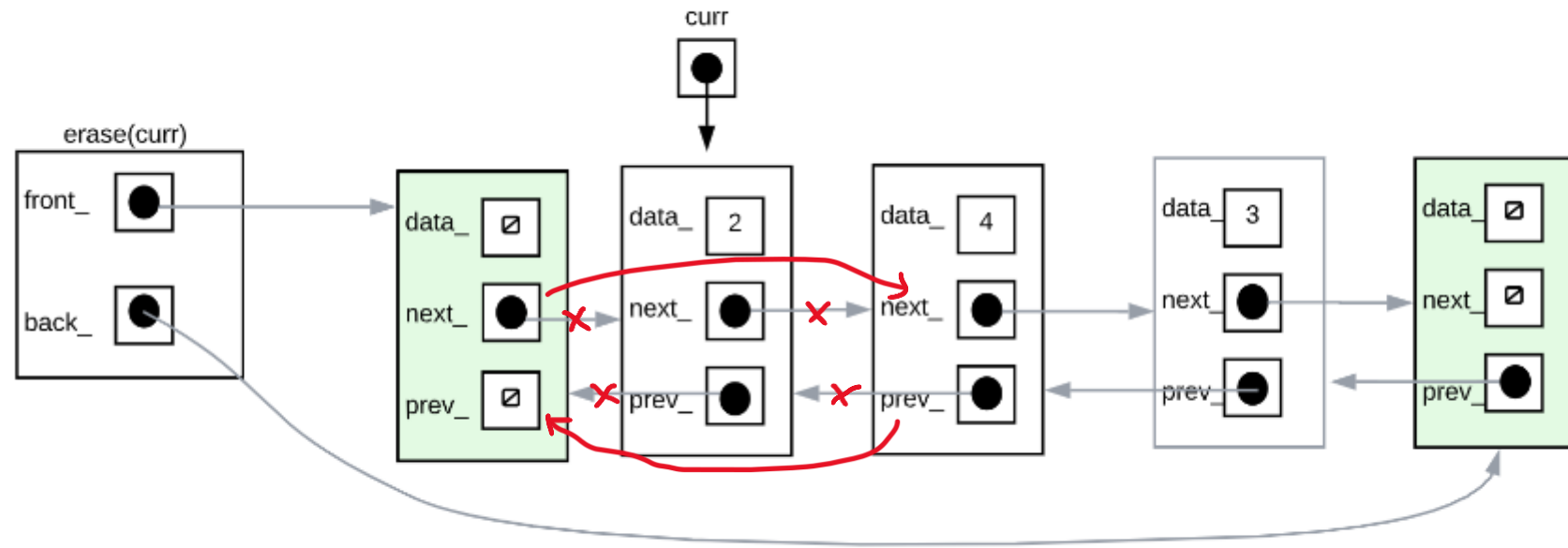
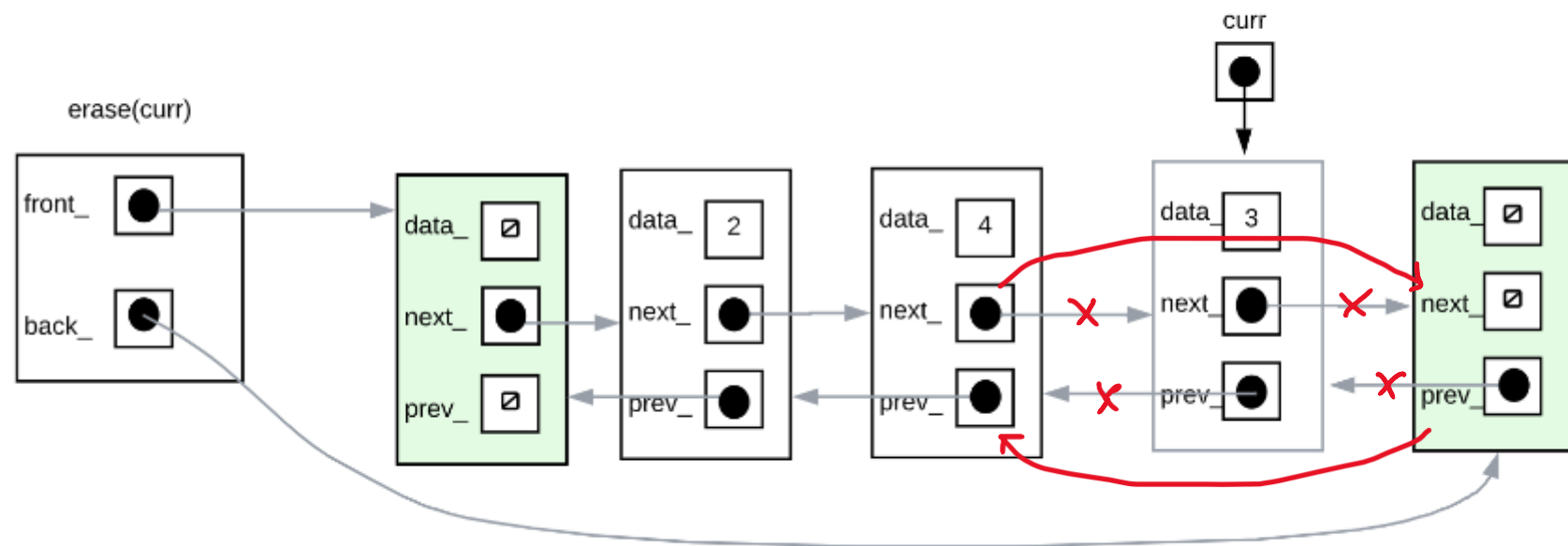
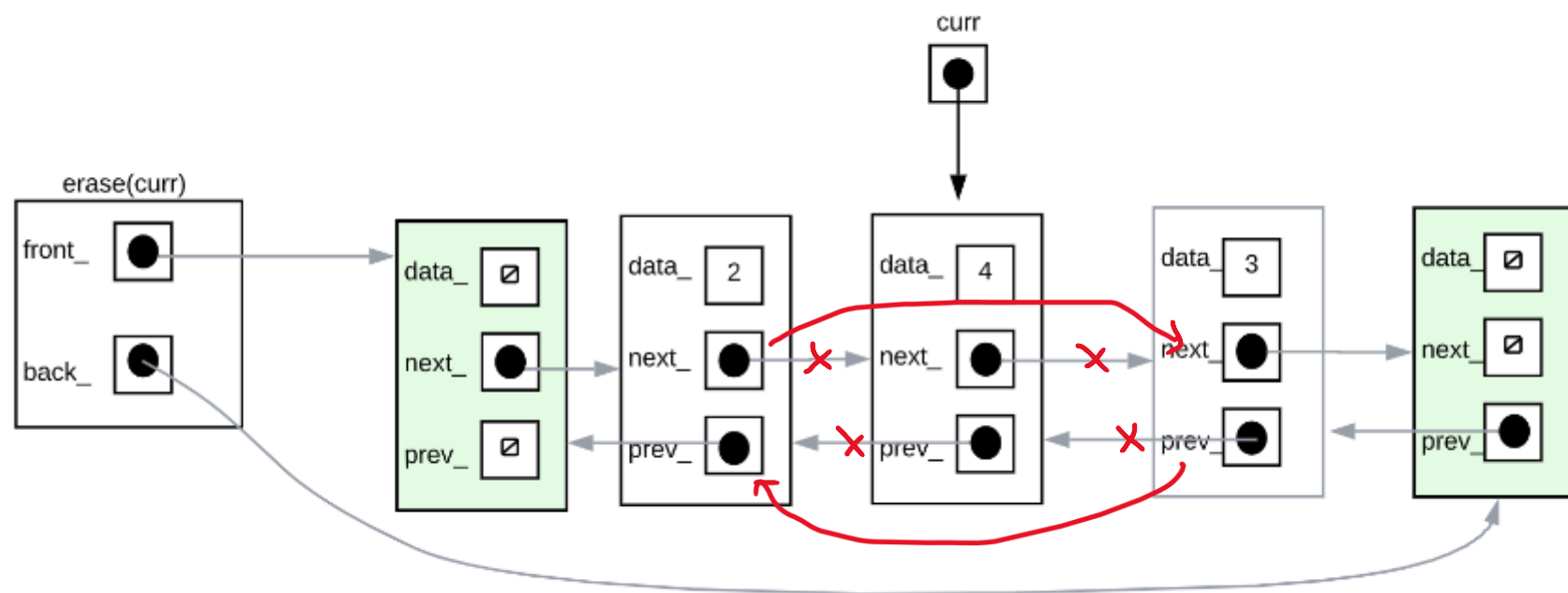


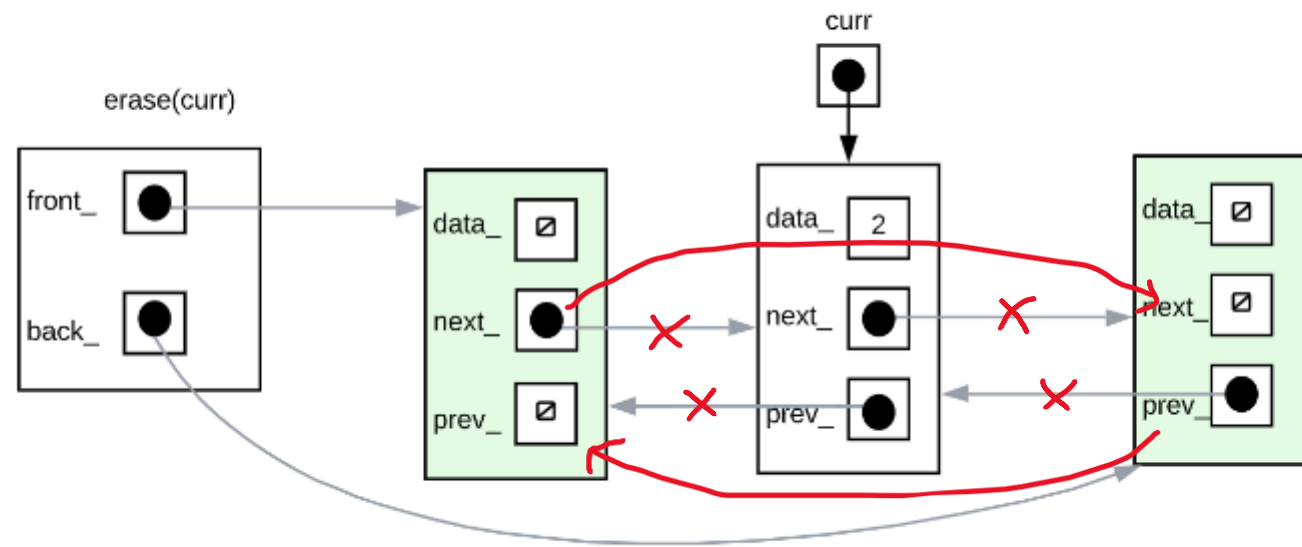
## Steps to Remove a Node

1. Update the next\_ pointer of the previous node to point to the next node
2. Update the prev\_ pointer of the next node to point to the previous node
3. Remove the curr node



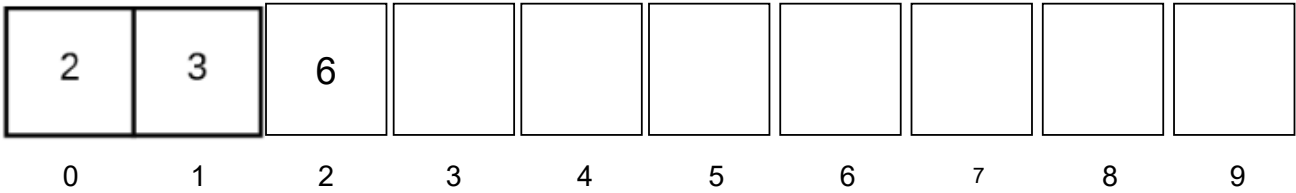






stack.push(6)

3 is at top of stack



For stack.push(), the data member that needs to be tracked is capacity.

Data Members	Initial State	Operation	State after Operation
capacity	8	stack.push(6)	7

stack.pop()  
stack.pop()  
stack.push(6)

initially 5 is at top of stack



For stack.pop(), the data members that need to be tracked include : list length & top value

Data Members	Initial State	Operation	State after Operation
list length	4	stack.pop()	3
	3	stack.pop()	2
top value	5	stack.pop()	3
	3	stack.pop()	4

For stack.push(), the data member that needs to be tracked is capacity.

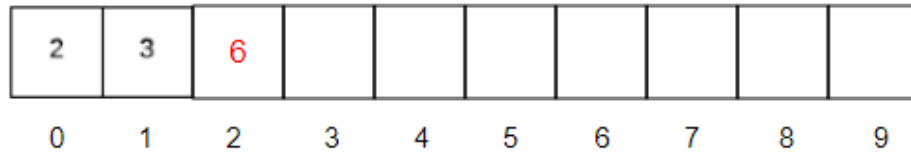
Data Members	Initial State	Operation	State after Operation
capacity	8	stack.push(6)	7



1.

queue.enqueue(6)

2 is at front of queue, 3 is at  
back



For queue.enqueue(6), we need to track the **rear** and **size**.

The front will not change.

Data Members	Initial State	Operation	Final State	Comments
Front	2	queue.enqueue(6)	2	No changed
Rear	3	queue.enqueue(6)	6	Updated to 6
Size	2	queue.enqueue(6)	3	Increased by 1

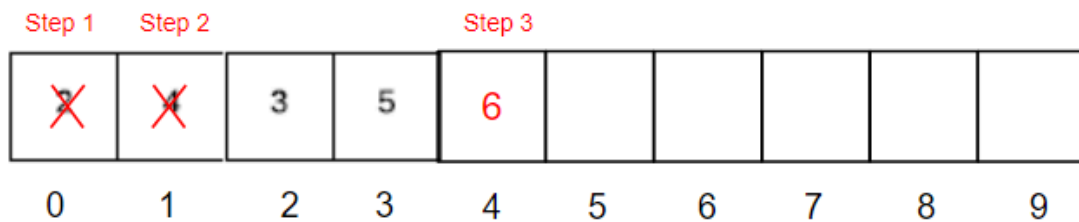
## 2.

Step 1: `queue.dequeue()`

Step 2: `queue.dequeue()`

Step 3: `queue.enqueue(6)`

initially 2 is at front of queue,  
5 is at back



### Step 1 : `queue.dequeue()`

For `queue.dequeue()`, we need to track the **front** and **size**.  
The rear will not change.

Data Members	Initial State	Operation	Final State	Comments
Front	2	<code>queue.dequeue()</code>	4	Updated to 4
Rear	5	<code>queue.dequeue()</code>	5	No changed
Size	4	<code>queue.dequeue()</code>	3	Decreased by 1

### Step 2 : `queue.dequeue()`

Data Members	Initial State	Operation	Final State	Comments
Front	4	<code>queue.dequeue()</code>	3	Updated to 3
Rear	5	<code>queue.dequeue()</code>	5	No changed
Size	3	<code>queue.dequeue()</code>	2	Decreased by 1

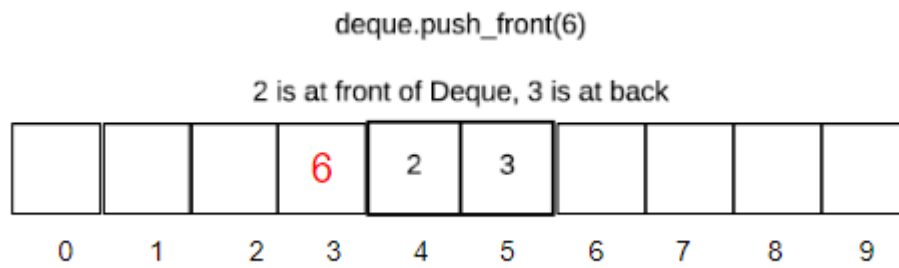
### Step 3 : `queue.enqueue(6)`

For `queue.enqueue(6)`, we need to track the **rear** and **size**.

The front will not change.

Data Members	Initial State	Operation	Final State	Comments
Front	3	queue.enqueue(6)	3	No changed
Rear	5	queue.enqueue(6)	6	Updated to 6
Size	2	queue.enqueue(6)	3	Increased by 1

3.

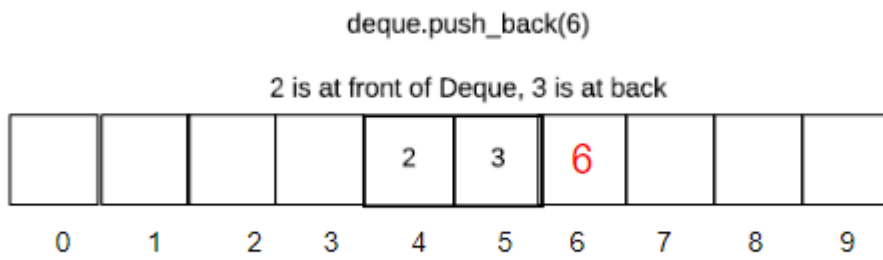


For queue.enqueue(6), we need to track the **front** and **size**.

The rear will not change.

Data Members	Initial State	Operation	Final State	Comments
Front	2	deque.push_front(6)	6	Updated to 6
Rear	3	deque.push_front(6)	3	No changed
Size	2	deque.push_front(6)	3	Increased by 1

4.



For queue.enqueue(6), we need to track the **rear** and **size**.

The front will not change.

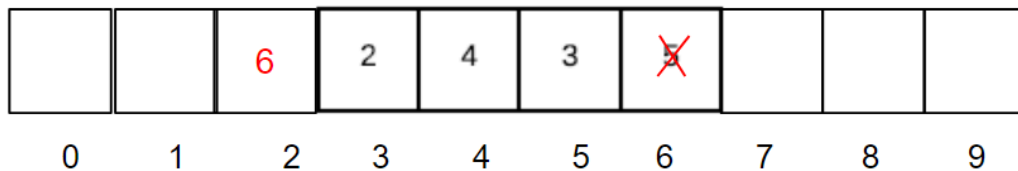
Data Members	Initial State	Operation	Final State	Comments
Front	2	deque.push_back(6)	2	No changed
Rear	3	deque.push_back(6)	6	Updated to 6
Size	2	deque.push_back(6)	3	Increased by 1

## 5.

Step 1: `deque.pop_back()`

Step 2: `deque.push_front(6)`

initially 2 is at front of deque, 5 is at back



### Step 1 : `deque.pop_back()`

For `deque.pop_back()`, we need to track the **rear** and **size**.

The front will not change.

Data Members	Initial State	Operation	Final State	Comments
Front	2	<code>deque.pop_back()</code>	2	No changed
Rear	5	<code>deque.pop_back()</code>	3	Updated to 3
Size	4	<code>deque.pop_back()</code>	3	Decreased by 1

### Step 2 : `deque.push_front(6)`

For `deque.push_front(6)`, we need to track the **front** and **size**.

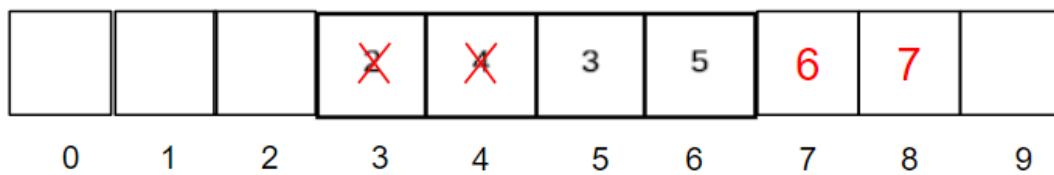
The rear will not change.

Data Members	Initial State	Operation	Final State	Comments
Front	2	<code>deque.push_front(6)</code>	6	Updated to 6
Rear	3	<code>deque.push_front(6)</code>	3	No changed
Size	3	<code>deque.push_front(6)</code>	4	Increased by 1

## 6.

Step 1: deque.pop\_front()  
Step 2: deque.push\_back(6)  
Step 3: deque.pop\_front()  
Step 4: deque.push\_back(7)

initially 2 is at front of deque,  
5 is at back



### Step 1 : deque.pop\_front()

For deque.pop\_back(), we need to track the **front** and **size**.  
The rear will not change.

Data Members	Initial State	Operation	Final State	Comments
Front	2	deque.pop_front()	4	Updated to 4
Rear	5	deque.pop_front()	5	No changed
Size	4	deque.pop_front()	3	Decreased by 1

### Step 2 : deque.push\_back(6)

For deque.push\_front(6), we need to track the **rear** and **size**.  
The front will not change.

Data Members	Initial State	Operation	Final State	Comments
Front	4	deque.push_back(6)	4	No changed
Rear	5	deque.push_back(6)	6	Increased by 1
Size	3	deque.push_back(6)	4	Increased by 1

### Step 3 : deque.pop\_front()

For deque.pop\_back(), we need to track the **front** and **size**.  
The rear will not change.

Data Members	Initial State	Operation	Final State	Comments
Front	4	deque.pop_front()	3	Updated to 3
Rear	6	deque.pop_front()	6	No changed
Size	4	deque.pop_front()	3	Decreased by 1

### Step 4 : deque.push\_back(7)

For deque.push\_back(7), we need to track the **rear** and **size**.  
The front will not change.

Data Members	Initial State	Operation	Final State	Comments
Front	3	deque.push_back(7)	3	No changed
Rear	6	deque.push_back(7)	7	Updated to 6
Size	3	deque.push_back(7)	4	Increased by 1



## Step 1

-2	1	-3	-3	0
2	0	3	2	0
0	0	-3	0	0
0	0	1	0	0

## Step 2

0	-3	1	1	-1
-3	0	-4	-3	0
0	0	-3	0	0
0	0	1	0	0

### Step 1 to 2 :

#### Overflowing cells:

- **(0,0)**: The value is -2, with 2 neighbors, meeting the overflow condition becoming 0.
- **(0,2)**: The value is -3, with 3 neighbors, meeting the overflow condition and was affected by (0,3), becoming 1.
- **(0,3)**: The value is -3, with 3 neighbors, meeting the overflow condition and was affected by (0,2), becoming 1.

#### Neighbor updates:

- **(0,1)**: it increases by 2, and its sign changes to match theirs, becoming -3.
- **(1,0)**: it increases by 1, and its sign changes to match (0,0), becoming -3.
- **(1,2)**: it increases by 1, and its sign changes to match theirs becoming -4.
- **(1,3)**: it increases by 1, and its sign changes to match theirs becoming -3.
- **(0,4)**: it increases by 1, and its sign changes to match (0,3), becoming -1.

## Step 2

0	-3	1	1	-1
-3	0	-4	-3	0
0	0	-3	0	0
0	0	1	0	0

**Step 2 to 3 :**

**Overflowing cells:**

- (1,0): The value is -3, with 3 neighbors, meeting the overflow condition, becoming 0.
- (0,1): The value is -3, with 3 neighbors, meeting the overflow condition, becoming 0.
- (1,2): The value is -4, with 4 neighbors, meeting the overflow condition,, becoming 0.

## Step 3

-2	0	-3	1	-1
0	-3	0	-4	0
-1	0	-4	0	0
0	0	1	0	0

**Neighbor updates:**

- (0,0):it increases by 2, and its sign changes to match theirs, becoming -2.
- (2,0): it increases by 1, and its sign changes becoming -1.
- (1,1): it increases by 3, and its sign changes to match theirs, becoming -3.
- (0,2): it increases by 2, and its sign changes to match theirs, becoming -3.
- (2,2): it increases by 1,becoming -4.
- (1,3): it increases by 1,becoming -4.

## Step 3

-2	0	-3	1	-1
0	-3	0	-4	0
-1	0	-4	0	0
0	0	1	0	0

Step 3 to 4 :

Overflowing cells:

- (0,0): The value is -2, with 2 neighbors, meeting the overflow condition, becoming 0.
- (0,2): The value is -3, with 3 neighbors, meeting the overflow condition, becoming 0.
- (1,3): The value is -4, with 4 neighbors, meeting the overflow condition,, becoming 0.
- (2,2): The value is -4, with 4 neighbors, meeting the overflow condition,, becoming 0.

Neighbor updates:

## Step 4

0	-2	0	-3	-1
-1	-3	-3	0	-1
-1	-1	0	-2	0
0	0	-2	0	0

- (1,0): it increases by 1, and its sign changes becoming -1.
- (0,1): it increases by 2, becoming -2.
- (2,1):it increases by 1, and its sign changes becoming -1.
- (1,2): it increases by 3, and its sign changes to match theirs, becoming -3.
- (3,2): it increases by 1, and its sign changes becoming -2.
- (0,3): it increases by 2, becoming -3.
- (2,3): it increases by 2, and its sign changes becoming becoming -2.
- (1,4): it increases by 2, and its sign changes becoming becoming -1.

### Step 4 (Last Step)

0	-2	0	-3	-1
-1	-3	-3	0	-1
-1	-1	0	-2	0
0	0	-2	0	0

The grid contains cells with all the same signs, and the process has already stopped

The return value is 3.