

```

function valid(DLL) {
  ① if (DLL.head == null || DLL.tail == null) {
      return true;
    }
  ② if (DLL.head.prev || DLL.tail.next) {
      return false;
    }
}

```

```

  ③ var current = DLL.head;
    while (current) {
      if (current.next != current) {
        return false;
      }
      current = current.next;
    }
  ④ if (current != DLL.tail) {
      return false;
    }
  ⑤ return true;
}

```

