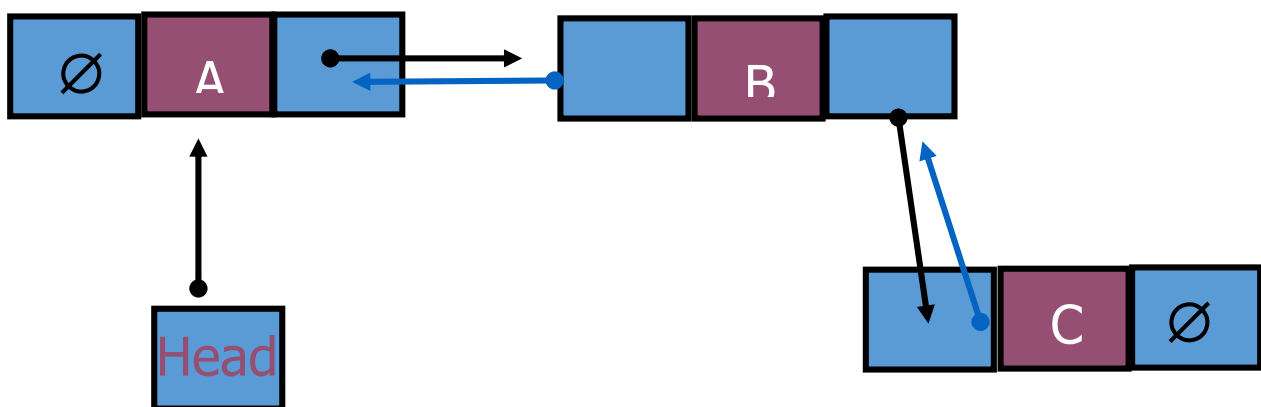


Variations of Linked Lists

Doubly linked lists

- * Each node points to not only successor but the predecessor
- * There are two NULL: at the first and last nodes in the list
- * Advantage: given a node, it is easy to visit its predecessor.

Convenient to traverse lists **backwards**



Array versus Linked Lists

Linked lists are more complex to code and manage than arrays, but they have some distinct advantages

- ✓ Dynamic: a linked list can easily grow and shrink in size.
 - * We don't need to know how many nodes will be in the list. They are created in memory as needed.
 - * In contrast, the size of a C++ array is fixed at compilation time.
- ✓ Easy and fast insertions and deletions
 - To insert or delete an element in an array, we need to copy to temporary variables to make room for new elements or close the gap caused by deleted elements.

- With a linked list, no need to move other nodes. Only need to reset some pointers.

```
#include<iostream.h>
```

```
#include<conio.h>
```

```
#include<stdlib.h>
```

```
Struct node {    int data;
```

```
                struct node*link;
```

```
                }*start,*p,*r,*f,*q;
```

```
void addcll()
```

```
{
```

```
    p=new node;
```

```
    cout<<"input new element"<<endl;
```

```
    cin>>p->data;
```

```
    if(r==NULL)
```

```
        p->link=p;
```

```
    else
```

```
    {
```

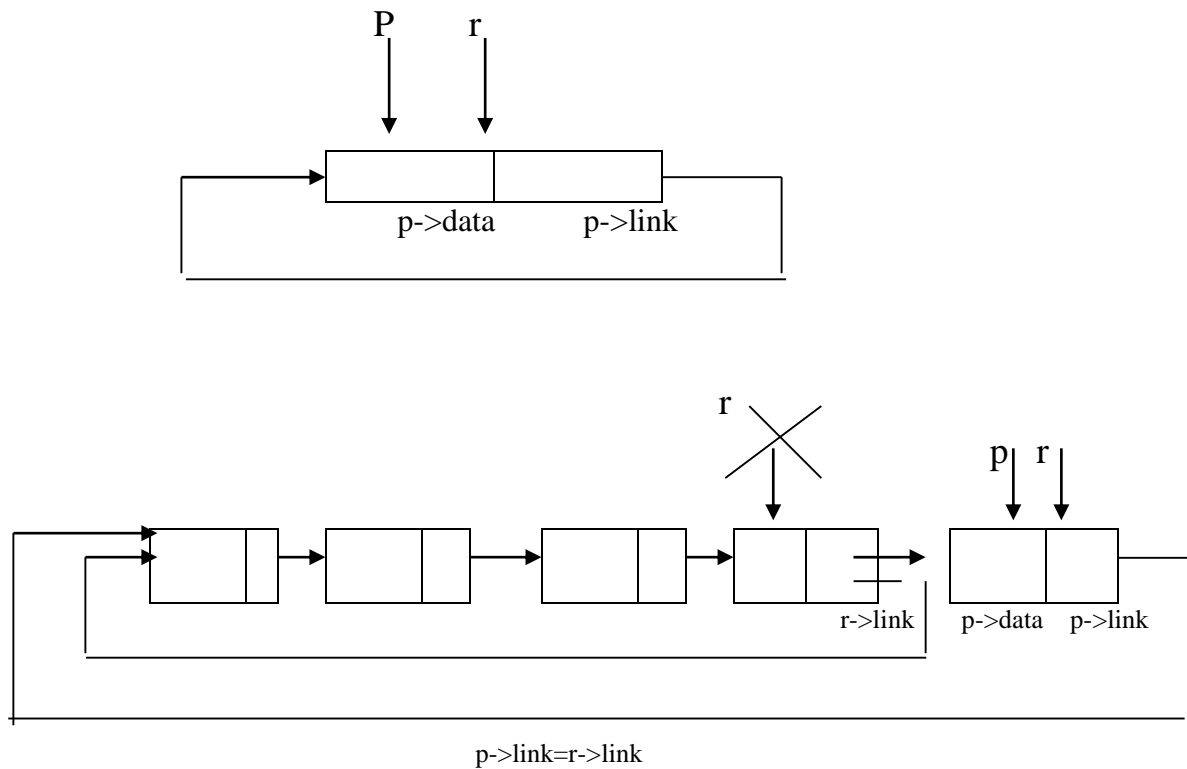
```
        p->link=r->link;
```

```
        r->link=p;
```

```
    }
```

```
    r=p;
```

```
}
```



```

void deletc1l()
{
    int item;
    if(r==NULL)
        cout<<"error..theC.L.L is empty"<<endl;
    else
    {
        f=r->link;
        item=f->data;
        if(r==f)
            r=NULL;
        else
            r->link=f->link;
        delete(f);
    }
}

```

