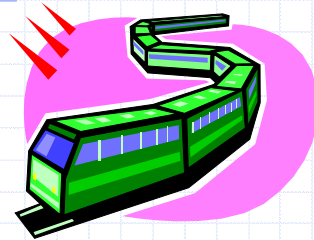


Lists



Position ADT

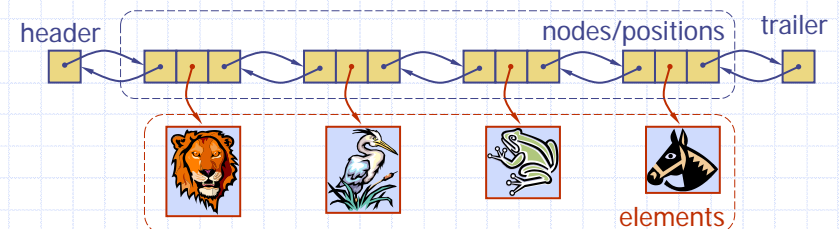
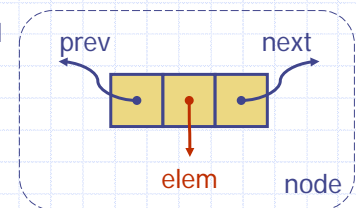
- The **Position** ADT models the notion of place within a data structure where a single object is stored
- It gives a unified view of diverse ways of storing data, such as
 - a cell of an array
 - a node of a linked list
- Just one method:
 - object `p.element()`: returns the element at position
 - In C++ it is convenient to implement this as `*p`

Node List ADT

- The **Node List** ADT models a sequence of positions storing arbitrary objects
- It establishes a before/after relation between positions
- Generic methods:
 - `size()`, `empty()`
- Iterators:
 - `begin()`, `end()`
- Update methods:
 - `insertFront(e)`, `insertBack(e)`
 - `removeFront()`, `removeBack()`
- Iterator-based update:
 - `insert(p, e)`
 - `remove(p)`

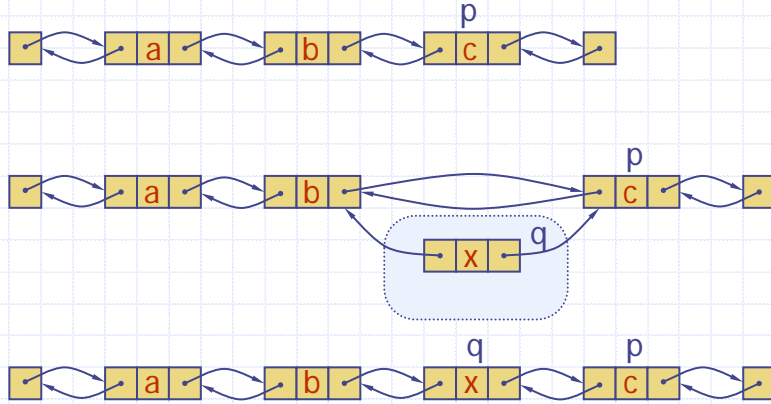
Doubly Linked List

- A doubly linked list provides a natural implementation of the Node List ADT
- Nodes implement Position and store:
 - element
 - link to the previous node
 - link to the next node
- Special trailer and header nodes



Insertion

- We visualize operation `insert(p, x)`, which inserts `x` before `p`



Insertion Algorithm

Algorithm `insert(p, e)`: {insert `e` before `p`}

Create a new node `v`

`v`→element = `e`

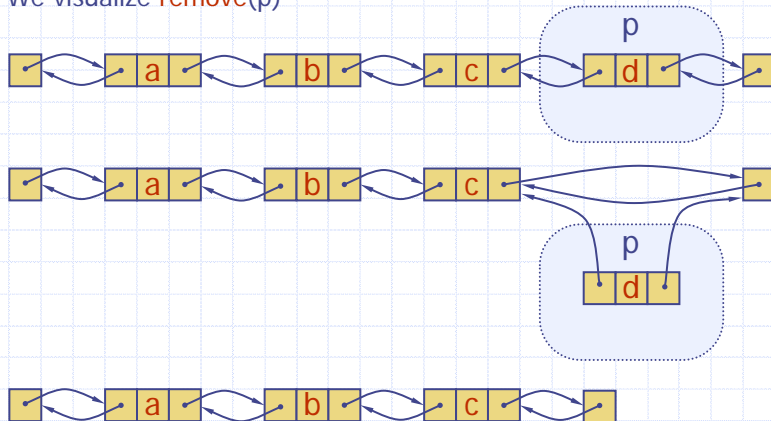
`u` = `p`→prev

`v`→next = `p`; `p`→prev = `v` {link in `v` before `p`}

`v`→prev = `u`; `u`→next = `v` {link in `v` after `u`}

Deletion

- We visualize `remove(p)`



Deletion Algorithm

Algorithm `remove(p)`:

`u` = `p`→prev

`w` = `p`→next

`u`→next = `w` {linking out `p`}

`w`→prev = `u`

Performance

- In the implementation of the List ADT by means of a doubly linked list
 - The space used by a list with n elements is $O(n)$
 - The space used by each position of the list is $O(1)$
 - All the operations of the List ADT run in $O(1)$ time
 - Operation `element()` of the Position ADT runs in $O(1)$ time