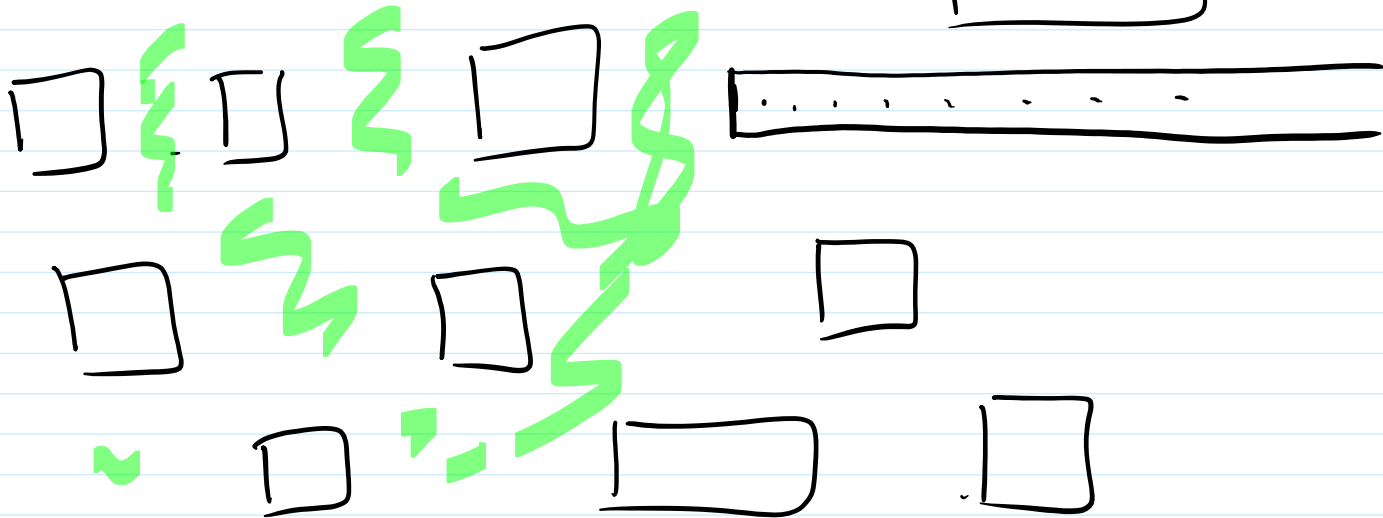
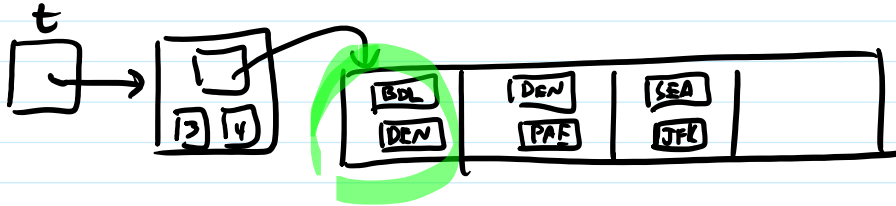
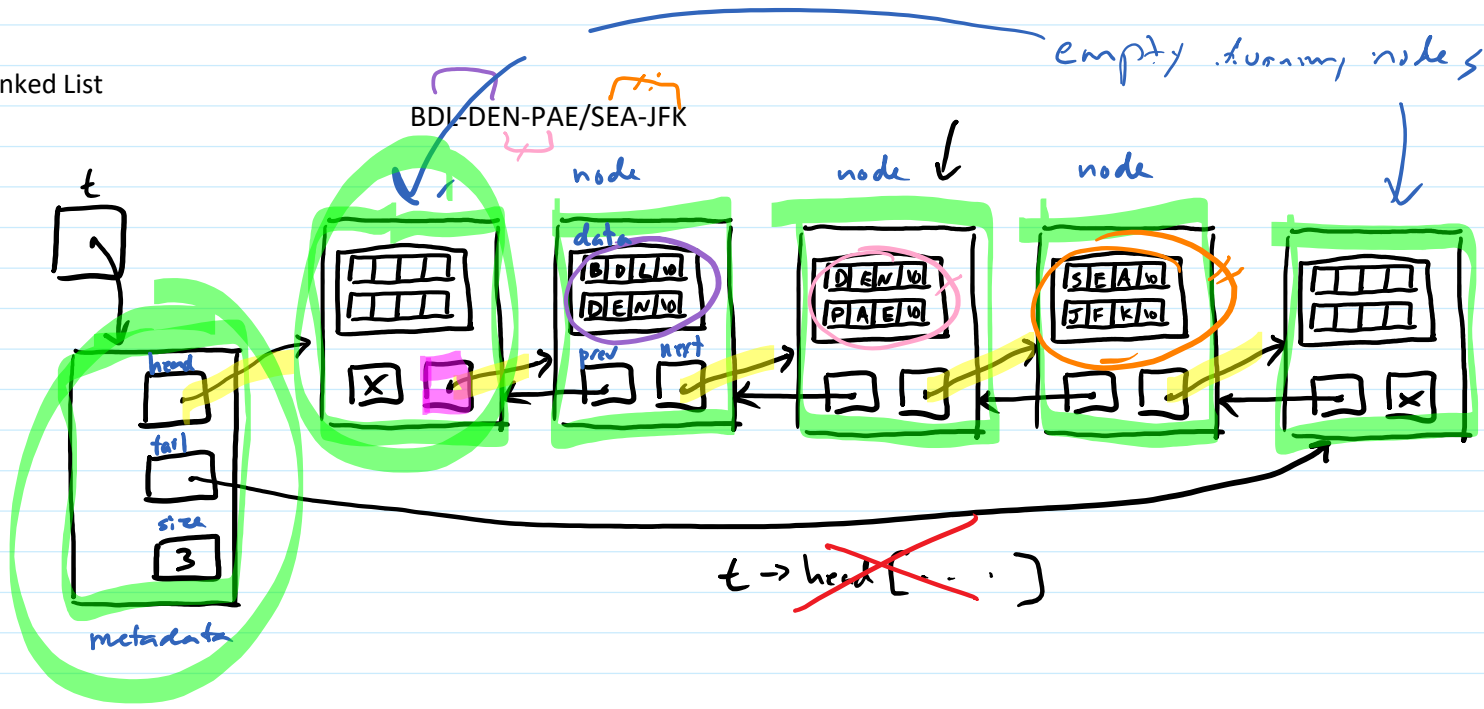


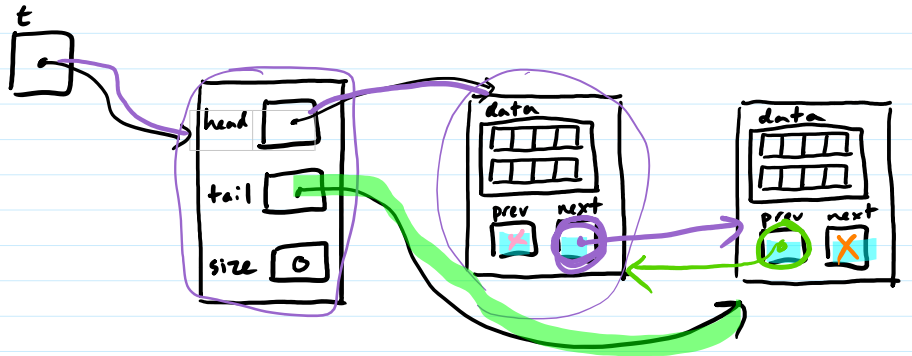
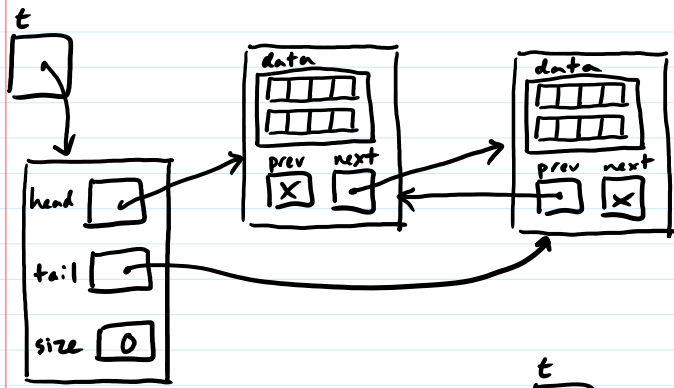
BDL-DEN-PAE/SEA-JFK



Linked List



Create



$t \rightarrow \text{head} \rightarrow \text{next} = t \rightarrow \text{tail}$

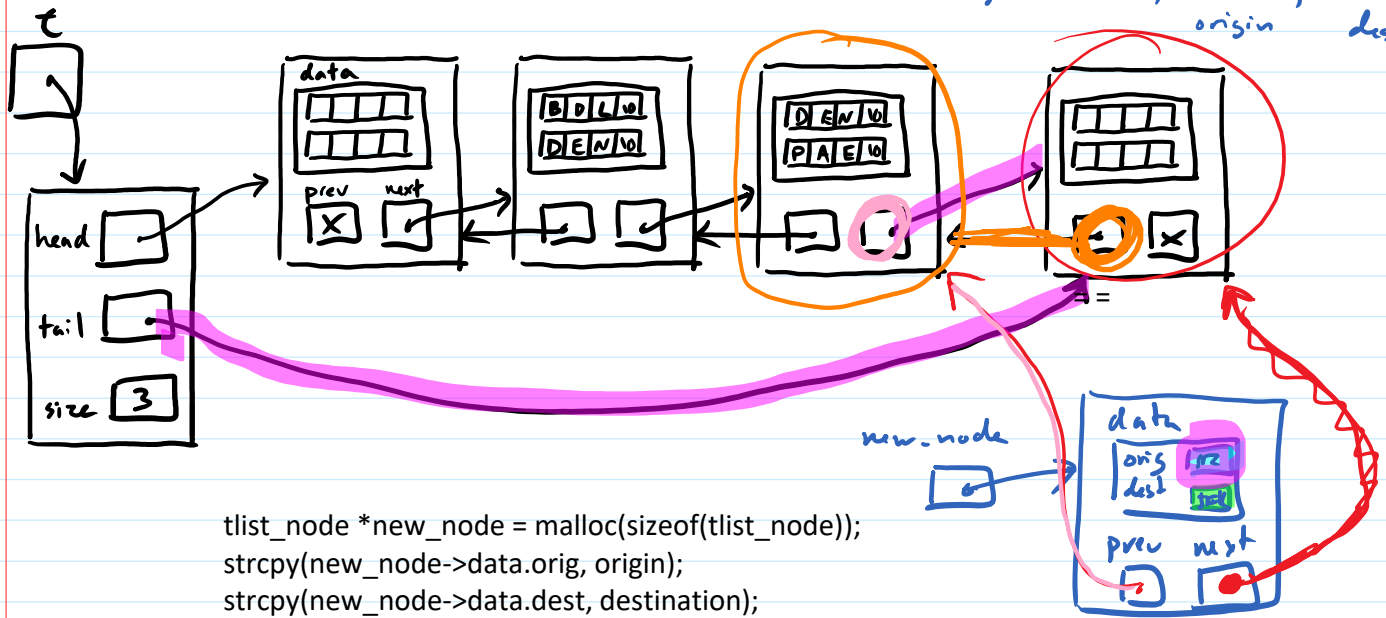
$t \rightarrow \text{head} \rightarrow \text{prev} = \text{NULL};$

$t \rightarrow \text{tail} \rightarrow \text{next} = \text{NULL};$

$t \rightarrow \text{tail} \rightarrow \text{prev} = t \rightarrow \text{head};$

Add

ticket-add-segment(t, "SEA", "JFK");  
origin destination

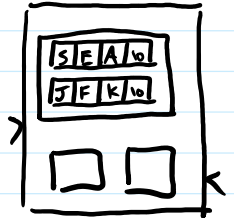


```

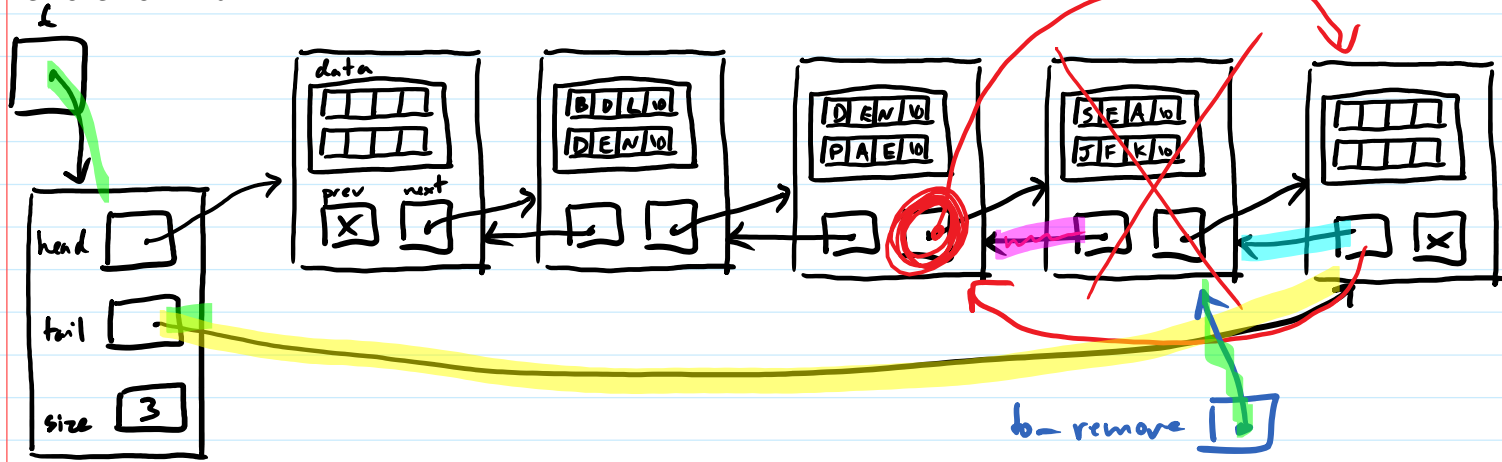
tlist_node *new_node = malloc(sizeof(tlist_node));
strcpy(new_node->data.orig, origin);
strcpy(new_node->data.dest, destination);
new_node->next = t->tail;
new_node->prev = t->tail->prev;
t->tail->prev = new_node;
new_node->prev->next = new_node;
t->size++;

```

invariant: t->next->prev == t  
t->prev->next == t



# Remove from End



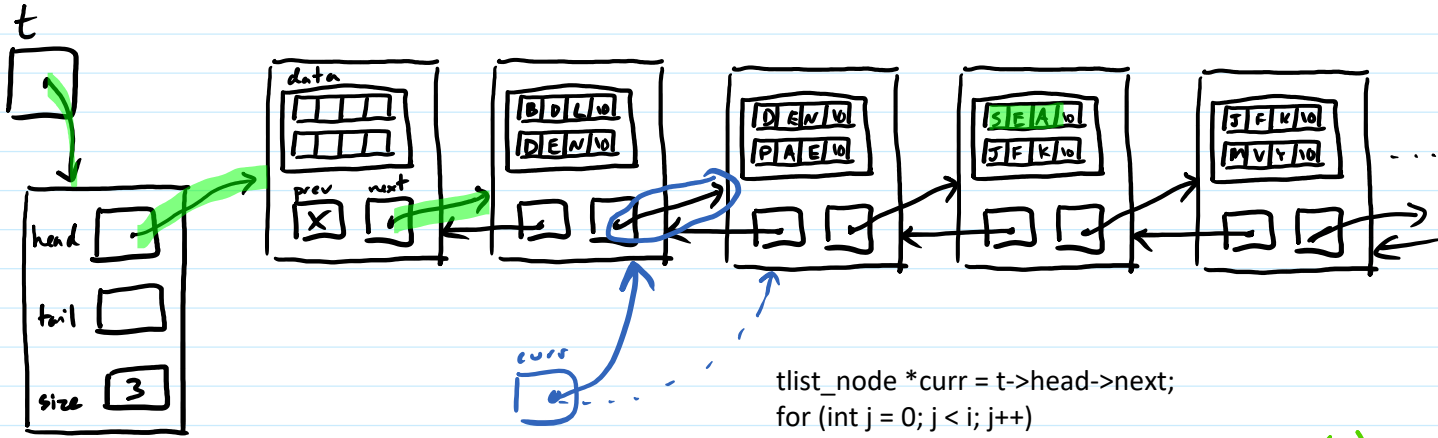
```

tlist_node *to_remove = t->tail->prev;
to_remove->prev->next = t->tail;
t->tail->prev = to_remove->prev;
free(to_remove);
t->size--;

```

Get

$origin = tlist\_get\_origin\_by\_index(t, i)$



```
tlist_node *curr = t->head->next;
for (int j = 0; j < i; j++)
{
    curr = curr->next;
}
return curr->data.orig;
```

$O(n)$

$O(n)$  iterations  
 $O(n)$  iterations

```
for (int i = 0; i < tlist_size(t); i++)
{
    whatever = tlist_get(t, i);
    process(whatever);
}
```

$O(1)$   $O(n)$  for linked list

$O(n)$  total  
 $O(n^2)$  total

iterator: position in a list (index for an array; pointer to the node for a linked list)

operations: create an iterator at the beginning of a list  
 retrieve current item  
 move to next item  
 at end?

```
tlist_iterator *i = tlist_iterator_create(t);
while (!iterator_at_end(i))
{
    whatever = iterator_get();
    process(whatever);
    iterator_move_next(i);
}
```