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# **Python Data Structures**

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## NODES

```
class data_structures.linked_list.Node (value: Any, next_: Optional[data_structures.linked_list.Node] = None)
```

The most simple Node class, only contains *value* and *next* properties, and there is no any security mechanism for node properties modification

Any enhanced Node class should inherit this class

### Parameters

- **value** (*Any*) –
- **next** (*Optional[Node]*) –

```
abstractmethod classmethod after_node (value: Any, node: data_structures.linked_list.Node) → data_structures.linked_list.Node
```

Create a node with the given value, and after the given node

### Parameters

- **value** (*Any*) – The value that the node contains
- **node** (*Node*) – The node which *next* points to this node

**Returns** The node created

**Return type** *Node*

```
class data_structures.linked_list.nodes.SinglyNode (value: Any, next_: Optional[data_structures.linked_list.Node] = None)
```

The most simple SinglyNode class, only contains *value* and *next* properties, and there is no any security mechanism for node properties modification

Any enhanced SinglyNode class should inherit this class

### Parameters

- **value** (*Any*) –
- **next** (*Optional[Node]*) –

```
classmethod after_node (value: Any, node: data_structures.linked_list.nodes.SinglyNode) → data_structures.linked_list.nodes.SinglyNode
```

Create a node with the given value, and after the given node

### Parameters

- **value** (*Any*) – The value that the node contains
- **node** (*SinglyNode*) – The node which *next* points to this node

**Returns** The node created

**Return type** *SinglyNode*

```
class data_structures.linked_list.nodes.SecureSinglyNode (value: Any, next_: Optional[data_structures.linked_list.nodes.SecureSinglyNode] = None, frozen: bool = True)
```

A node with secure mechanism - when it is frozen, the value and next cannot be changed

Initial a node with secure mechanism, and as default the node is frozen to change after initialized

**Parameters**

- **value** (*Any*) –
- **next** (*Optional[Node]*) –
- **frozen** (*bool*) –

```
classmethod after_node (value: Any, node: data_structures.linked_list.nodes.SecureSinglyNode, frozen: bool = True) → data_structures.linked_list.nodes.SecureSinglyNode
```

Create a node with the given value, and after the given node

**Parameters**

- **value** (*Any*) – The value that the node contains
- **node** (*SinglyNode*) – The node which *next* points to this node
- **frozen** (*bool*) –

**Returns** The node created

**Return type** *SinglyNode*

```
freeze () → None
```

Freeze this node - the value and next cannot be changed

**Returns**

**Return type** None

```
unfreeze () → None
```

Unfreeze this node - the value and next can be changed

**Returns**

**Return type** None

```
property next
```

**Returns**

**Return type** *Optional[SecureSinglyNode]*

```
property value
```

**Returns**

**Return type** *Any*

```
class data_structures.linked_list.nodes.DoublyNode (value: Any, previous: Optional[data_structures.linked_list.nodes.DoublyNode] = None, next_: Optional[data_structures.linked_list.nodes.DoublyNode] = None)
```

The most simple *DoublyNode* class, only contains *value* and *next* properties, and there is no any security mechanism for node properties modification

Any enhanced DoublyNode class should inherit this class

Create a node with the given value, previous and next nodes

**Parameters**

- **value** (*Any*) –
- **previous** (*Optional* [*DoublyNode*]) –
- **next** (*Optional* [*DoublyNode*]) –

**classmethod after\_node** (*value: Any, node: data\_structures.linked\_list.nodes.DoublyNode*) → *data\_structures.linked\_list.nodes.DoublyNode*

Create a node with the given value, and after the given node

**Parameters**

- **value** (*Any*) – The value that the node contains
- **node** (*DoublyNode*) – The node which *next* points to this node

**Returns** The node created

**Return type** *DoublyNode*





## SINGLY LINKED LIST

```
class data_structures.linked_list.singly.SinglyLinkedList (*args)
```

This is the simple singly linked list:

- have only one head point, no tail pointer

**Parameters** *args* –

```
append (value: Any) → None
```

Append a node after the tail of this singly linked list

**Parameters** *value* (Any) –

**Returns**

**Return type** None

```
insert_after (value: Union[data_structures.linked_list.nodes.SinglyNode, Any], node: Optional[data_structures.linked_list.nodes.SinglyNode] = None) → None
```

If after\_node is not provided, the given value will be insert to the beginning of this singly linked list

**Parameters**

- **value** (Union[Node, Any]) –

- **node** (Optional[Node]) –

**Returns**

**Return type** None

```
pop () → data_structures.linked_list.nodes.SinglyNode
```

Pop the last node of this singly linked list

**Returns**

**Return type** *SinglyNode*

```
remove_after (node: Optional[data_structures.linked_list.nodes.SinglyNode] = None) → None
```

Remove one node after the give node

**Parameters** *node* (Optional[Node]) – If after\_node is not provided, the first node of this singly linked list will be removed

**Returns**

**Return type** None

```
replace (old: Any, new: Any, max_: Optional[int] = None) → None
```

In-place replace the node old value with the given new one

**Complexity:**

- Space: (n), (n), (1)
- Time: (n), (n), (1)

### Parameters

- **old** (*Any*) – The old value to be replaced
- **new** (*Any*) – The new value to replace the old one
- **max** (*Optional[int]*) – if max is not provided all of nodes equaled to old will be changed to new

**Returns** This method is a in-place change and returns None

**Return type** None

**reverse** () → None  
In-place reverse

### Returns

**Return type** None

**search\_iter** (*value: Any*) → `data_structures.linked_list.singly.SinglyLinkedListSearchIterator`  
Search for a given value, return a iterator

**Parameters** **value** (*Any*) –

### Returns

**Return type** Iterator

**class** `data_structures.linked_list.singly.CircularSinglyLinkedList` (\*args)

**Parameters** **args** –

**append** (*value: Any*) → None

**Parameters** **value** (*Any*) –

### Returns

**Return type** None

**pop** () → `data_structures.linked_list.nodes.SinglyNode`

### Returns

**Return type** *SinglyNode*

**reverse** () → None  
In-place reverse

### Returns

**Return type** None

**search\_iter** (*value: Any*)

**Parameters** **value** (*Any*) –

### Returns

## DOUBLY LINKED LIST

```
class data_structures.linked_list.doubly.DoublyLinkedList (*args)
```

**Parameters** *args* –

**append** (*value: Any*) → None

**Parameters** *value* (*Any*) –

**Returns**

**Return type** None

**pop** () → Optional[data\_structures.linked\_list.nodes.DoublyNode]

**Returns**

**Return type** Optional[*Node*]

**reverse** () → None

In-place reverse

**Returns**

**Return type** None

**search\_iter** (*value: Any*) → data\_structures.linked\_list.doubly.DoublyLinkedListSearchIterator

Search for a given value, return a iterator

**Parameters** *value* (*Any*) –

**Returns**

**Return type** Generator[*Node*, None, None]



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