

CSCI 136
Data Structures &
Advanced Programming

Lecture 12

Fall 2018

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Last Time

- More Comparable Examples
- Better Sorting Methods
 - MergeSort
 - QuickSort
- More Flexible Comparing: Comparator Interface

Today: Linked Lists

- Class extension
 - Abstract base classes
 - Concrete extension classes
- List: A general-purpose structure
- Implementing Lists with linked structures
 - Singly and Doubly Linked Lists

Class Specialization

- Classes can *extend* other classes
 - Inherit fields and **method bodies**
- By extending other classes, we can create specialized sub-classes
- Java supports class extension/specialization
- Java enforces *type-safety*: Objects behave according to their type
 - Some checks are made at compile-time
 - Some checks are made at run-time
- We'll first use this feature to factor out code

Abstract Classes

- Note: All of our Card implementations code `toString()` in identical fashion.
- It's good to be able to “factor out” common code so that it only has to be maintained in one place
- *Abstract classes* to the rescue....
- An abstract class allows for a *partial* implementation
- We can then *extend* it to a complete implementation
- Let's do this with our cards.
 - Examine `CardAbstract.java`....
- Note: Can't use “new” with abstract types!

Abstract Classes

Notes from CardAbstract class example

- `CardAbstract` *implements* `Card` (partially)
- `CardAbstract` is declared to be *abstract*
 - It contains the implementation of `toString()`, `equals()`, and `compareTo()`

How do the full implementations (`CardRankSuit`, etc) change?

- They are declared to *extend* `CardAbstract`
- They don't need to say "implements `Card`"
- They don't contain the `toString()` method
 - They *inherit* that method from `CardAbstract`
 - But could *override* that method if desired

Extending Concrete Classes

Let's call a class *concrete* if it is not abstract

We can extend concrete classes

Example: Adding a point count to a `Card`

- Suppose we wanted to add a point value to each of the playing cards in `CardRankSuit`
- *We extend that class*

```
class CardRankSuitPoints extends CardRankSuit { ... }
```
- This new class can now contain additional instance variables and methods
- Let's look at the code for `CardRankSuitPoints.java`...

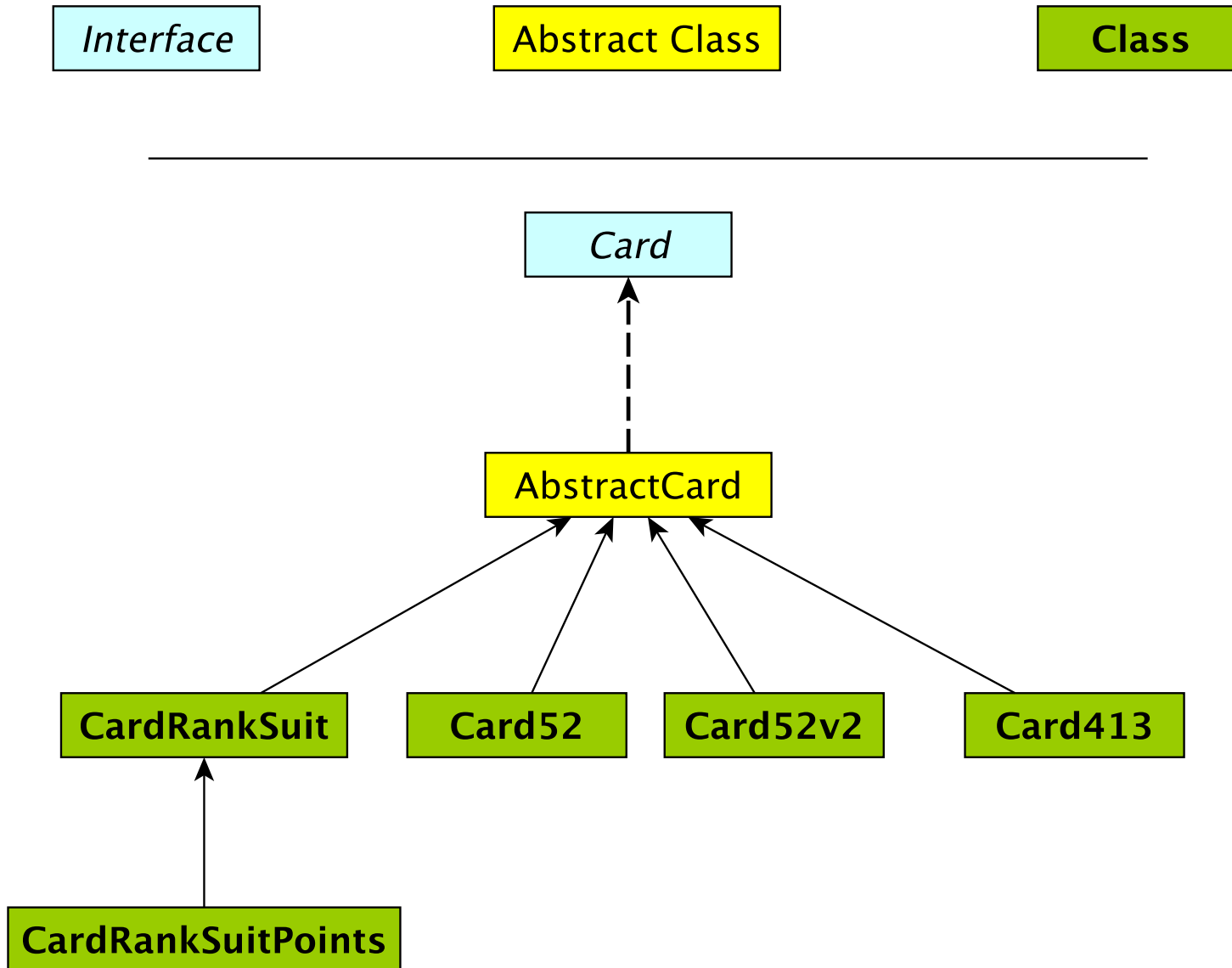
CardRankSuitPoints Notes

- Constructor calls `CardRankSuit` constructor using *super*
- We can override methods---e.g., `toString()`
- Can use a `CardRankSuitPoints` object wherever we use a `Card`
 - **But! Can only use new features (`getPoints()`) if the object is declared to be of type `CardRankSuitPoints`**

```
CardRankSuitPoints c1 = new CardRankSuitPoints(  
    Rank.ACE, Suit.CLUBS, 4);  
int p1 = c1.getPoints(); // Legal  
Card c2 = new CardRankSuitPoints(Rank.ACE,  
    Suit.CLUBS, 4);  
int p2 = c2.getPoints(); // Bad! c2 is of type Card  
int p3 = ((CardRankSuitPoints) c2).getPoints(); // Legal
```

- **Java enforces *type-safety*: An variable of type X can only be assigned a value of type X or of a type that extends X**

The Card Classes Hierarchy



Pros and Cons of Vectors

Pros

- Good general purpose list
- Dynamically Resizable
- Fast access to elements
 - `vec.get(387425)` finds item 387425 in the same number of operations regardless of vec's size

Cons

- Slow updates to front of list (why?)
- Hard to predict time for add (depends on internal array size)
- Potentially wasted space

Today we look at another way to store data: Linked Lists

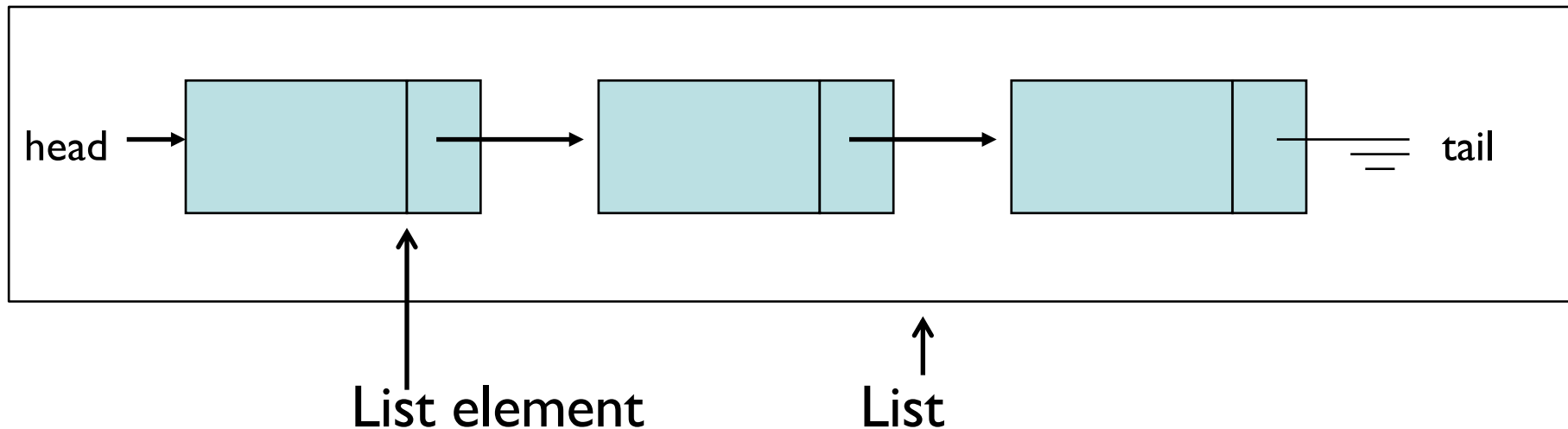
But First : List Interface

```
interface List {  
    size()  
    isEmpty()  
    contains(e)  
    get(i)  
    set(i, e)  
    add(i, e)  
    remove(i)  
    addFirst(e)  
    getLast()  
    .  
    .  
    .  
}
```

- Flexible interface
- Can be used to describe many different types of lists
- It's an interface...therefore it provides no implementation
- Vector implements List
- Other implementations are possible
 - SinglyLinkedList
 - CircularlyLinkedList
 - DoublyLinkedList

Linked List Basics

- There are two key aspects of Lists
 - Elements of the list
 - The list itself
- Visualizing lists

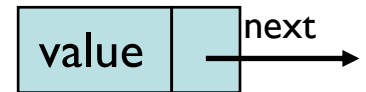


Linked List Basics

- List nodes are recursive data structures
- Each “node” has:
 - A data value
 - A “next” value that identifies the next element in the list
 - Can also have “previous” that identifies the previous element (“doubly-linked” lists)
- What methods does Node class need?

SinglyLinkedLists

- Terminology alert!
 - SinglyLinkedListNode = SLLE in these notes
 - SLLE = Node in structure5 (and in Ch 9)
 - Let's look at SLLE.java
 - How about SinglyLinkedList?
 - SinglyLinkedList = SLL in my notes



- What would addFirst(E d) look like?
- getFirst()?
- addLast(E d)? (more interesting)
- getLast()?

More SLL Methods

- How would we implement:
 - `get(int index)`, `set(E d, int index)`
 - `add(E d, int index)`, `remove(int index)`
- Left as an exercise:
 - `contains(E d)`
 - `clear()`
- Note: E is value type

Get and Set

```
public E get(int index) {
    Assert.pre(index < size() - 1, "Index out of range");
    // or should we return null in above case?
    SLLN finger = head;
    for (int i=0; i<index; i++){
        finger = finger.next();
    }
    return finger.value();
}
```

```
public E set(E d, int index) {
    Assert.pre(index < size() - 1, "Index out of range");
    // Same question!
    SLLN finger = head;
    for (int i=0; i<index; i++){
        finger = finger.next();
    }
    E old = finger.value();
    finger.setValue(d);
    return old;
}
```


Remove

```
public E remove(int index) {
    if(index >= size()) return null;

    E old;

    if (index == 0) return removeFirst();
    else if (index == size()-1) return removeLast();

    else {
        SLLN finger = head;
        for (int i=0; i<index - 1; i++) { //stop one before index
            finger = finger.next();
        }
        old = finger.next.value();
        finger.setNext(finger.next().next());
        count--;
        return old;
    }
}
```

Add

```
public void add(E d, int index) {
    if(index > size()) return null;
    E old;

    if (index==0) { addFirst(d); }

    else if (index==size()) { addLast(d); }

    else {
        SLLN finger = head;
        SLLN previous = null;
        for (int i=0; i<index; i++) {
            previous = finger;
            finger = finger.next();
        }
        SLLN elem = new SLLN(d, finger);
        previous.setNext(elem); // new "ith" item added after i-1
        count++;
    }
}
```

Linked Lists Summary

- Recursive data structures used for storing data
- More control over space use than Vectors
- Easy to add objects to front of list
- Components of SLL (SinglyLinkedList)
 - head, elementCount
- Components of SLLN (Node):
 - next, value

Vectors vs. SLL

- Compare performance of
 - size
 - addLast, removeLast, getLast
 - addFirst, removeFirst, getFirst
 - get(int index), set(E d, int index)
 - remove(int index)
 - contains(E d)
 - remove(E d)

SLL Summary

- SLLs provide methods for efficiently modifying front of list
 - Modifying tail/middle of list is not quite as efficient
- SLL runtimes are consistent
 - No hidden costs like `Vector.ensureCapacity()`
 - Avg and worst case are always the same
- Space usage
 - No empty slots like vectors
 - But keep extra reference for each value
 - overhead proportional to list length
 - (but this is constant and predictable)

Food for Thought:

SLL Improvements to Tail Ops

- In addition to Node head and int elementCount, add Node tail reference to SLL
- Result
 - addLast and getLast are fast
 - removeLast is not improved
 - We need to know element before tail so we can reset tail pointer
- Side effects
 - We now have three cases to consider in method implementations: empty list, head == tail, head != tail
 - Think about addFirst(E d) and addLast(E d)

CircularlyLinkedLists

- Use *next* reference of last element to reference head of list
- Replace **head** reference with **tail** reference
- Access head of list via *tail.next*
- ALL operations on head are fast!
- `addLast()` is still fast
- Only modest additional complexity in implementation
- Can “cyclically reorder” list by changing *tail* node
- Question: What’s a circularly linked list of size 1?

DoublyLinkedLists

- Keep reference/links in **both** directions
 - previous and next
- DoublyLinkedListNode instance variables
 - DLLN next, DLLN prev, E value
- Space overhead is proportional to number of elements
- ALL operations on tail (including removeLast) are fast!
- Additional work in each list operation
 - Example: add(E d, int index)
 - Four cases to consider now: empty list, add to front, add to tail, add in middle


```
public class DoublyLinkedListNode<E>
{
    protected E data;
    protected DoublyLinkedListNode<E> nextElement;
    protected DoublyLinkedListNode<E> previousElement;

    // Constructor inserts new node between existing nodes
    public DoublyLinkedListNode(E v,
                                DoublyLinkedListNode<E> next,
                                DoublyLinkedListNode<E> previous)
    {
        data = v;
        nextElement = next;
        if (nextElement != null) // point next back to me
            nextElement.previousElement = this;
        previousElement = previous;
        if (previousElement != null) // point previous to me
            previousElement.nextElement = this;
    }
}
```

DoublyLinkedList Add Method

```
public void add(int i, E o) {
    Assert.pre((0 <= i) && (i <= size()),
        "Index in range.");
    if (i == 0) addFirst(o);
    else if (i == size()) addLast(o);
    else {
        // Find items before and after insert point
        DoublyLinkedListNode<E> before = null;
        DoublyLinkedListNode<E> after = head;
        // search for ith position
        while (i > 0) {
            before = after;
            after = after.next();
            i--;
        }
        // before, after refer to items in slots i-1 and i
        // continued on next slide
    }
}
```

DoublyLinkedList Add Method

```
// Note: Still in "else" block!  
// before, after refer to items in slots i-1 and i  
  
// create new value to insert in correct position  
// Use DLN constructor that takes parameters  
// to set its next and previous instance variables  
DoublyLinkedListNode<E> current =  
    new DoublyLinkedListNode<E>(o, after, before);  
  
count++; // adjust size  
}  
}
```

```
public E remove(E value) {
    DoublyLinkedListNode<E> finger = head;
    while ( finger != null &&
           !finger.value().equals(value) )
        finger = finger.next();
    if (finger == null) return null;

    // fix next field of previous element
    if (finger.previous() != null)
        finger.previous().setNext(finger.next());
    else head = finger.next();

    // fix previous field of next element
    if (finger.next() != null)
        finger.next().setPrevious(finger.previous());
    else tail = finger.previous();
    count--;
    return finger.value();
}
```

Duane's Structure Hierarchy

The structure5 package has a hierarchical structure

- A collection of *interfaces* that describe---but do not implement---the functionality of one or more data structures
- A collection of *abstract classes* provide partial implementations of one or more data structures
 - To factor out common code or instance variables
- A collection of concrete (fully implemented) classes to provide full functionality of a data structure

AbstractList Superclass

```
abstract class AbstractList<E> implements List<E> {  
    public void addFirst(E element) { add(0, element); }  
    public E getLast() { return get(size()-1); }  
    public E removeLast() { return remove(size()-1); }  
}
```

- AbstractList provides *some* of the list functionality
 - Code is shared among all sub-classes (see Ch. 7 for more info)

```
public boolean isEmpty() { return size() == 0; }
```
 - Concrete classes (SLL, DLL) can override the code implemented in AbstractList
- Abstract classes in general do not implement every method
 - For example, size() is not defined although it is in the List interface
- Can't create an "AbstractList" directly
- Other lists extend AbstractList and implement missing functionality as needed

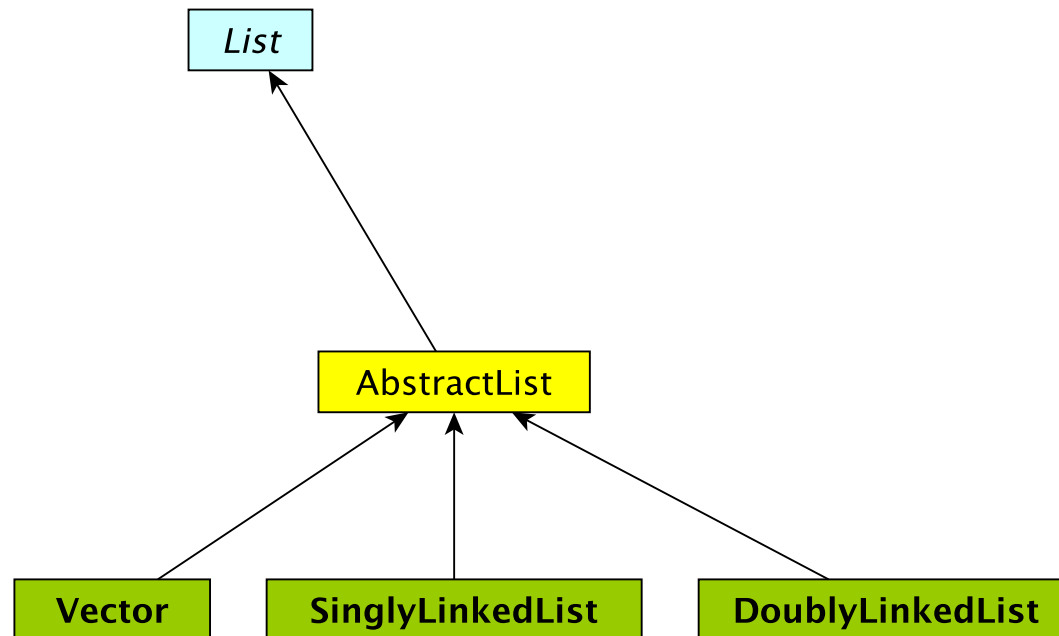
```
class Vector extends AbstractList {  
    public int size() { return elementCount; }  
}
```

The Structure5 Universe (almost)

Interface

Abstract Class

Class



The Structure5 Universe (so far)

