

Lecture 2

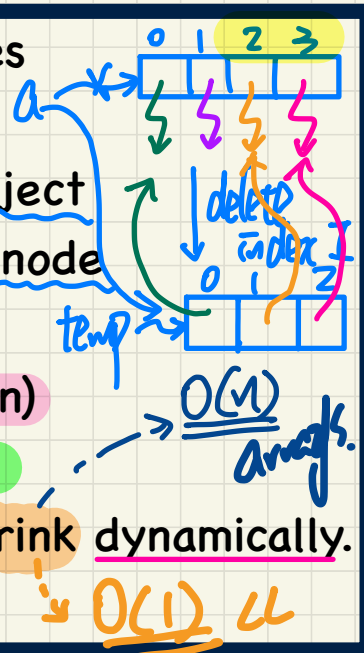
Part C

Singly-Linked Lists - Intuitive Introduction

Singly-Linked Lists (SLL): Visual Introduction

```
int[] a = new int[0];
```

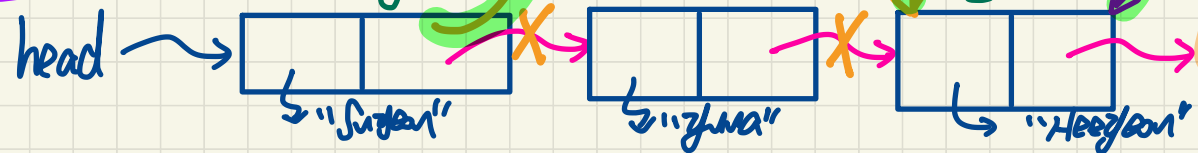
- A chain of connected nodes
- Each node contains:
 - + reference to a data object
 - + reference to the next node
- Accessing a node in a list:
 - + Relative positioning: $O(n)$
 - + Absolute indexing: $O(1)$
- The chain may grow or shrink dynamically.
- Head vs. Tail



(1) Empty SLL
 head → null
 tail → null
 freed length

(2) SLL with size 1
 head → []
 tail → null

(3) SLL with size 3



tail Ref. Aliasing
 tail == head.next
 True.

Lecture 2

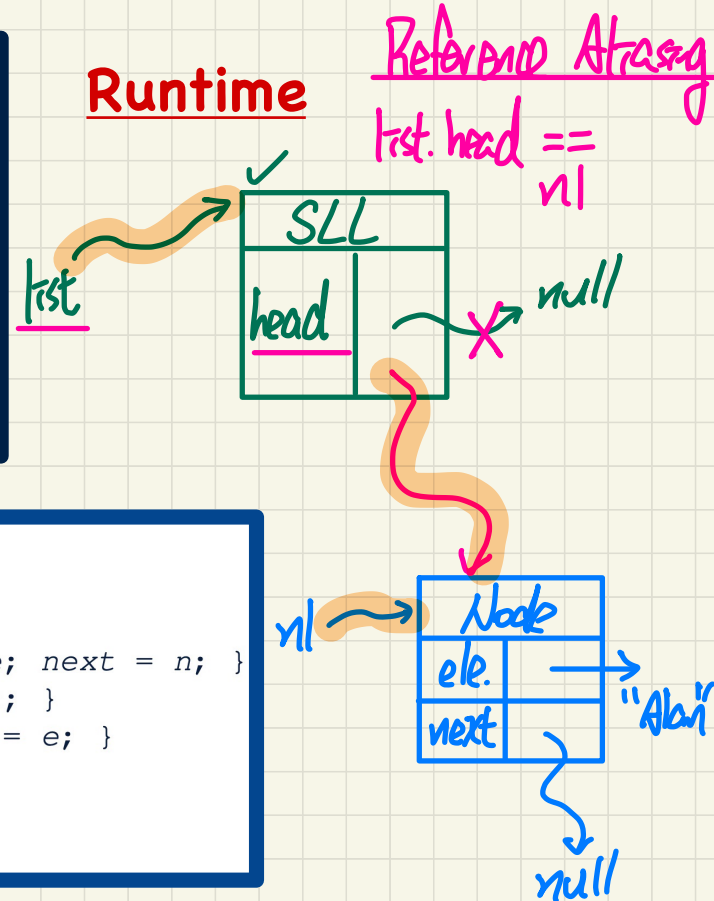
Part D

***Singly-Linked Lists -
Java Implementation: String Lists
Initializing a List***

Implementing SLL in Java: SinglyLinkedList vs. Node

```
public class SinglyLinkedList {  
    private Node head = null;  
    public void setHead(Node n) { head = n; }  
    public int getSize() { ... }  
    public Node getTail() { ... }  
    public void addFirst(String e) { ... }  
    public Node getNodeAt(int i) { ... }  
    public void addAt(int i, String e) { ... }  
    public void removeLast() { ... }  
}
```

```
public class Node {  
    private String element;  
    private Node next;  
    public Node(String e, Node n) { element = e; next = n; }  
    public String getElement() { return element; }  
    public void setElement(String e) { element = e; }  
    public Node getNext() { return next; }  
    public void setNext(Node n) { next = n; }  
}
```



SLL: Constructing a Chain of Nodes

Ref. Aliasing

1. tom
2. mark.next
3. alan.next.next

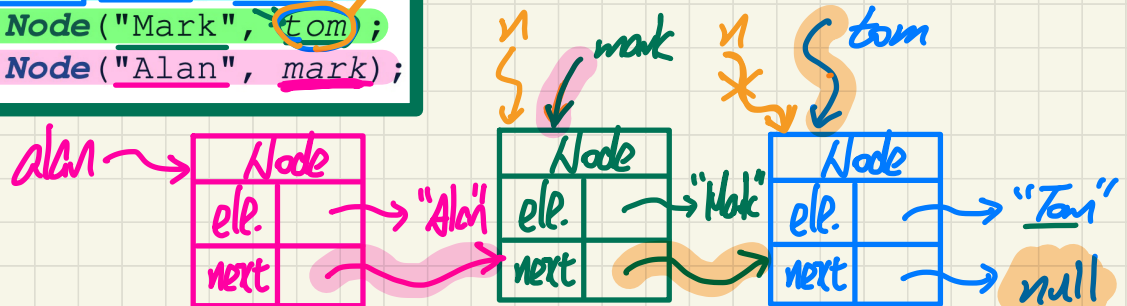
call by value

```
public class Node {  
    private String element;  
    private Node next;  
    public Node(String e, Node n) { element = e; next = n; }  
    public String getElement() { return element; }  
    public void setElement(String e) { element = e; }  
    public Node getNext() { return next; }  
    public void setNext(Node n) { next = n; }  
}
```

n = tom
n = mark.
this.next

Approach 1

```
Node tom = new Node("Tom", null);  
Node mark = new Node("Mark", tom);  
Node alan = new Node("Alan", mark);
```



SLL: Constructing a Chain of Nodes

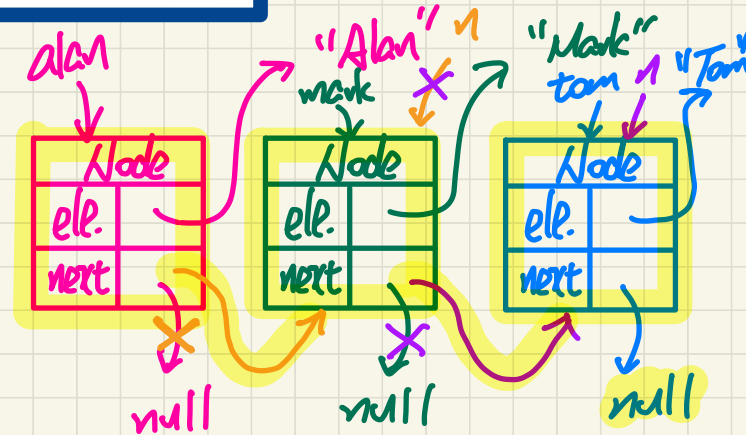
```
public class Node {  
    private String element;  
    private Node next;  
    public Node(String e, Node n) { element = e; next = n; }  
    public String getElement() { return element; }  
    public void setElement(String e) { element = e; }  
    public Node getNext() { return next; }  
    public void setNext(Node n) { next = n; }  
}
```

Approach 2

```
Node alan = new Node("Alan", null);  
Node mark = new Node("Mark", null);  
Node tom = new Node("Tom", null);  
alan.setNext(mark);  
mark.setNext(tom);
```

Context object

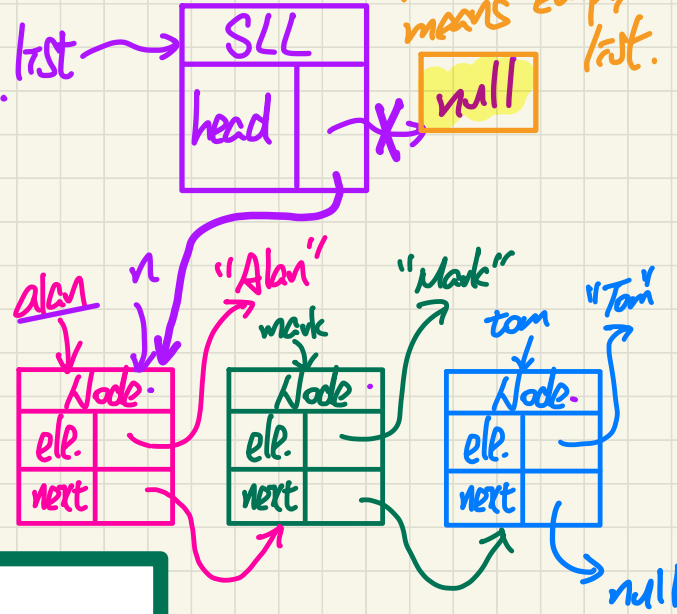
call by value
alan mark
n = mark
n = tom



SLL: Setting a List's Head to a Chain of Nodes

head == null /
means empty list.

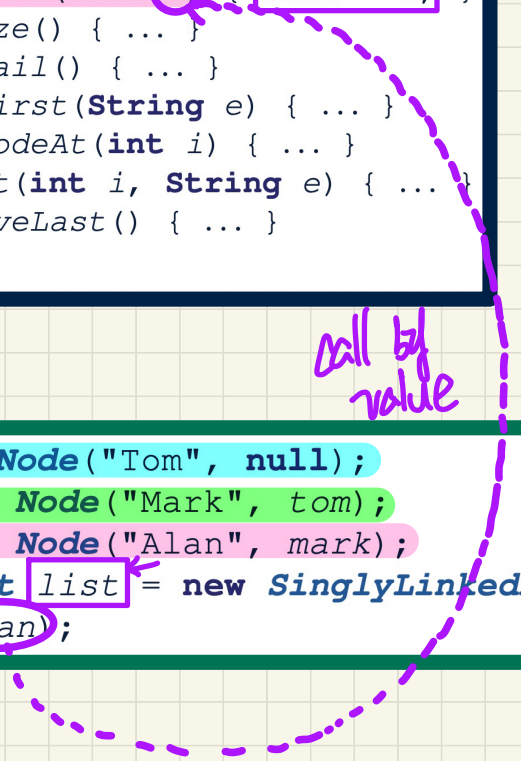
```
public class SinglyLinkedList {
    private Node head = null;
    public void setHead(Node n) { head = n; }
    public int getSize() { ... }
    public Node getTail() { ... }
    public void addFirst(String e) { ... }
    public Node getNodeAt(int i) { ... }
    public void addAt(int i, String e) { ... }
    public void removeLast() { ... }
}
```



Approach 1

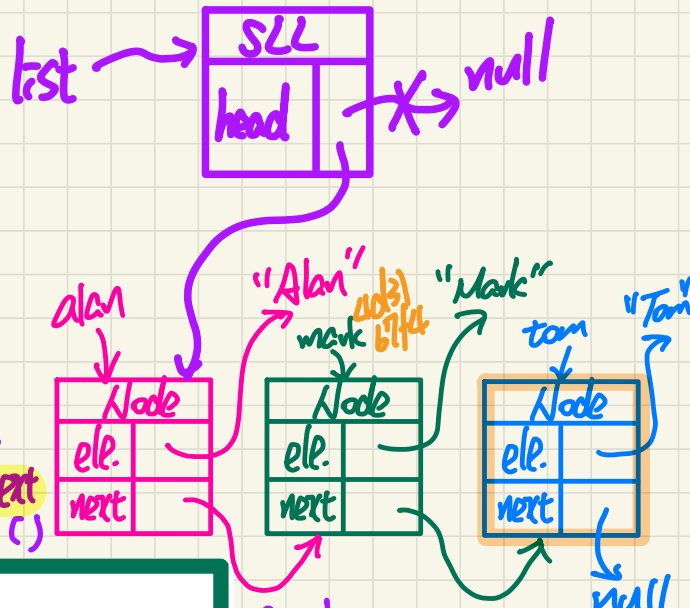
```
Node tom = new Node("Tom", null);
Node mark = new Node("Mark", tom);
Node alan = new Node("Alan", mark);
SinglyLinkedList list = new SinglyLinkedList();
list.setHead(alan);
```

call by value



SLL: Setting a List's Head to a Chain of Nodes

```
public class SinglyLinkedList {
    private Node head = null;
    public void setHead(Node n) { head = n; }
    public int getSize() { ... }
    public Node getTail() { ... }
    public void addFirst(String e) { ... }
    public Node getNodeAt(int i) { ... }
    public void addAt(int i, String e) { ... }
    public void removeLast() { ... }
}
```



Approach 2 $\textcircled{1}$ list.getFirst().getNext().getNext()

```
Node alan = new Node("Alan", null);
Node mark = new Node("Mark", null);
Node tom = new Node("Tom", null);
alan.setNext(mark);
mark.setNext(tom);
SinglyLinkedList list = new SinglyLinkedList();
list.setHead(alan);
```

Q. How many paths to reach "Tom" object?

- ① tom
- ② mark.getNext()
- ③ alan.getNext().getNext()

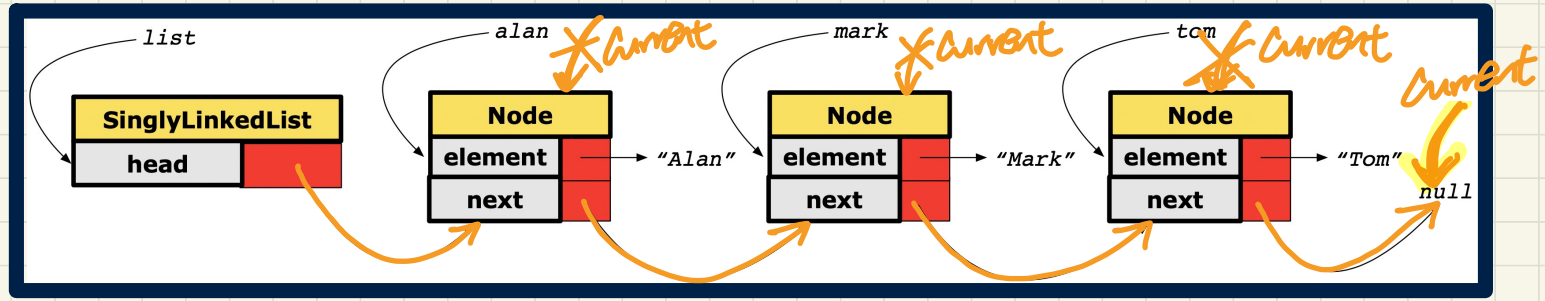
Lecture 2

Part E

***Singly-Linked Lists -
Java Implementation: String Lists
Operations on a List***

$$\bar{l} = \bar{l} + 1$$

SLL Operation: Counting the Number of Nodes



Trace: list.getSize()

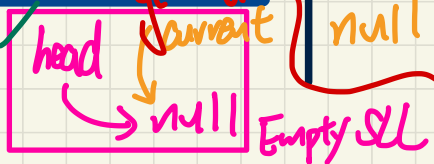
```

1 int getSize() {
2   int size = 0;
3   Node current = head;
4   while (current != null) {
5     current = current.getNext();
6     size++;
7   }
8   return size;
9 }

```

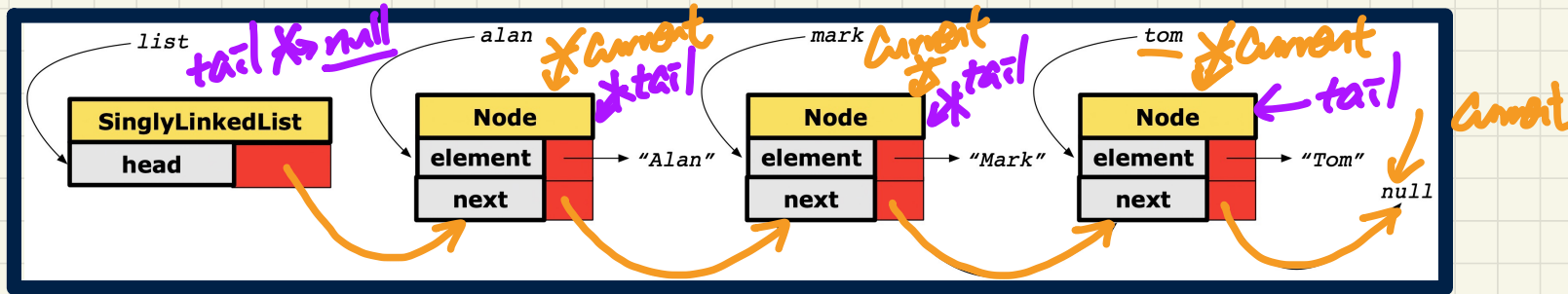
current	current != null	End of Iteration	size
alan	true	1	1
mark	true	2	2
tom	true	3	3
null	false	0(1)	

- 1. Empty list
- 7. Non-empty list



reaching null. (n iterations)

SLL Operation: Finding the Tail of the List



```

1 Node getTail() {
2   → Node current = head;
3   → Node tail = null;
4   → while (current != null) {
5     → tail = current;
6     → current = current.getNext();
7   }
8   → return tail;
9 }
    
```

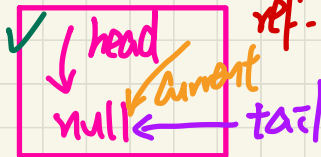
O(n)

how many iterations before hitting null ref.

Trace: list.getTail()

current	current != null	End of Iteration	tail
alan	true	1	alan
mark	true	2	mark
tom	true	3	tom
null	false		

→ 1. Empty list
2. Non-empty list



Exercise: Use debugger to trace.

SLL Operation: Inserting to the Front of the List

@Test

```
public void testSLL_02() {
```

```
    SinglyLinkedList list = new SinglyLinkedList();
```

```
    → assertTrue(list.getSize() == 0);
```

```
    → assertTrue(list.getFirst() == null);
```

```
    list.addFirst("Tom");
```

```
    list.addFirst("Mark");
```

```
    list.addFirst("Alan");
```

```
    assertTrue(list.getSize() == 3);
```

```
    assertEquals("Alan", list.getFirst().getElement());
```

```
    assertEquals("Mark", list.getFirst().getNext().getElement());
```

```
    assertEquals("Tom", list.getFirst().getNext().getNext().getElement());
```

```
}
```

user/caller friendly
? att: Node n

```
1 void addFirst (String e) {  
2   → head = new Node(e, head);  
3   → if (size == 0) {  
4     → tail = head;  
5   }  
6   → size ++;  
7 }
```

return values of att.
size and head ⇒

O(1)

overhead of declaring

size as an attribute.

