

# **Lecture 9 - Wednesday, February 8**

## Announcements

- Released soon:
  - + **WrittenTest 1** result (Friday or Monday the latest)
  - + **Assignment 1** solution
- **Assignment 2** to be released by the end of today or early tomorrow (Thursday)

by Thursday.

- To make up the lost time on Monday,

videos will be released

↳ assumed by next week's class

# Lecture

## Arrays vs. Linked Lists

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

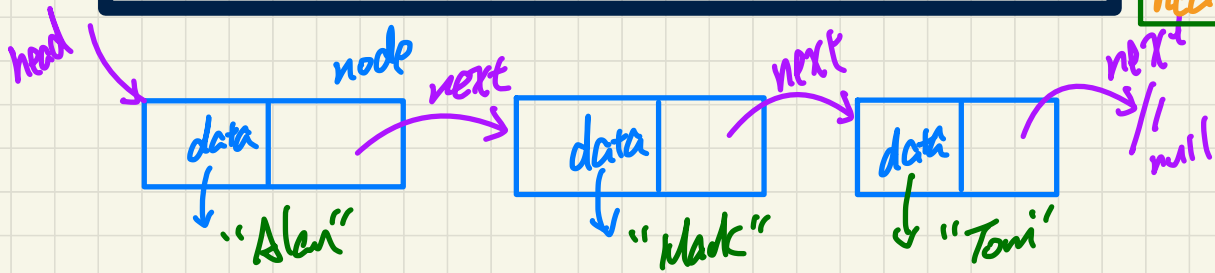
# Singly-Linked Lists (SLL): Visual Introduction

`int[] a = new int[5];` fixed length.

- 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

linear: each node has a unique successor

`head`  $\neq$  null: 1st node  
`head.next`  $\neq$  null: 2nd node  
`head.next.next`  $\neq$  null: 3rd node  
`head.data`: "Alan"  
`head.next.data`: "Mark"  
`head.next.next.data`: "Tom"  
`head.next.next.next` (null)  
`head.next.next.next.data` (null)



null  
 NullPointerExcep

**ArrayList** library class  
↳ resizable array  
↳ doubling

---

Linked-Lists

↳ good for implementing  
specialized ops.

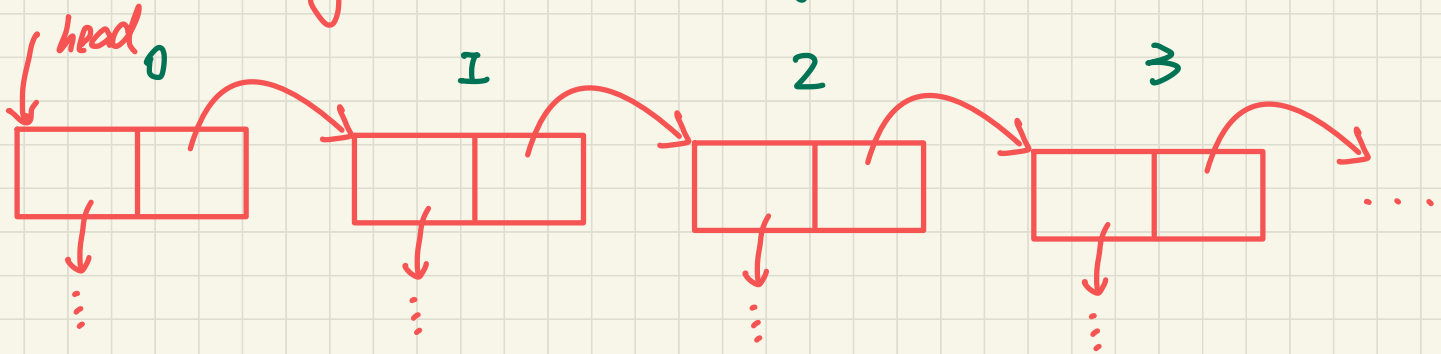
# Absolute Indexing of Arrays

$$a[i] \rightarrow O(1)$$

int.

$O(n)$  `getNodeAt(i)`  
position in chain of nodes

# Relative Positioning of LL

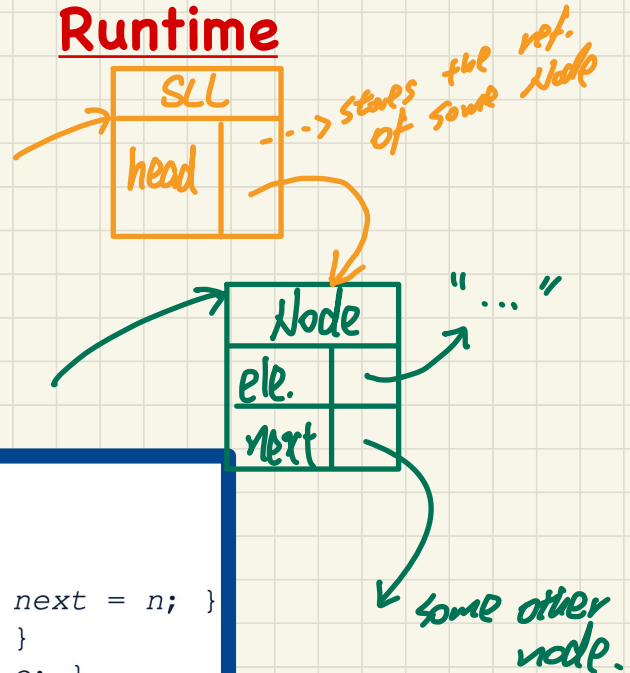


# Implementing SLL in Java: SinglyLinkedList vs. Node

```
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; }  
}
```

Runtime



# SLL: Constructing a Chain of Nodes

tom → mark → alan.

```

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; }
}
    
```

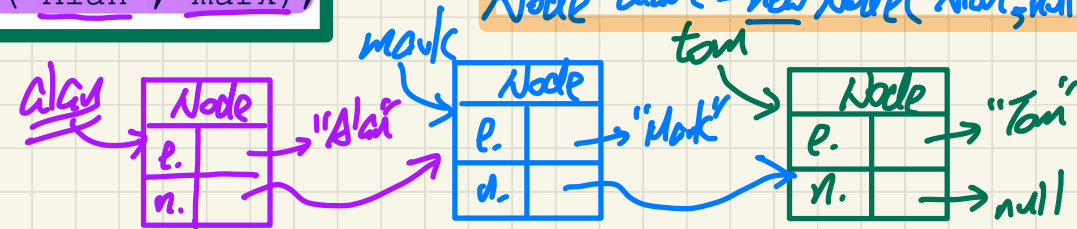
Handwritten annotations on the code:  
 - 'mark' and 'tom' written above 'Node n' in the constructor.  
 - 'this' and 'alan' written above 'next = n' in the constructor.  
 - 'tom' and 'mark' written above 'next = n' in the constructor.  
 - 'mark' written above 'next = n' in the constructor.

## Approach 1

```

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

Exercise X not compiling!  
 Node tom = new Node("Tom", mark);  
 Node mark = new Node("Mark", alan);  
 Node alan = new Node("Alan", null);





# 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 x { next = x; }
    }

```

mark → alan → mark.  
 tom → mark → tom

## 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);

```

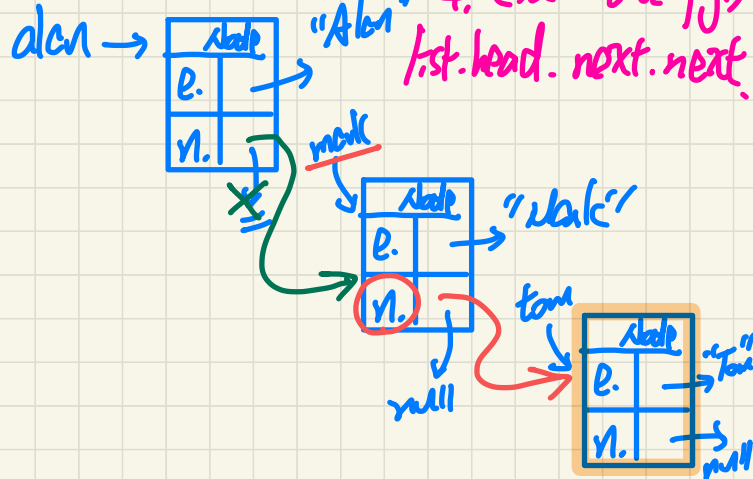
alan.next = mark ;  
 mark.next = tom ;

## Aliasing

↳ an object's ref being stored in multiple variables.

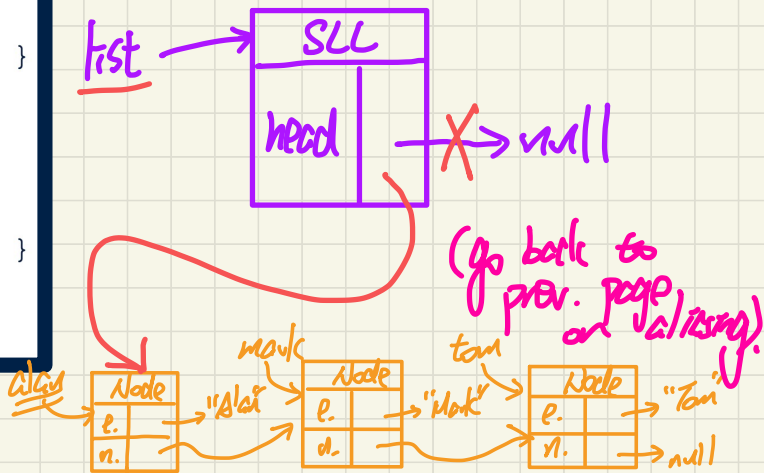
1. tom
2. mark.next
3. alan.next.next

4. (see next pg.)  
 list.head.next.next



# 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 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);
```

initialize head to default null

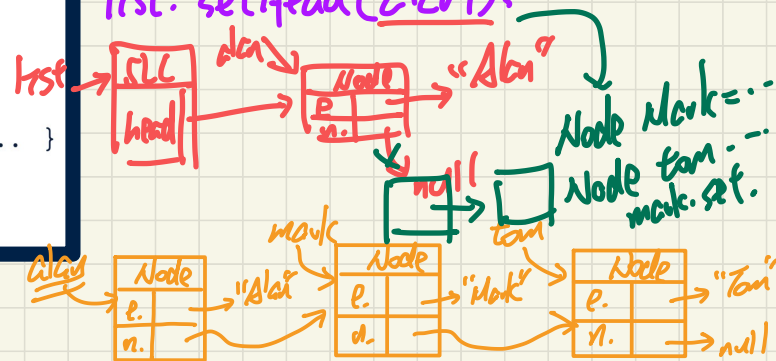
# SLL: Setting a List's Head to a Chain of Nodes

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    private Node head = null;  
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    public void addFirst(String e) { ... }  
    public Node getNodeAt(int i) { ... }  
    public void addAt(int i, String e) { ... }  
    public void removeLast() { ... }  
}
```

Node alan = ... ;

SLL list = ... ;

list.setHead(alan);



## 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);  
(SinglyLinkedList list = new SinglyLinkedList();  
list.setHead(alan);
```

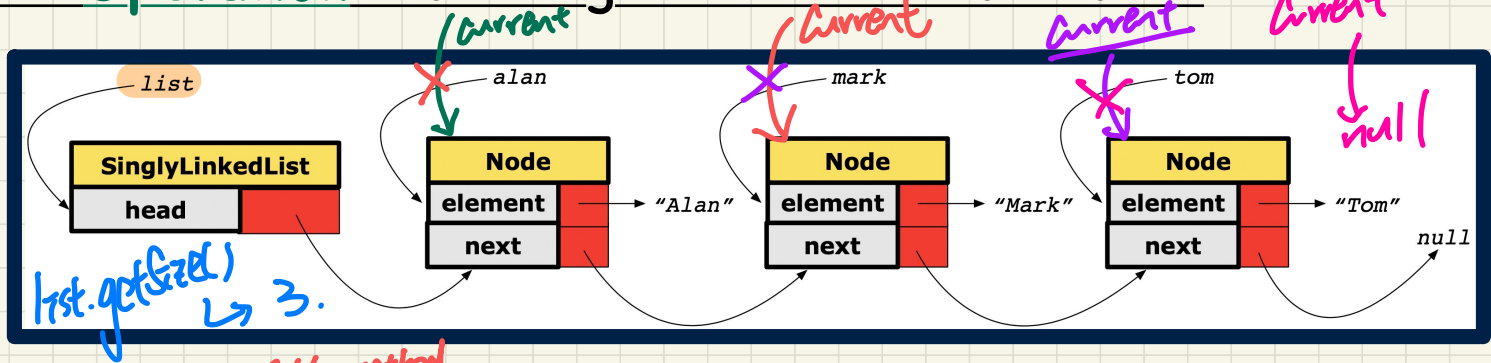
→ identical to Approach 1.

# Lecture

## Arrays vs. Linked Lists

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

# SLL Operation: Counting the Number of Nodes



```

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  }
    
```

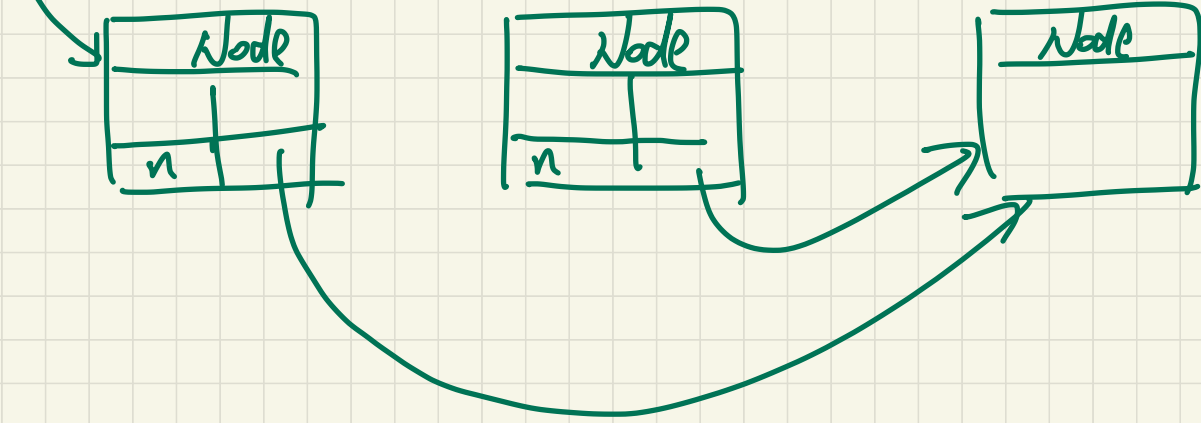
*Annotations:*  
 - Red arrow: SLL method  
 - Blue arrow: exit when current == null  
 - Blue note: list.getSize() → 3

## Trace: list.getSize()

current	current != null	End of Iteration	size
alan	alan != null (T)	current == mark	1
mark	mark != null (T)	current == tom	2
tom	tom != null (T)	current == null	3
<u>null</u>	null != null (F)		

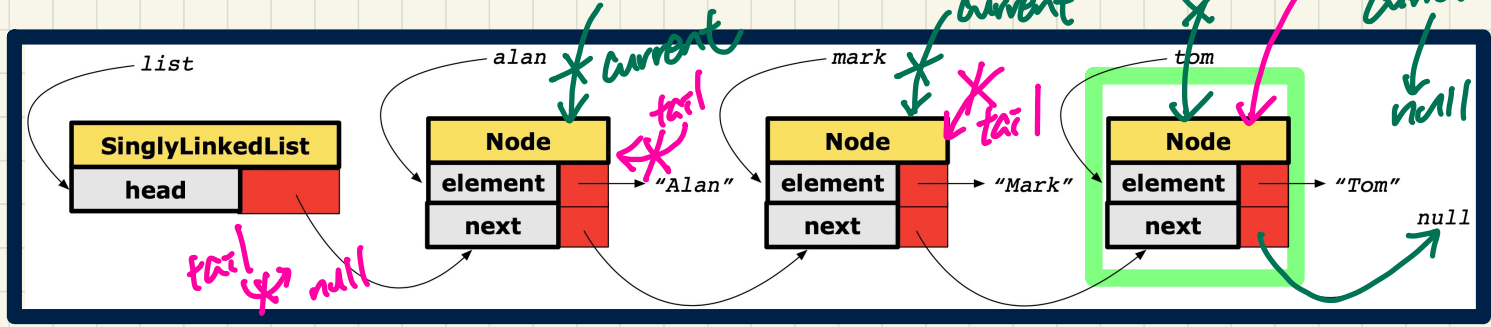
*Additional annotations:*  
 - Green box around the last three rows of the table.  
 - Green note: O(n)

head



②.

# 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 }

```

$O(n)$

## Trace: list.getTail()

current	current != null	End of Iteration	tail

SLL class

↳ head

↳ tail

↳ size

list.tail  
list.size

$O(1)$   
trading size for time.

