Overview

- Admin.
- Leftover topics.
- Java iterators.
- Linked lists.
- Implementation details.

Admin

- No readings for the rest of the week. Keep Heck Week sane!
- Assignment 7 available in draft form. Keep Heck Week insane!
- We will probably continue the work a little / talk a little approach, although I’d like to hear your opinions on how it went.
- Upcoming extra credit opportunities
  - Learning from Alumni: Eryn O’Neil ’09
  - CS Extras: Max Mindock
  - CS Table: TBD
  - Others?
- Other things
  - Kington convo today

Leftover topics

- When we advanced beyond the end of the list and then inserted, we got some very strange output. Why?
  - We have three important fields:
    - list.values
    - list.size
    - iterator.pos
  - When we advance too far, we are incrementing pos
  - When we insert, we insert at the current pos (beyond the end) and then increment size
  - If we’ve advanced twice, there’s a "hole" in the array
- Intuitively, deletion and insertion can screw up other iterators. How should we handle this?
  - E.g., it1 = stuff.front(); it2 = stuff.front(); s1 = stuff.get(it1); // Code that does not do anything to it1 s2 = stuff.get(it1); // Can we say anything about the relationship
    - What code in the middle might make s1 != s2
      - stuff.delete(it2);
      - stuff.insert("hello", it2);
stuff.prepend("ouch");

- One solution: Every time you insert, delete, and otherwise modify, you can update all the iterators
- A less painful solution: Postcondition: "All other iterators are now invalid"
- An alternate strategy: Store the value in the iterator
- Then you get strange things like s1 = stuff.get(it1); stuff.contains(s1) => FALSE

- Is this iterator valid?
  - Add a "number of mutations" counter to the list. If the number of mutations now is the same as when the iterator was created, the iterator is still valid.
  - If we don’t want to invalidate the current iterator, we have to update its mutation count, too.
- Many of our procedures have the precondition that the iterator belongs to the list. How do we verify that precondition?

### Java iterators

- Why see what the folks at Sunacle did?
  - Juxtaposing different designs can be useful - Help us think in new ways
  - We can learn from smart people
  - There may be aspects of Java lists that clients will expect of your lists (or other data structures)
  - And those can be incorporated in the language in different ways
- If your class implements Iterable, then you can write for (var : IterableObject) { 
  doSomethingWith(var); }
  - And Java expands it to Iterator it = IterableObject.iterator(); while (it.hasNext()) { var = it.next(); doSomethingWith(Var); }

### Linked lists

- Deficiency in array-based lists: Adding is often O(N)
- A different approach makes adding O(1)
- Idea: Linked nodes: Value plus link to next element
- Assume that a cursor is just a link to a node (but you can change that)
- Insertion:
  - Create a new node
  - Link that new node to our successor
  - Link from current node to new node
  - Constant time
- Delete next element
  - Make the next pointer the next of the next
- Delete current element?
  - Nodes have two pointers, rather than one - PITN
  - Start at the beginning and find the previous element - O(N)
  - Shove a "deleted" in the list, and the next time you iterate, delete the element
  - Some other PITNs
Copy data from next node and delete the next node. (Potential drawbacks)

- Cursors store links to current and previous element
- Insert at front?
- Insert at end?

**Implementation details**

- Forthcoming

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