

# Lists and Sequences

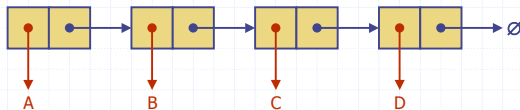
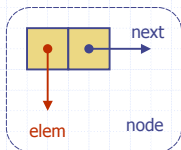


# Outline and Reading

- ◆ Singly linked list
- ◆ Position ADT and List ADT (§2.2.2)
- ◆ Doubly linked list (§ 2.2.2)
- ◆ Sequence ADT (§ 2.2.3)
- ◆ Implementations of the sequence ADT (§ 2.2.3)
- ◆ Iterators (2.2.3)

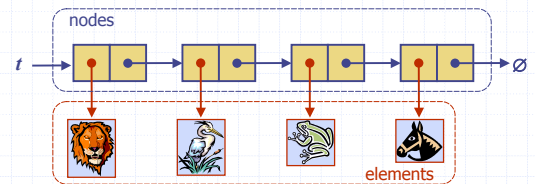
# Singly Linked List

- ◆ A singly linked list is a concrete data structure consisting of a sequence of nodes
- ◆ Each node stores
  - element
  - link to the next node



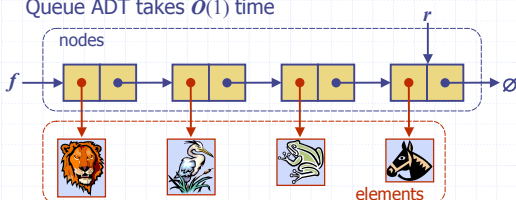
# Stack with a Singly Linked List

- ◆ We can implement a stack with a singly linked list
- ◆ The top element is stored at the first node of the list
- ◆ The space used is  $O(n)$  and each operation of the Stack ADT takes  $O(1)$  time



# Queue with a Singly Linked List

- ◆ We can implement a queue with a singly linked list
  - The front element is stored at the first node
  - The rear element is stored at the last node
- ◆ The space used is  $O(n)$  and each operation of the Queue ADT takes  $O(1)$  time



# Position ADT

- ◆ The **Position** ADT models the notion of place within a data structure where a single object is stored
- ◆ It gives a unified view of diverse ways of storing data, such as
  - a cell of an array
  - a node of a linked list
- ◆ Just one method:
  - object `element()`: returns the element stored at the position

## List ADT

- ◆ The **List** ADT models a sequence of positions storing arbitrary objects
- ◆ It establishes a before/after relation between positions
- ◆ Generic methods:
  - `size()`, `isEmpty()`
- ◆ Query methods:
  - `isFirst(p)`, `isLast(p)`
- ◆ Accessor methods:
  - `first()`, `last()`
  - `before(p)`, `after(p)`
- ◆ Update methods:
  - `replaceElement(p, o)`, `swapElements(p, q)`
  - `insertBefore(p, o)`, `insertAfter(p, o)`
  - `insertFirst(o)`, `insertLast(o)`
  - `remove(p)`

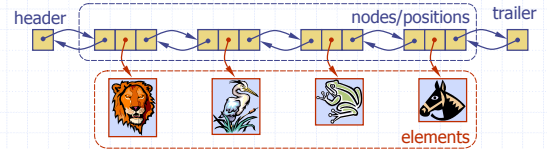
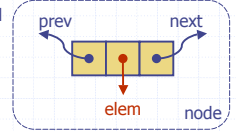
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## Doubly Linked List

- ◆ A doubly linked list provides a natural implementation of the List ADT
- ◆ Nodes implement Position and store:
  - element
  - link to the previous node
  - link to the next node
- ◆ Special trailer and header nodes



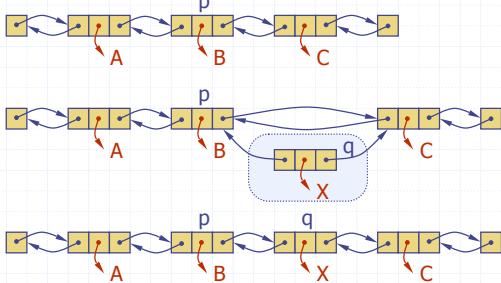
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## Insertion

- ◆ We visualize operation `insertAfter(p, X)`, which returns position `q`



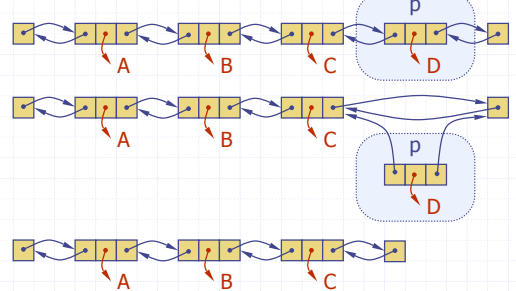
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## Deletion

- ◆ We visualize `remove(p)`, where `p = last()`



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## Performance

- ◆ In the implementation of the List ADT by means of a doubly linked list
  - The space used by a list with  $n$  elements is  $O(n)$
  - The space used by each position of the list is  $O(1)$
  - All the operations of the List ADT run in  $O(1)$  time
  - Operation `element()` of the Position ADT runs in  $O(1)$  time

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## Sequence ADT

- ◆ The **Sequence** ADT is the union of the Vector and List ADTs
- ◆ Elements accessed by
  - Rank, or
  - Position
- ◆ Generic methods:
  - `size()`, `isEmpty()`
- ◆ Vector-based methods:
  - `elemAtRank(r)`, `replaceAtRank(r, o)`, `insertAtRank(r, o)`, `removeAtRank(r)`
- ◆ List-based methods:
  - `first()`, `last()`, `before(p)`, `after(p)`, `replaceElement(p, o)`, `swapElements(p, q)`, `insertBefore(p, o)`, `insertAfter(p, o)`, `insertFirst(o)`, `insertLast(o)`, `remove(p)`
- ◆ Bridge methods:
  - `atRank(r)`, `rankOf(p)`

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## Applications of Sequences

- ◆ The Sequence ADT is a basic, general-purpose, data structure for storing an ordered collection of elements
- ◆ Direct applications:
  - Generic replacement for stack, queue, vector, or list
  - small database (e.g., address book)
- ◆ Indirect applications:
  - Building block of more complex data structures

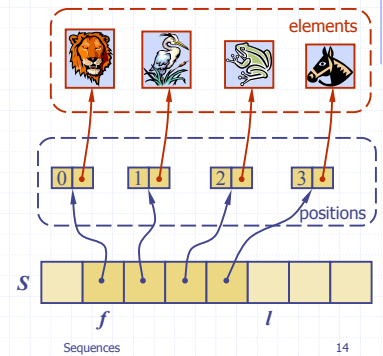
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## Array-based Implementation

- ◆ We use a circular array storing positions
- ◆ A position object stores:
  - Element
  - Rank
- ◆ Indices  $f$  and  $l$  keep track of first and last positions



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## Sequence Implementations

Operation	Array	List
size, isEmpty	1	1
atRank, rankOf, elemAtRank	1	<i>n</i>
first, last, before, after	1	1
replaceElement, swapElements	1	1
replaceAtRank	1	<i>n</i>
insertAtRank, removeAtRank	<i>n</i>	<i>n</i>
insertFirst, insertLast	1	1
insertAfter, insertBefore	<i>n</i>	1
remove	<i>n</i>	1

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## Iterators

- ◆ An iterator abstracts the process of scanning through a collection of elements
- ◆ Methods of the ObjectIterator ADT:
  - object `object()`
  - boolean `hasNext()`
  - object `nextObject()`
  - `reset()`
- ◆ Extends the concept of Position by adding a traversal capability
- ◆ Implementation with an array or singly linked list
- ◆ An iterator is typically associated with an another data structure
- ◆ We can augment the Stack, Queue, Vector, List and Sequence ADTs with method:
  - ObjectIterator `elements()`
- ◆ Two notions of iterator:
  - snapshot: freezes the contents of the data structure at a given time
  - dynamic: follows changes to the data structure

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