

LEC 03

CSE 123

Implementing Data Structures; ArrayIntList

Questions during Class?
Raise hand or send here

sli.do #cse123



BEFORE WE START

Talk to your neighbors:

What did you have breakfast today?

[Respond on sli.do!](#)

Instructor: Brett Wortzman

TAs:	Arohan	Jonah	Kavya	Eeshani	Trien
	Ashar	Brice	Misha	Aidan	Evan
	Sean	Chris	Kieran	Cora	Rena
	Chloe	Elden	Sahana	Dixon	Katharine
	Jenny	Ishita	Anirudh	Nhan	Anyia
	Nate	Kuhu	Crystal		

Now playing: 🎵 [CSE 123 26wi Lecture Tunes](#) 🎵

Announcements

- Programming Assignment 0 due Wed January 21 at 11:59pm!
- Looking ahead:
 - First resubmission opens Wed, January 21
 - 10 days out from our first quiz on Tue, January 27 (more detail next week)

Lecture Outline

- **Revisiting Reflections** 
- Interface v. Implementation
- Implementing ArrayList

Revisiting Reflections

- Throughout this course, we'll ask you to form opinions on topics
 - Provide exposure to issues so you can decide for yourself
- Opinions aren't formed in a vacuum
 - Exposure to various viewpoints reinforces/challenges perspectives
 - Shouldn't be making arbitrary decisions
 - Rationalization is often important! (Not always necessary, but helps in communication)
- Integrating reflections to in-class components
 - Discuss opinions, challenge assumptions, potentially change minds
 - Please be respectful of other people's opinions
 - There are no "right" or "wrong" answers to these questions
 - Everyone has different experiences with the world that informs their decisions

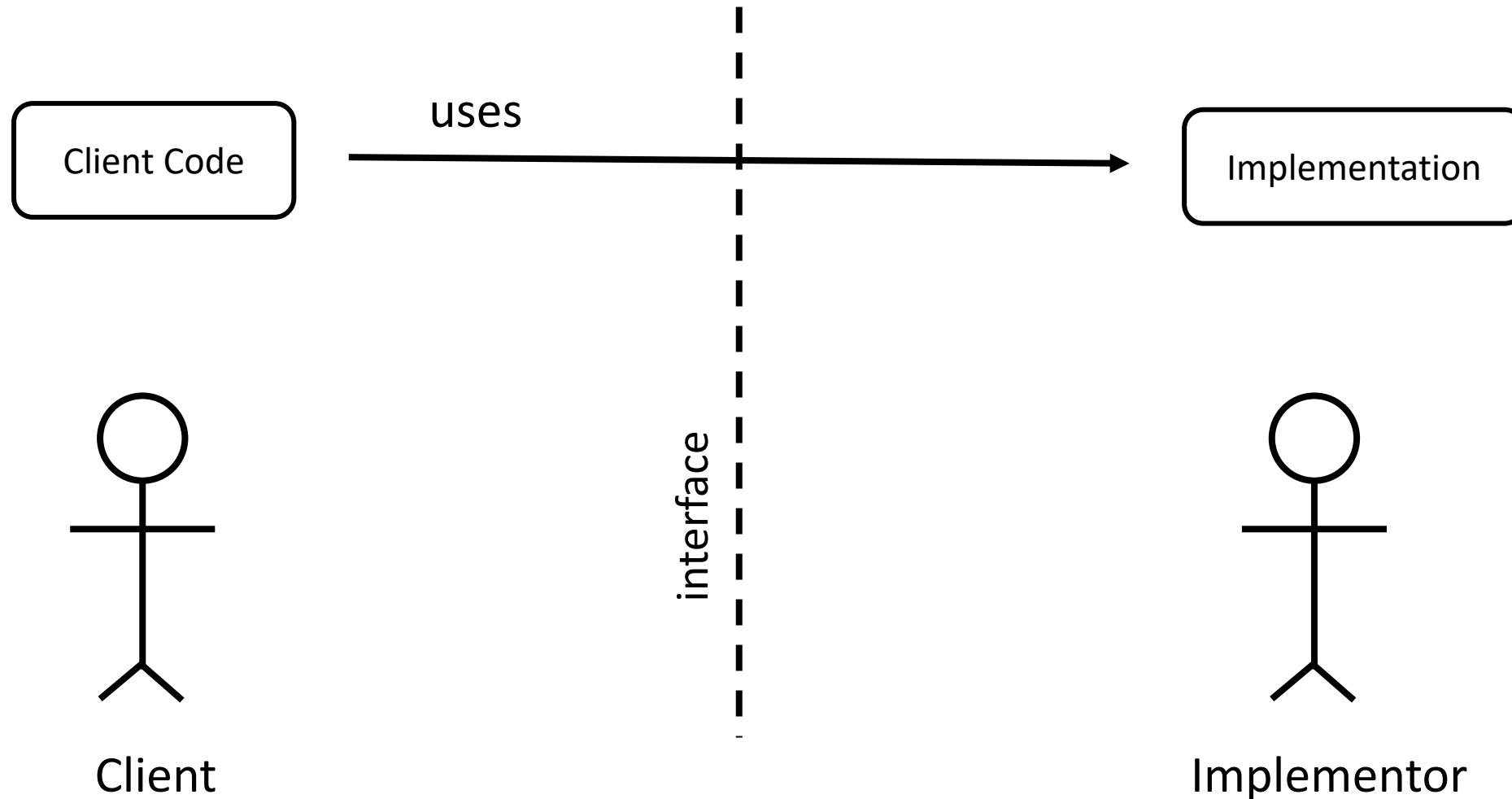
Lecture Outline

- Revisiting Reflections
- **Interface vs. Implementation** 
- Implementing ArrayList

Interface versus Implementation

- Interface: what something *should* do
- Implementation: *how* something is done
- These are different!
- Big theme of CSE 123:
choose between different implementations of same interface

Client versus Implementor



Arrays vs. ArrayLists

Arrays	ArrayLists
<code>int[] arr = new int[x];</code>	<code>List<Integer> al = new ArrayList<>();</code>
<code>int y = arr[0]</code>	<code>int y = al.get(0);</code>
-	<code>al.add(2);</code>
<code>arr[0] = 5;</code>	<code>al.set(0, 5);</code>
<code>int length = arr.length; <i>// Always x</i></code>	<code>int size = al.size(); <i>// Matches # of</i></code> <code><i>// things added</i></code>
Fundamental data structure	Class within java.util
Fixed length	Illusion of resizing

Implementing Data Structures

- No different from designing any other class!
 - Specified behavior (List interface):

Method	Description
<code>add(E value)</code>	Adds the given value to the end of the list
<code>add(int index, E value)</code>	Adds the given value at the given index
<code>remove(E value)</code>	Removes the given value if it exists
<code>remove(int index)</code>	Removes the value at the given index
<code>get(int index)</code>	Returns the value at the given index
<code>set(int index, int value)</code>	Updates the value at the given index to the one given
<code>size()</code>	Returns the number of elements in the list

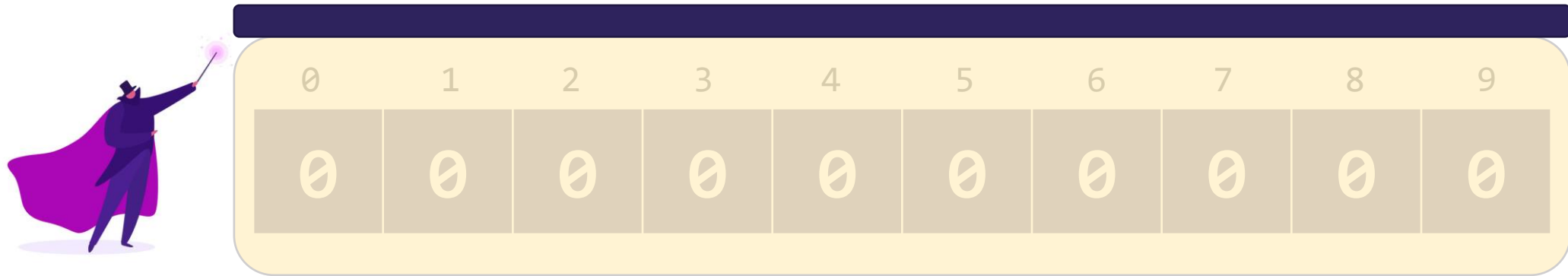
- Choose appropriate fields based on behavior
- Just requires some thinking outside the box

Lecture Outline

- Revisiting Reflections
- Interface v. Implementation
- **Implementing ArrayList** 

ArrayIntLists

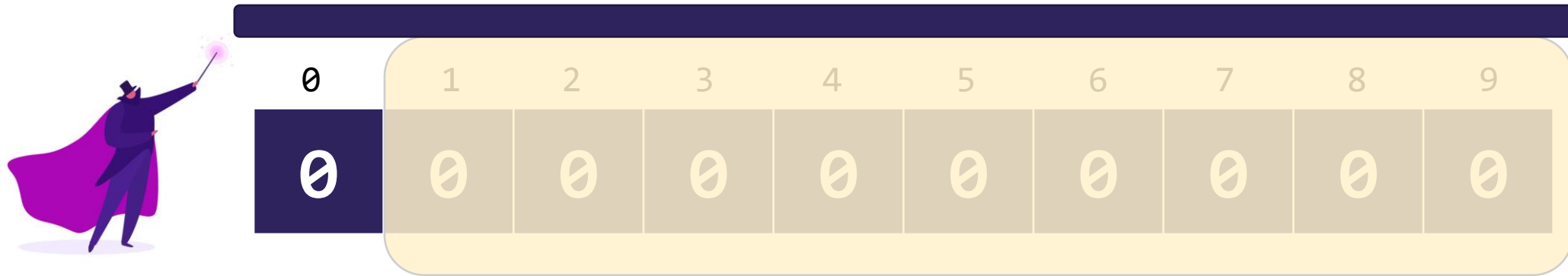
- For simplicity: only about storing ints (no type variables)
- How do we accomplish resizing magic trick? Two fields:
 - `int[] elementData;` `// Where we store elements`
 - `int size;` `// Storage boundary`



`a1.add(2);`

ArrayIntLists

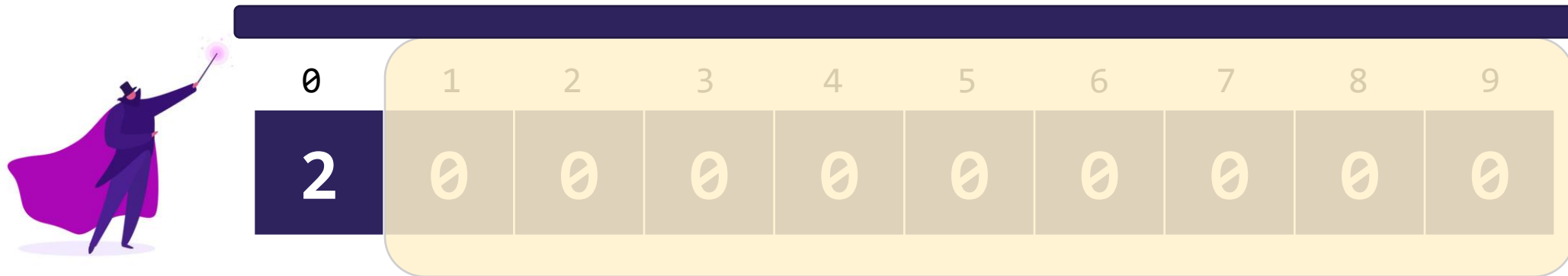
- For simplicity: only about storing ints (no type variables)
- How do we accomplish resizing magic trick? Two fields:
 - `int[] elementData;` `// Where we store elements`
 - `int size;` `// Storage boundary`



`a1.add(2);`

ArrayIntLists

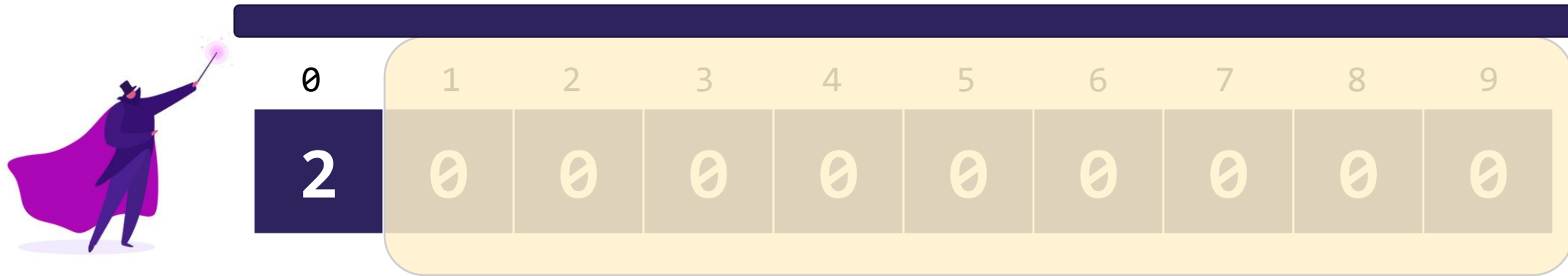
- For simplicity: only about storing ints (no type variables)
- How do we accomplish resizing magic trick? Two fields:
 - `int[] elementData;` `// Where we store elements`
 - `int size;` `// Storage boundary`



`a1.add(2);`

ArrayIntLists

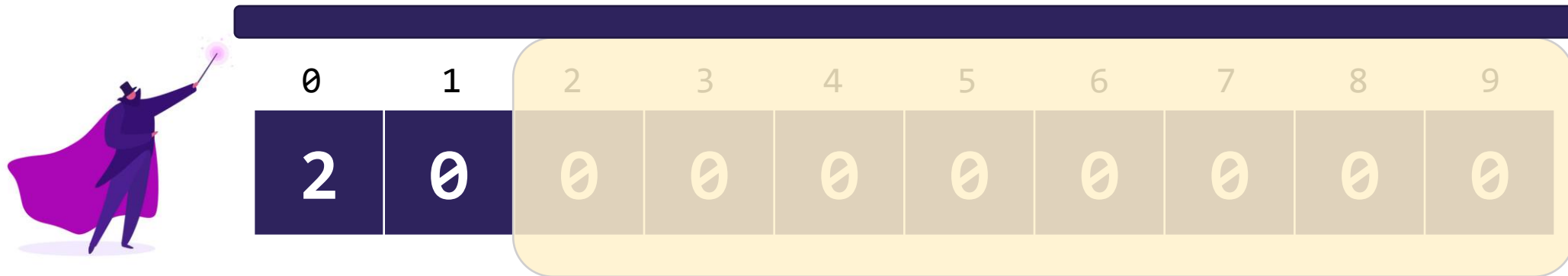
- For simplicity: only about storing ints (no type variables)
- How do we accomplish resizing magic trick? Two fields:
 - `int[] elementData;` `// Where we store elements`
 - `int size;` `// Storage boundary`



`a1.add(5);`

ArrayIntLists

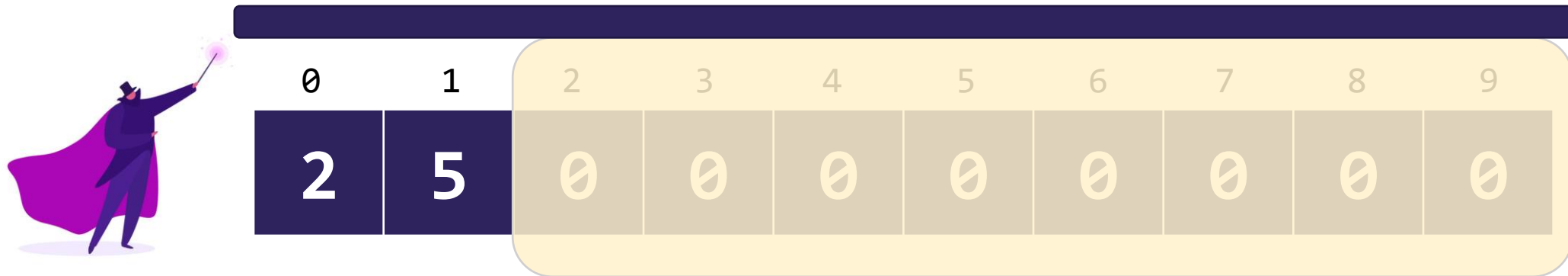
- For simplicity: only about storing ints (no type variables)
- How do we accomplish resizing magic trick? Two fields:
 - `int[] elementData;` `// Where we store elements`
 - `int size;` `// Storage boundary`



`a1.add(5);`

ArrayIntLists

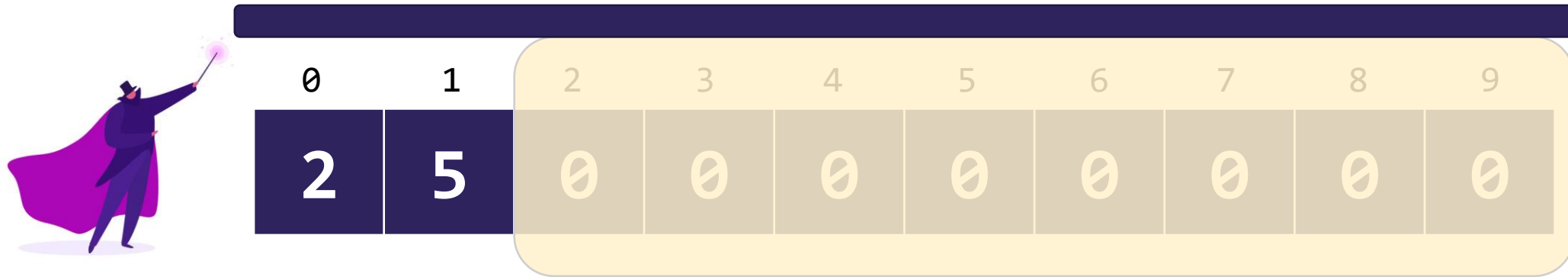
- For simplicity: only about storing ints (no type variables)
- How do we accomplish resizing magic trick? Two fields:
 - `int[] elementData;` `// Where we store elements`
 - `int size;` `// Storage boundary`



`a1.add(5);`

ArrayIntLists

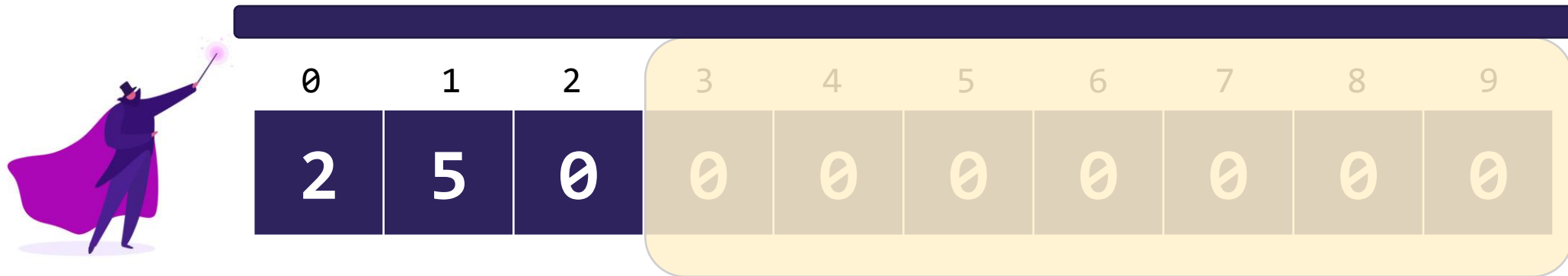
- For simplicity: only about storing ints (no type variables)
- How do we accomplish resizing magic trick? Two fields:
 - `int[] elementData;` `// Where we store elements`
 - `int size;` `// Storage boundary`



`a1.add(-1);`

ArrayIntLists

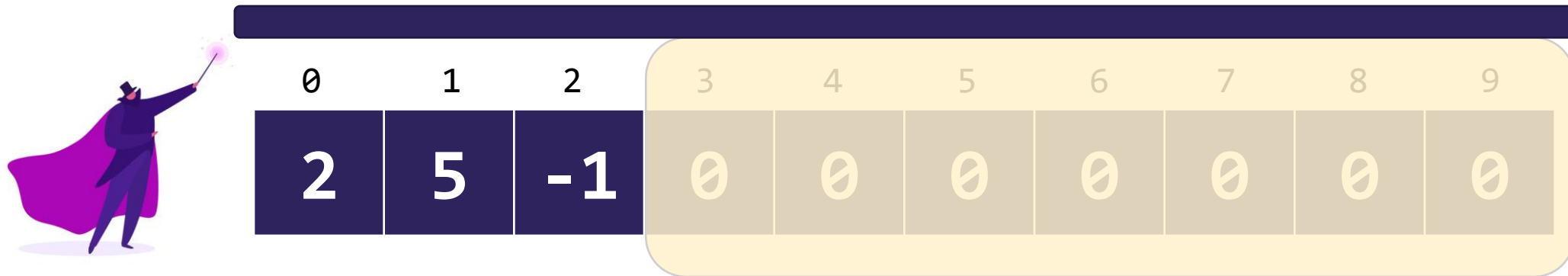
- For simplicity: only about storing ints (no type variables)
- How do we accomplish resizing magic trick? Two fields:
 - `int[] elementData;` `// Where we store elements`
 - `int size;` `// Storage boundary`



`a1.add(-1);`

ArrayIntLists

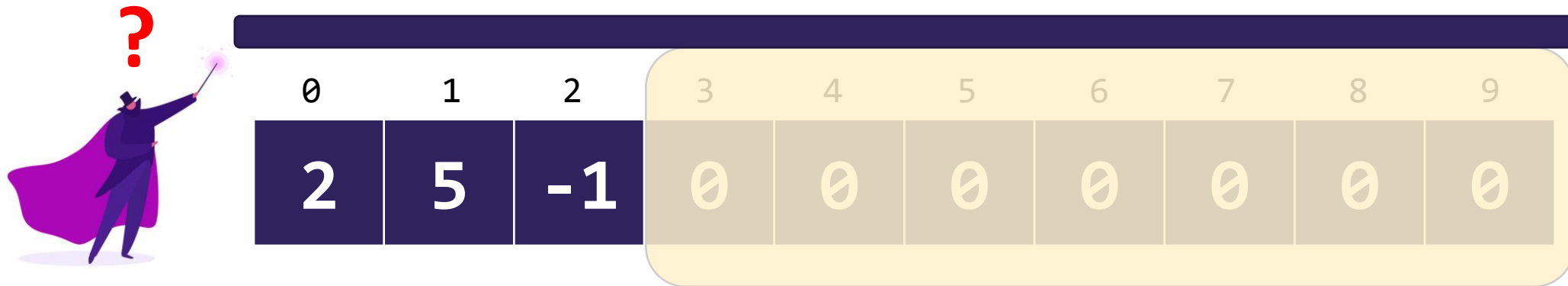
- For simplicity: only about storing ints (no type variables)
- How do we accomplish resizing magic trick? Two fields:
 - `int[] elementData;` `// Where we store elements`
 - `int size;` `// Storage boundary`



`a1.add(-1);`

ArrayIntLists

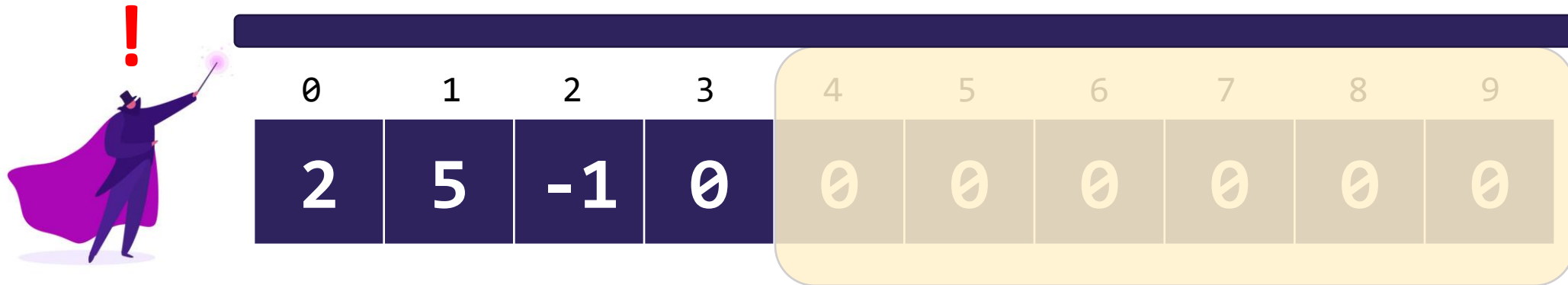
- For simplicity: only about storing ints (no type variables)
- How do we accomplish resizing magic trick? Two fields:
 - `int[] elementData;` `// Where we store elements`
 - `int size;` `// Storage boundary`



```
a1.add(0, 0);
```

ArrayIntLists

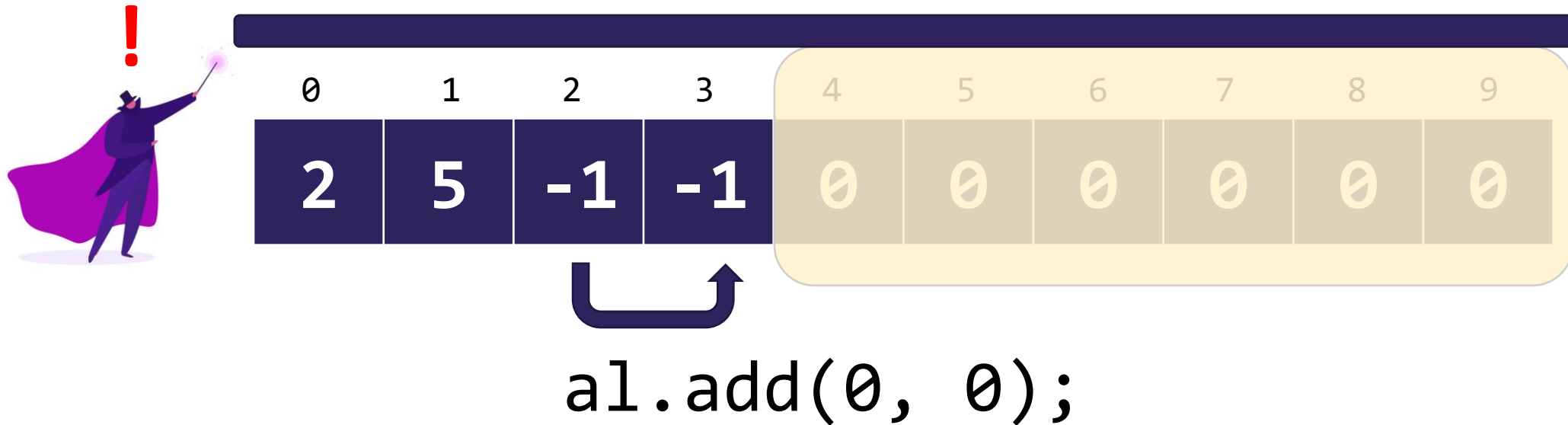
- For simplicity: only about storing ints (no type variables)
- How do we accomplish resizing magic trick? Two fields:
 - `int[] elementData;` `// Where we store elements`
 - `int size;` `// Storage boundary`



```
a1.add(0, 0);
```

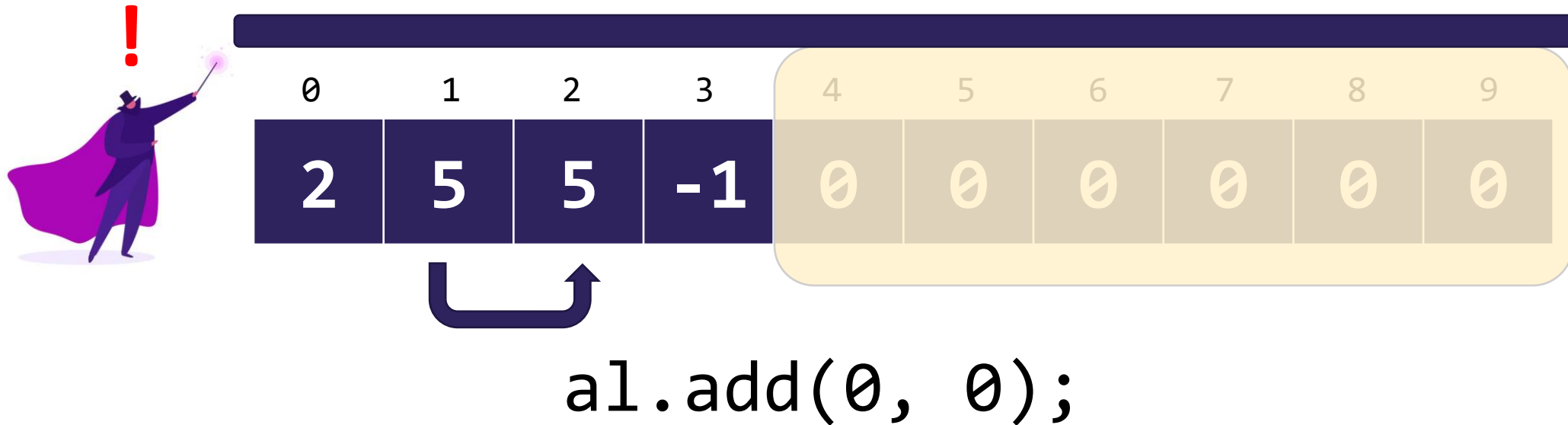
ArrayIntLists

- For simplicity: only about storing ints (no type variables)
- How do we accomplish resizing magic trick? Two fields:
 - `int[] elementData;` `// Where we store elements`
 - `int size;` `// Storage boundary`



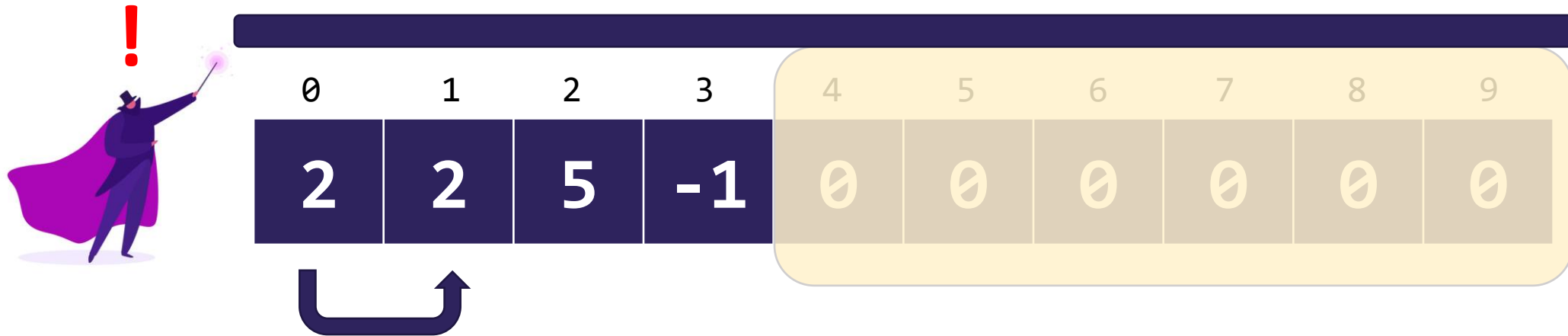
ArrayIntLists

- For simplicity: only about storing ints (no type variables)
- How do we accomplish resizing magic trick? Two fields:
 - `int[] elementData;` `// Where we store elements`
 - `int size;` `// Storage boundary`



ArrayIntLists

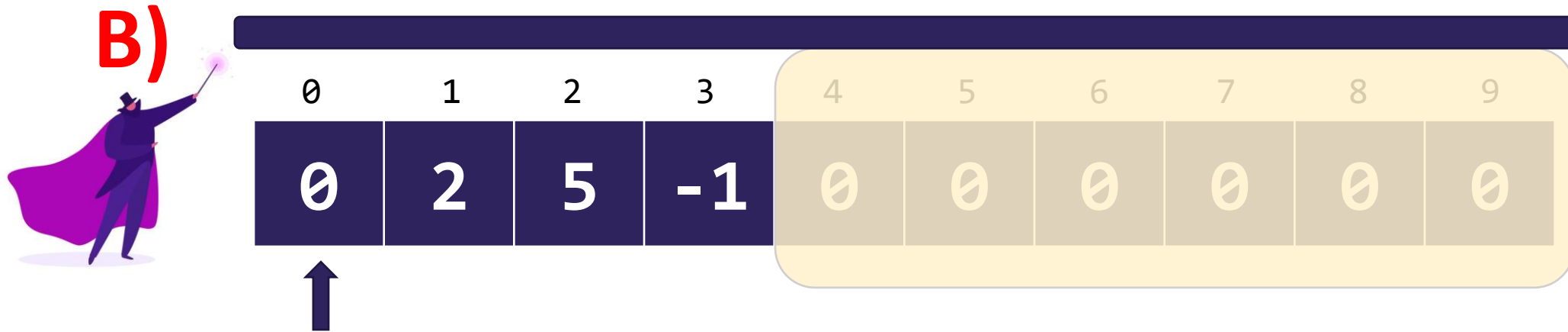
- For simplicity: only about storing ints (no type variables)
- How do we accomplish resizing magic trick? Two fields:
 - `int[] elementData;` `// Where we store elements`
 - `int size;` `// Storage boundary`



```
a1.add(0, 0);
```

ArrayIntLists

- For simplicity: only about storing ints (no type variables)
- How do we accomplish resizing magic trick? Two fields:
 - `int[] elementData;` `// Where we store elements`
 - `int size;` `// Storage boundary`



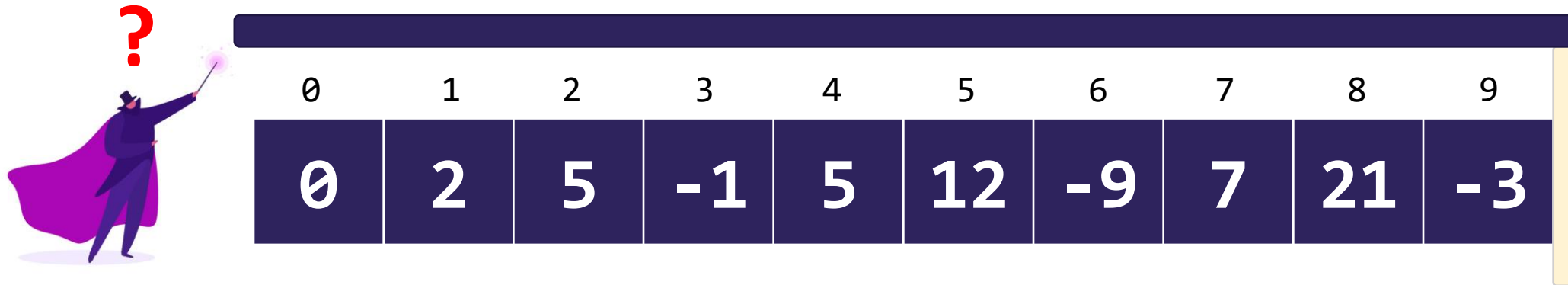
`a1.add(0, 0);`

ArrayIntLists

- For simplicity: only about storing ints (no type variables)
- How do we accomplish resizing magic trick? Two fields:
 - `int[] elementData;` `// Where we store elements`
 - `int size;` `// Storage boundary`
- Important points:
 - `size` represents how far the curtain is peeled back
 - Can't use a hardcoded value!
 - Starting value is always at index 0
 - Adding to / removing from beginning requires shifting elements

Capacity and Resizing

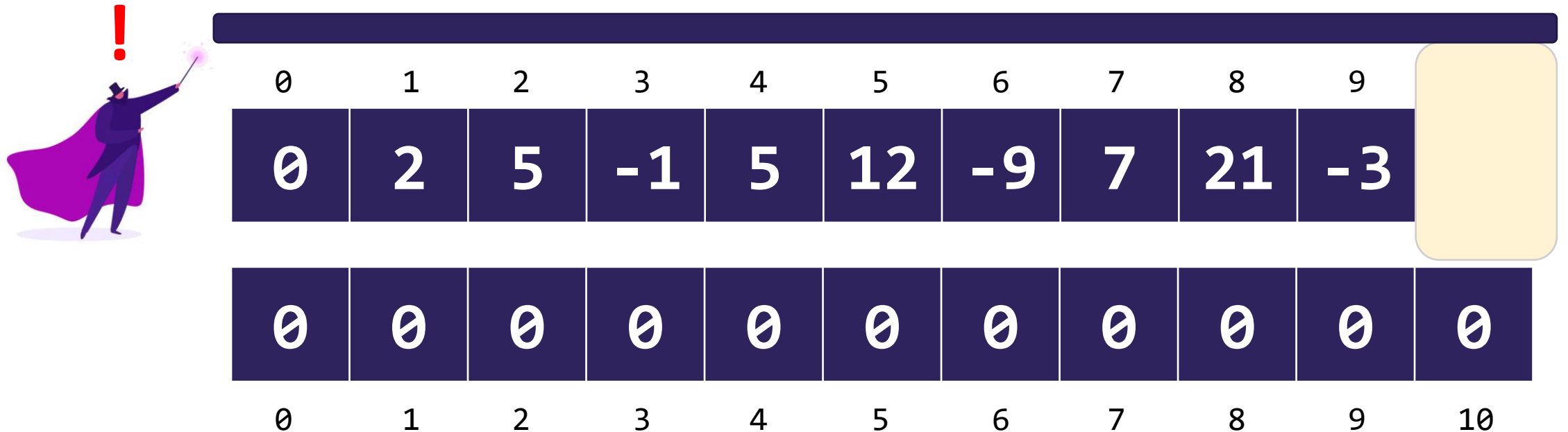
- Capacity = length of underlying array
- Size = number of user-added elements
- What happens if we run out of space? (`size == capacity`)



```
al.add(2);
```

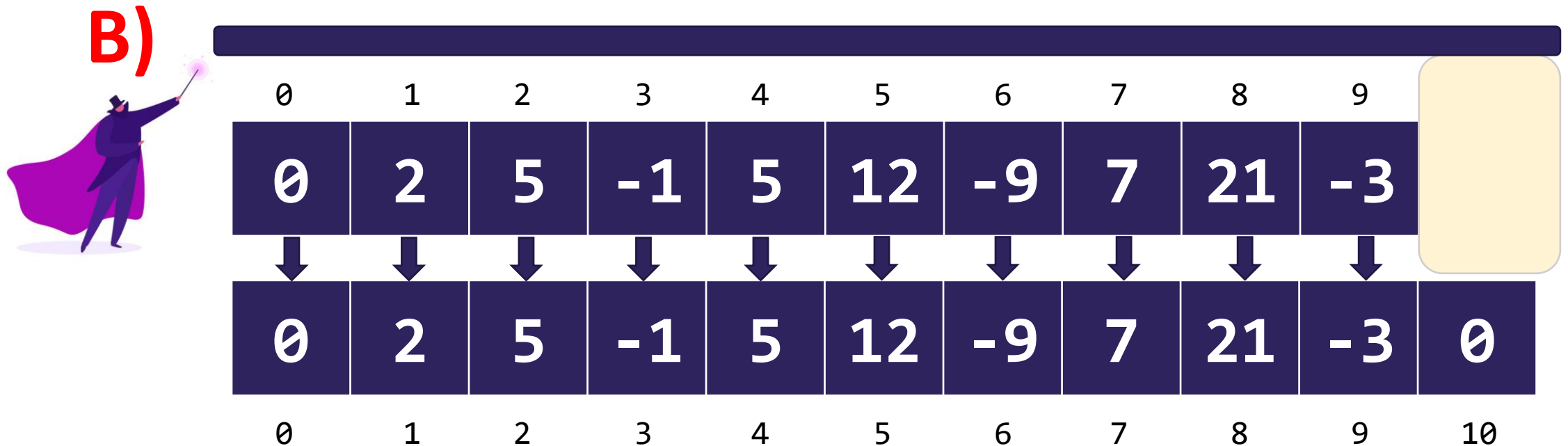
Capacity and Resizing

- `Capacity` = length of underlying array
- `Size` = number of user-added elements
- What happens if we run out of space? (`size == capacity`)



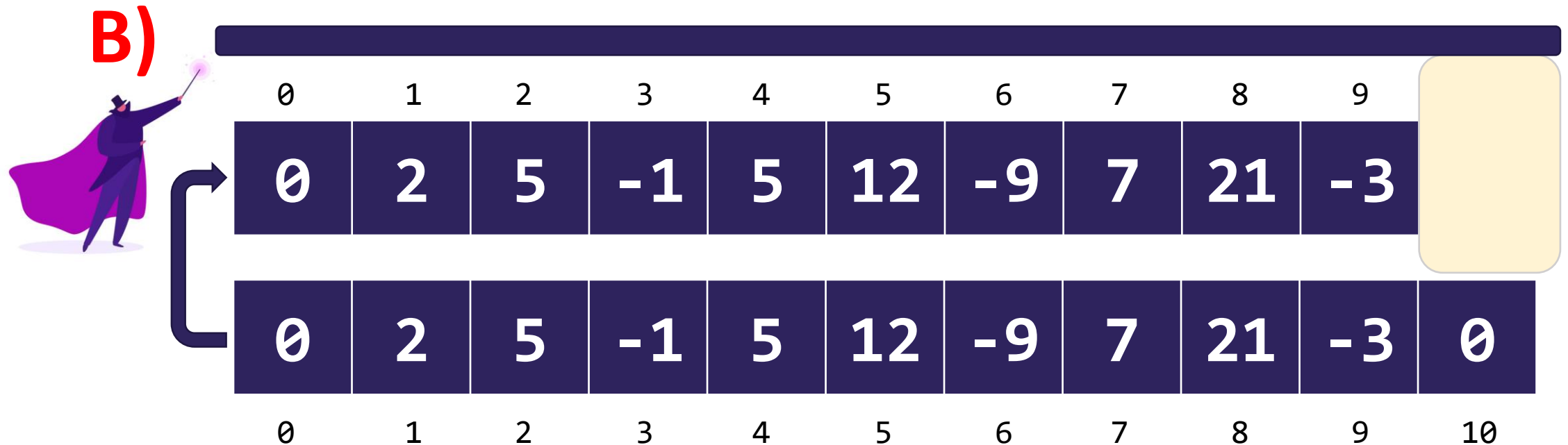
Capacity and Resizing

- Capacity = length of underlying array
- Size = number of user-added elements
- What happens if we run out of space? ($\text{size} == \text{capacity}$)



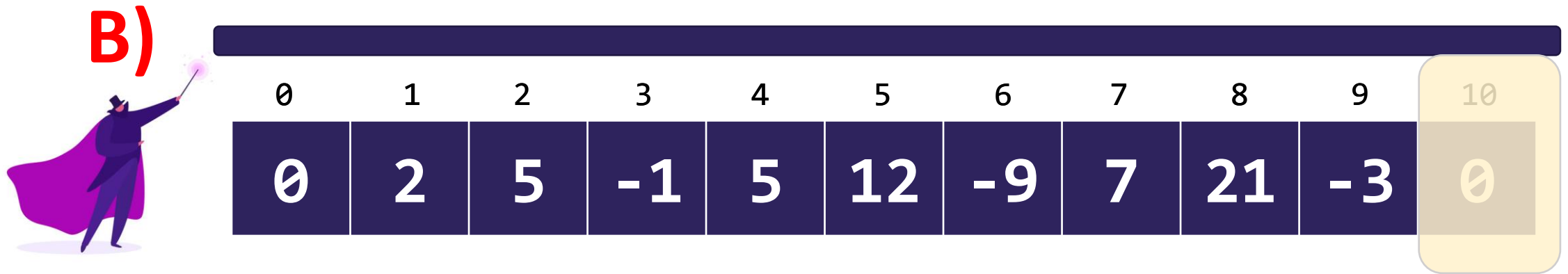
Capacity and Resizing

- Capacity = length of underlying array
- Size = number of user-added elements
- What happens if we run out of space? ($\text{size} == \text{capacity}$)



Capacity and Resizing

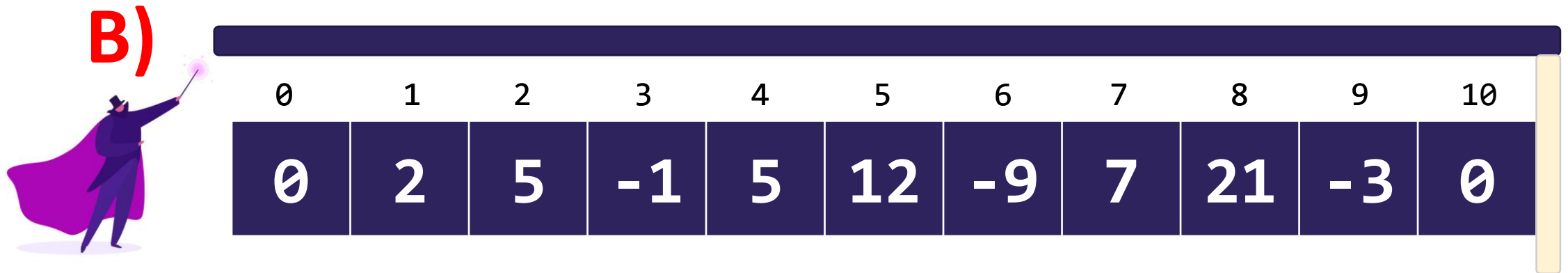
- Capacity = length of underlying array
- Size = number of user-added elements
- What happens if we run out of space? (`size == capacity`)



```
al.add(2);
```

Capacity and Resizing

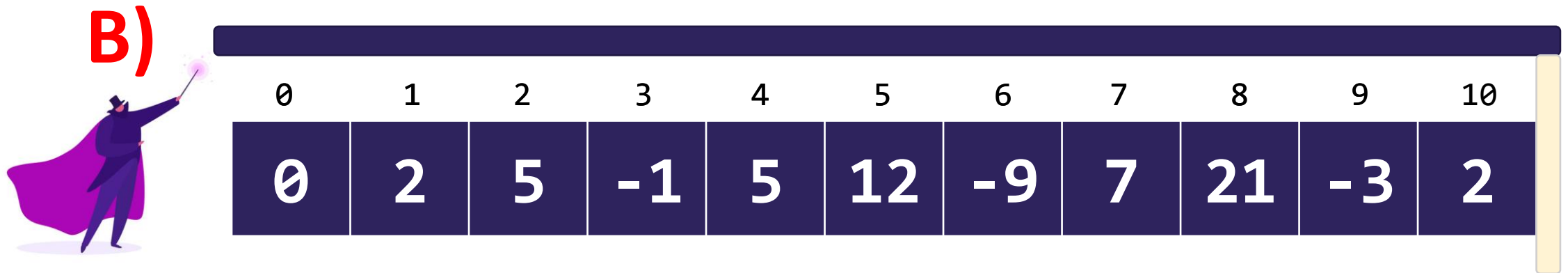
- Capacity = length of underlying array
- Size = number of user-added elements
- What happens if we run out of space? (`size == capacity`)



```
a1.add(2);
```

Capacity and Resizing

- Capacity = length of underlying array
- Size = number of user-added elements
- What happens if we run out of space? (`size == capacity`)



```
al.add(2);
```

Capacity and Resizing

- Capacity = length of underlying array
- Size = number of user-added elements
- What happens if we run out of space? (`size == capacity`)
 - We make a new (bigger array) and copy things over
 - Another layer to the resizing illusion!
- In reality, we don't typically add a single spot
 - What happens if we add again?