

LEC 06

CSE 123**LinkedIntList**

Questions during Class?
Raise hand or send here

sli.do #cse123

**BEFORE WE START*****Talk to your neighbors:***

What is your favorite way to eat a potato? 🥔

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](#) 🎵

Lecture Outline

- **Announcements** 
- Revisiting the PCM (Modifying Links)
- LinkedList

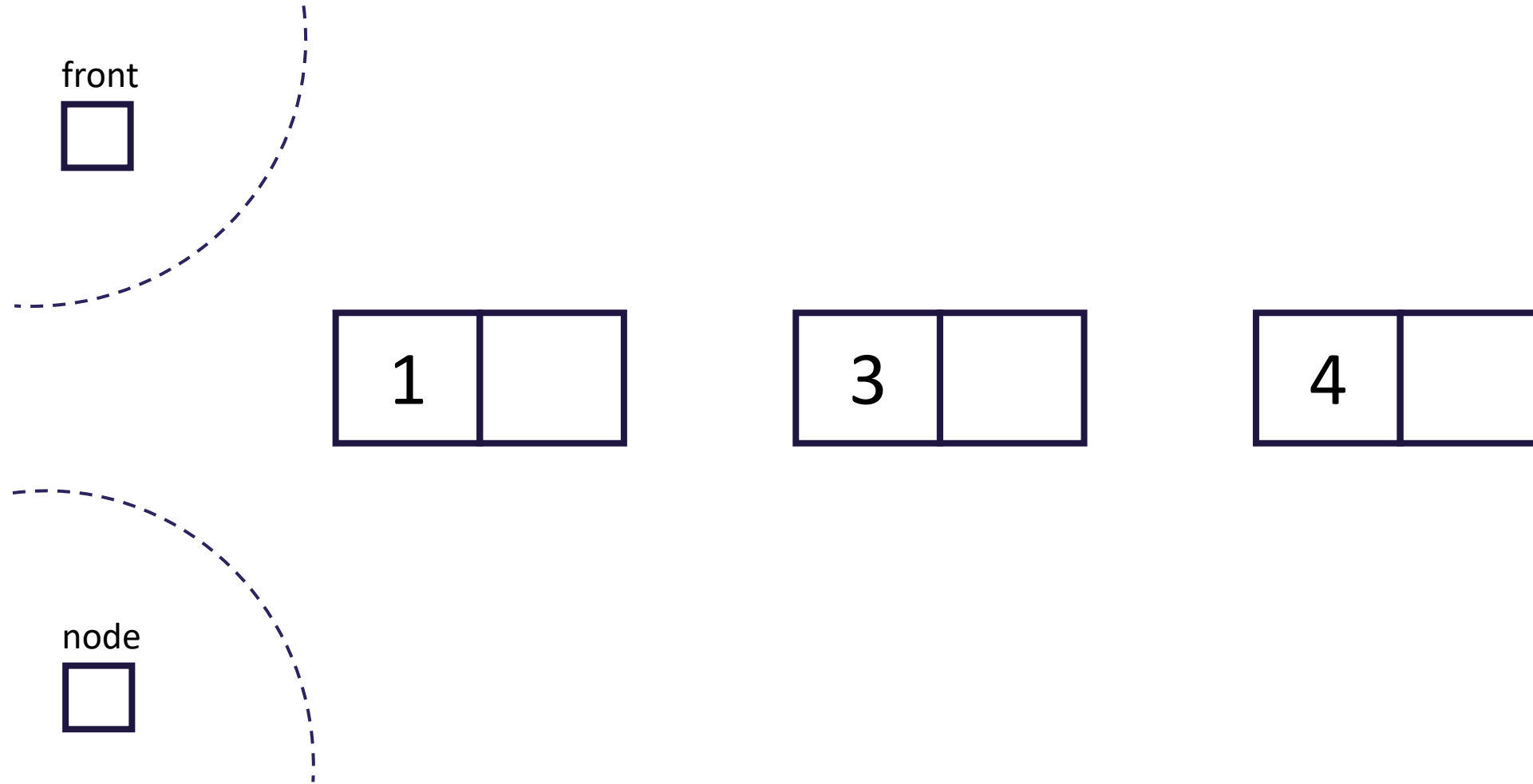
Announcements

- Great job on Quiz 0!
 - Expect grades before Quiz 1, but we need to wrap up makeup quizzes first
- R0 and P0 feedback are out!
- Creative Project 1 due tonight at 11:59pm
 - Submit *something* so we can provide some feedback!
- Programming Assignment 1 releases tomorrow
 - One of the trickier assignments in the course
 - 2 weeks to complete this one! Feel free to take a breather if necessary but get started sooner than later.
- My office hours updated
 - Mon 2:45-3:30, Tue 12:30-1:15

Lecture Outline

- Announcements
- **Revisiting the PCM (Modifying Links)** ◀
- LinkedList

Revisiting insertAfterLast



Lecture Outline

- Announcements
- Revisiting the PCM (Modifying Links)
- **LinkedList** ◀

Reminder: Implementing Data Structures

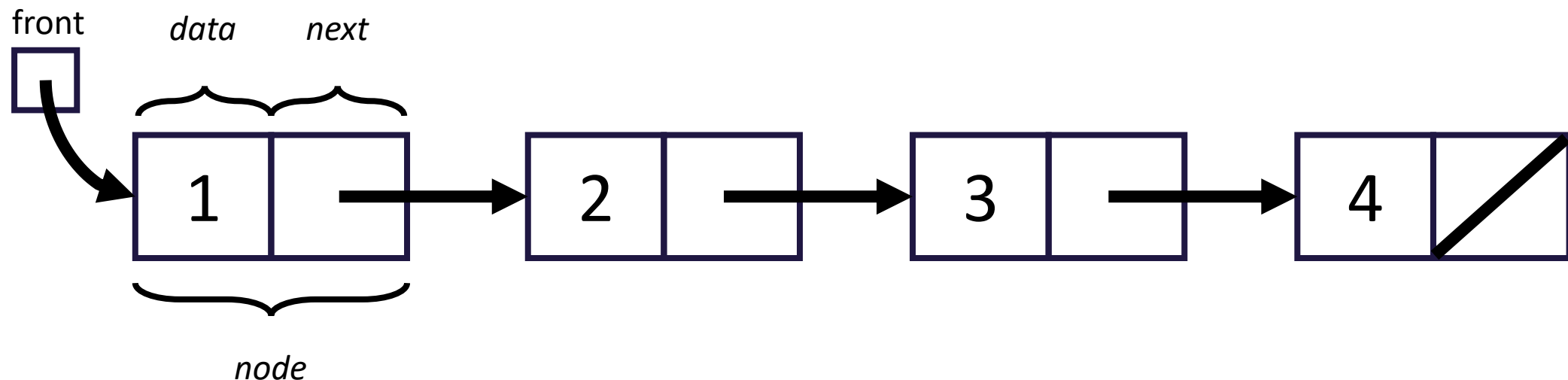
- No different from designing any other class!
 - Specified behavior (Recall the `IntList` interface):

Method	Description
<code>add(int value)</code>	Adds the given value to the end of the list
<code>add(int index, int value)</code>	Adds the given value at the given index
<code>remove(int 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

LinkedList (1)

- Goal: leverage non-contiguous memory usage
 - How? `LinkedList`!
- What field(s) do we need to keep track of?
 - `ListNode front;` `// First node in the chain`



LinkedList (2)

- Now that we have a `LinkedList` class, will a client ever need to interact with a `ListNode`?
 - No! Not something they should have to worry about
- How can we abstract `ListNode`s away from them?
 - Leaving them in a public file is pretty obvious...
- We can make `ListNode` an inner class inside `LinkedList`!
 - We can still access it (just like private fields)
 - Clients don't need to worry about its existence!
 - *In the real world, we'd also make the inner static `ListNode` class private – we will leave it public here for ease of testing in our course environment.*

Common Cases to Consider for LinkedLists

- Front of list
- Middle (general)
- Empty list
- End of list

Reminder: Iterating over ListNodes

- General pattern iteration code will follow:

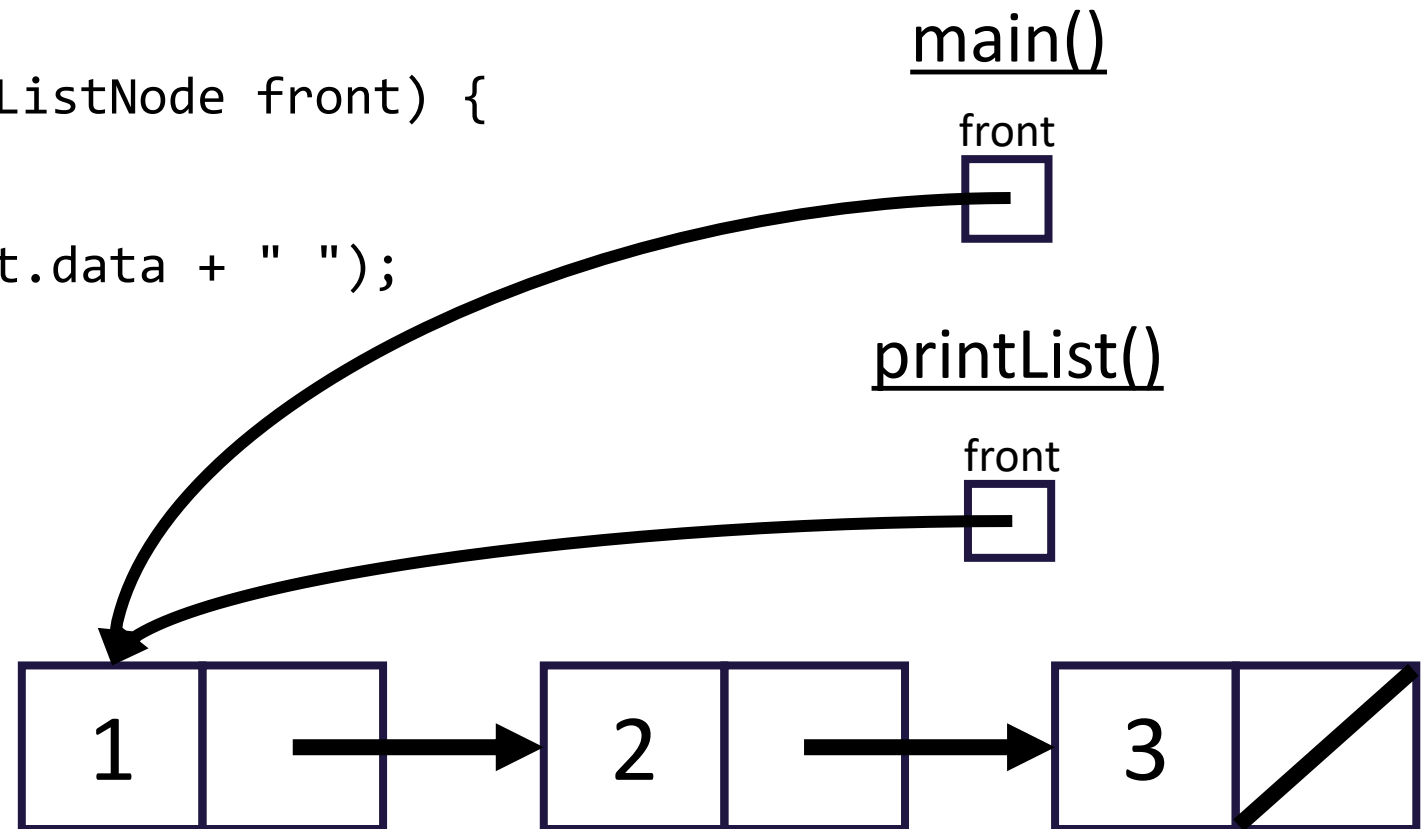
```
ListNode curr = front;  
while (curr != null) {  
    // Do something  
  
    curr = curr.next;  
}
```

Why do we need a ListNode curr?

Why curr? printList(front) (1)

```
public static void main(String[] args) {  
    ListNode front = new ListNode(1, new ListNode(2, new ListNode(3)));  
}
```

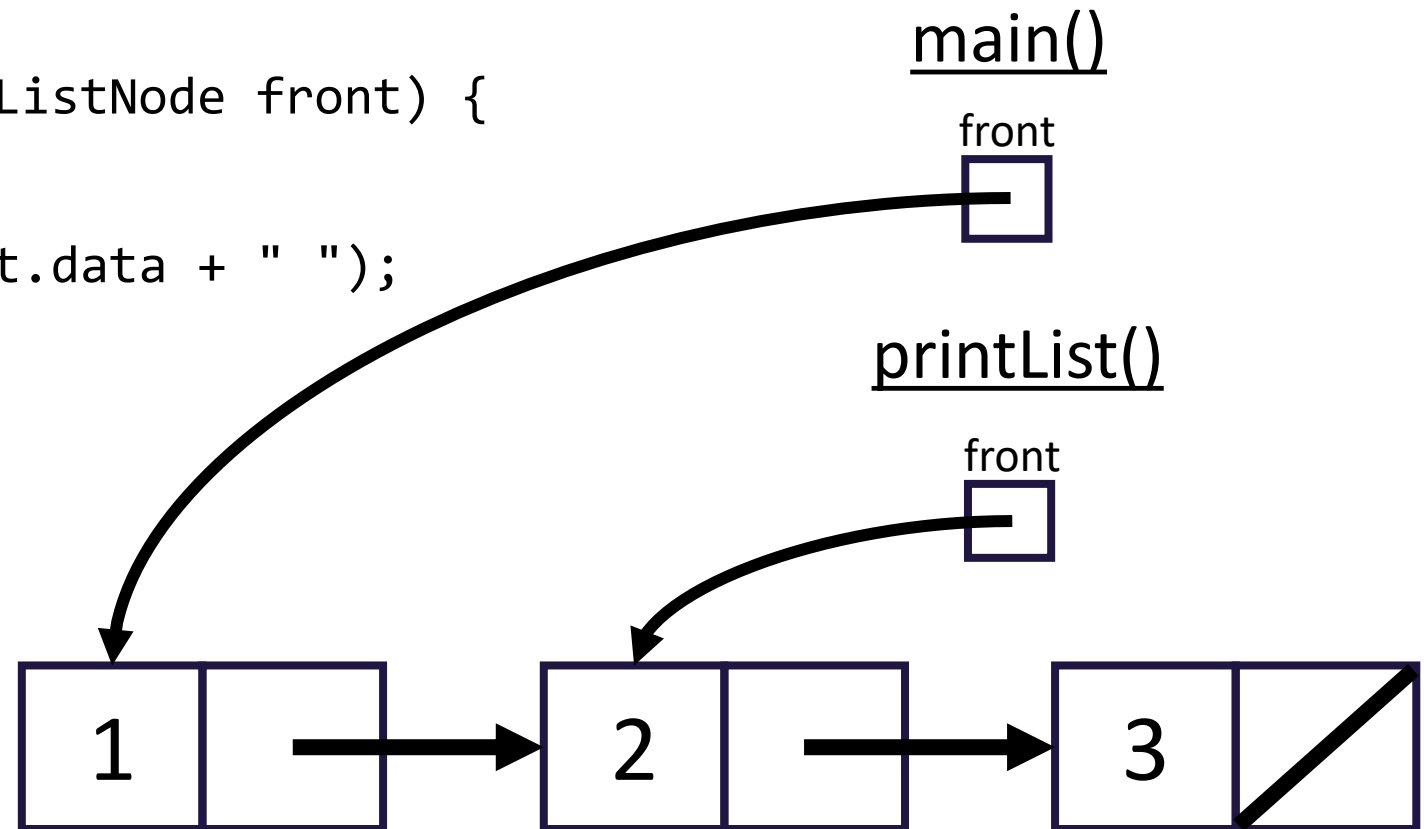
```
public static void printList(ListNode front) {  
    while (front != null) {  
        System.out.print(front.data + " ");  
        front = front.next;  
    }  
    System.out.println();  
}
```



Why curr? printList(front) (2)

```
public static void main(String[] args) {  
    ListNode front = new ListNode(1, new ListNode(2, new ListNode(3)));  
}
```

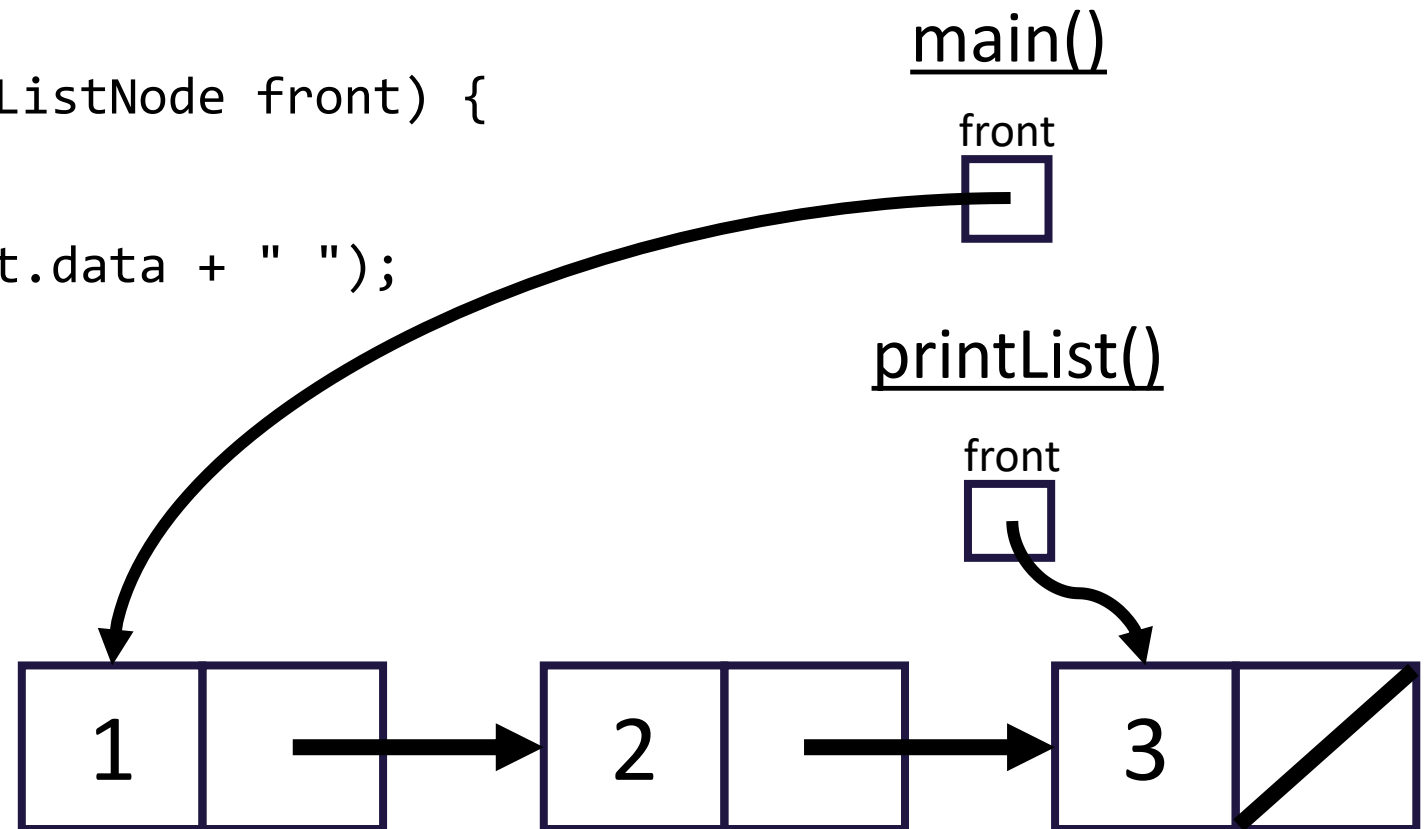
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public static void printList(ListNode front) {  
    while (front != null) {  
        System.out.print(front.data + " ");  
        front = front.next;  
    }  
    System.out.println();  
}
```



Why curr? printList(front) (3)

```
public static void main(String[] args) {  
    ListNode front = new ListNode(1, new ListNode(2, new ListNode(3)));  
}
```

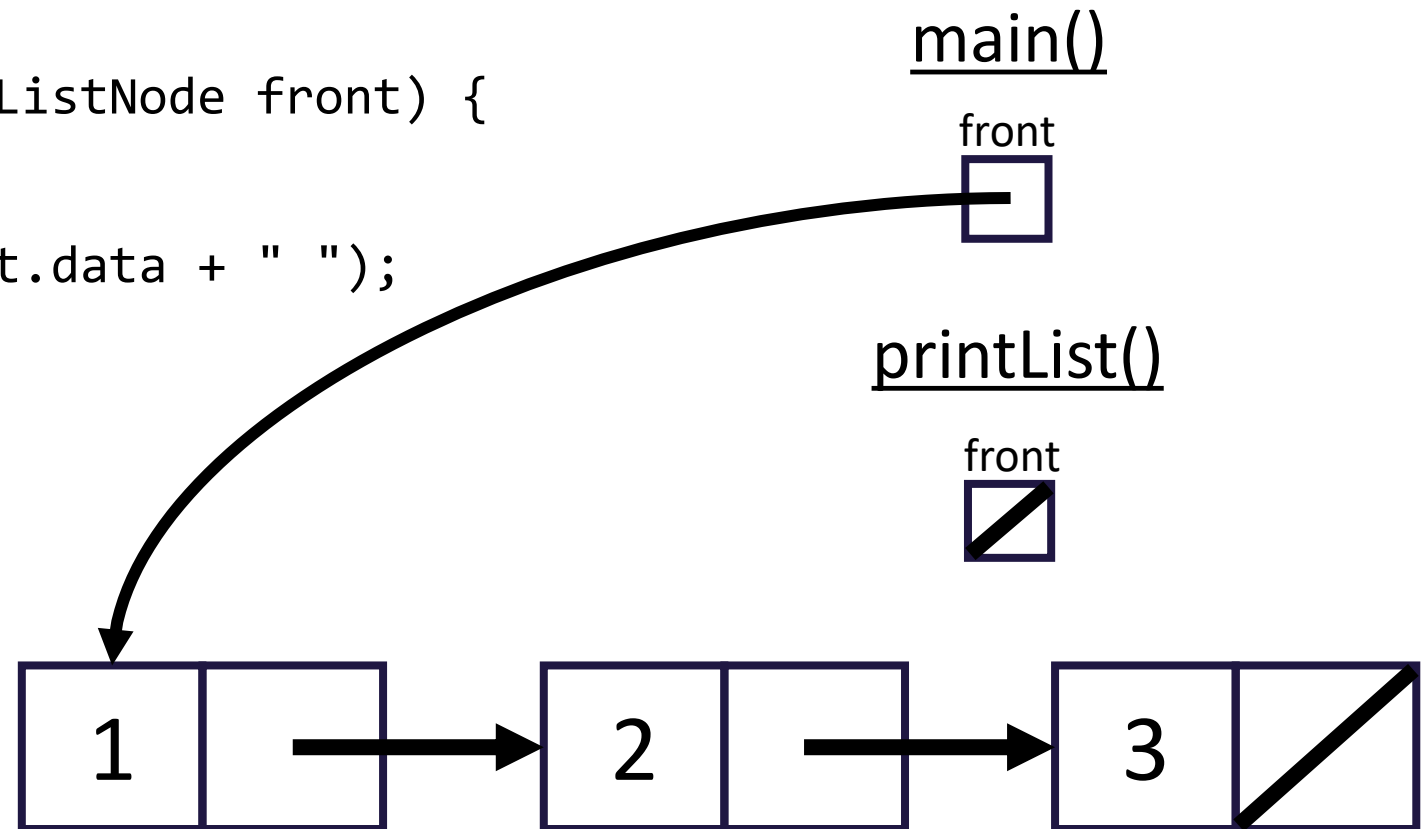
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Why curr? printList(front) (4)

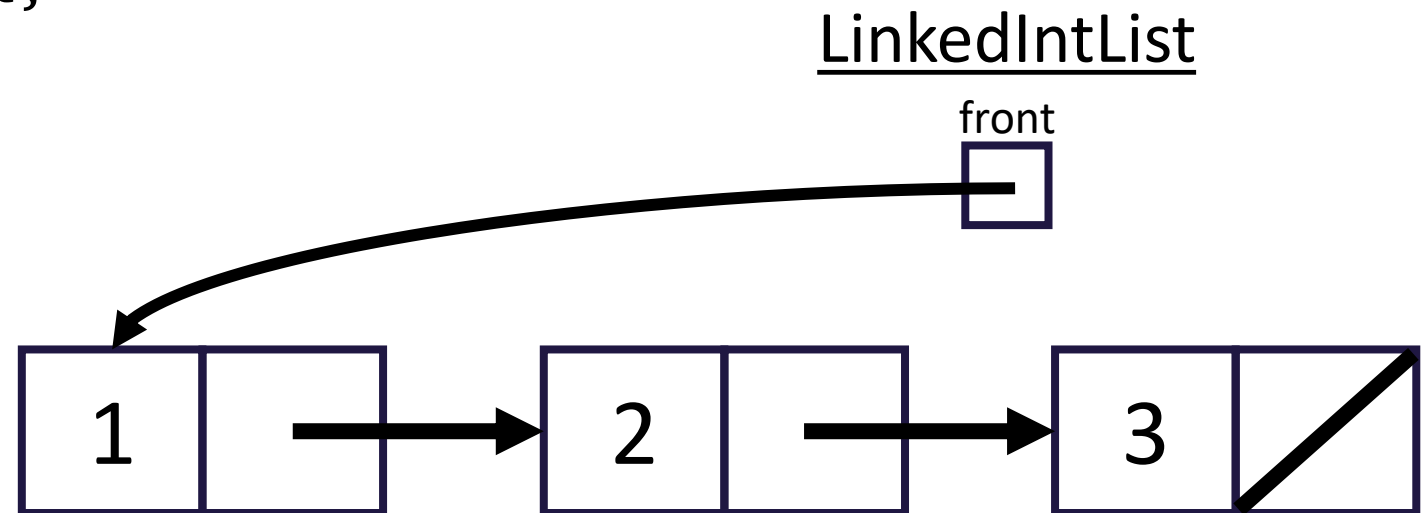
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}
```



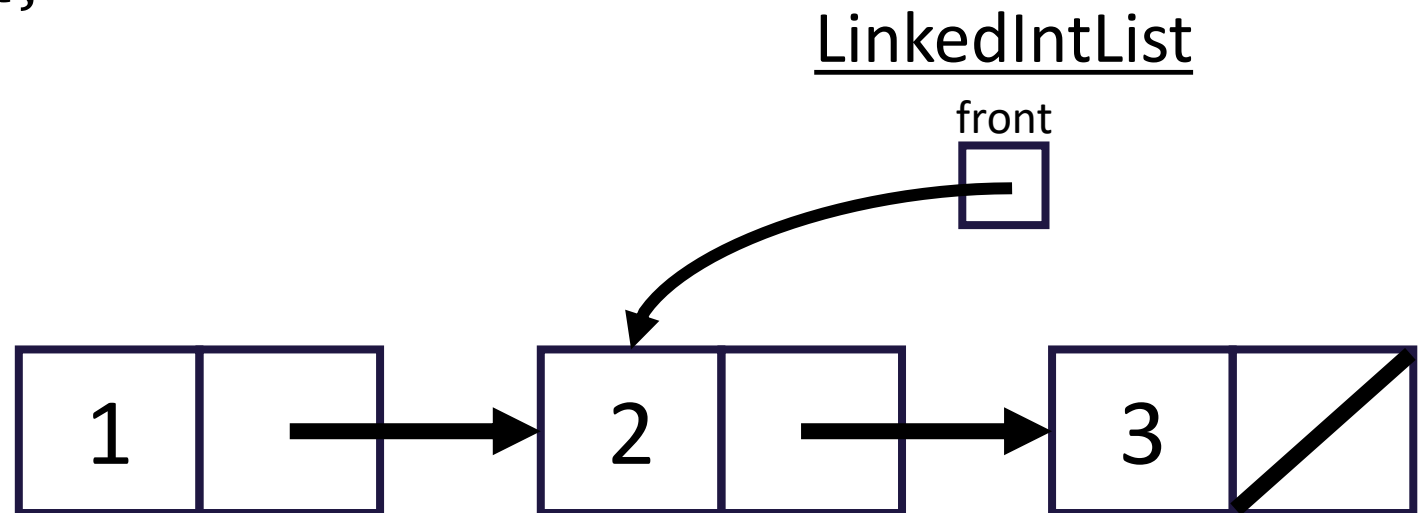
Why curr? **LinkedList** (1)

```
public class LinkedList {  
    private ListNode front;  
  
    public void printList() {  
        while (front != null) {  
            System.out.print(front.data + " ");  
            front = front.next;  
        }  
    }  
}
```



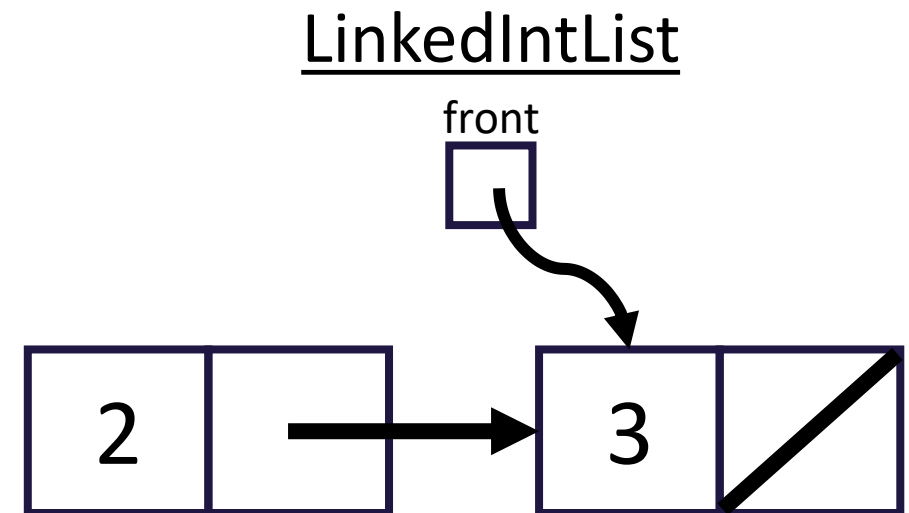
Why curr? **LinkedList** (2)

```
public class LinkedList {  
    private ListNode front;  
  
    public void printList() {  
        while (front != null) {  
            System.out.print(front.data + " ");  
            front = front.next;  
        }  
    }  
}
```



Why curr? **LinkedList** (3)

```
public class LinkedList {  
    private ListNode front;  
  
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        while (front != null) {  
            System.out.print(front.data + " ");  
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        }  
    }  
}
```



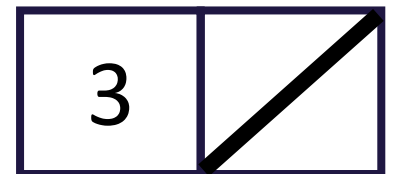
Why curr? **LinkedList** (4)

```
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    private ListNode front;  
  
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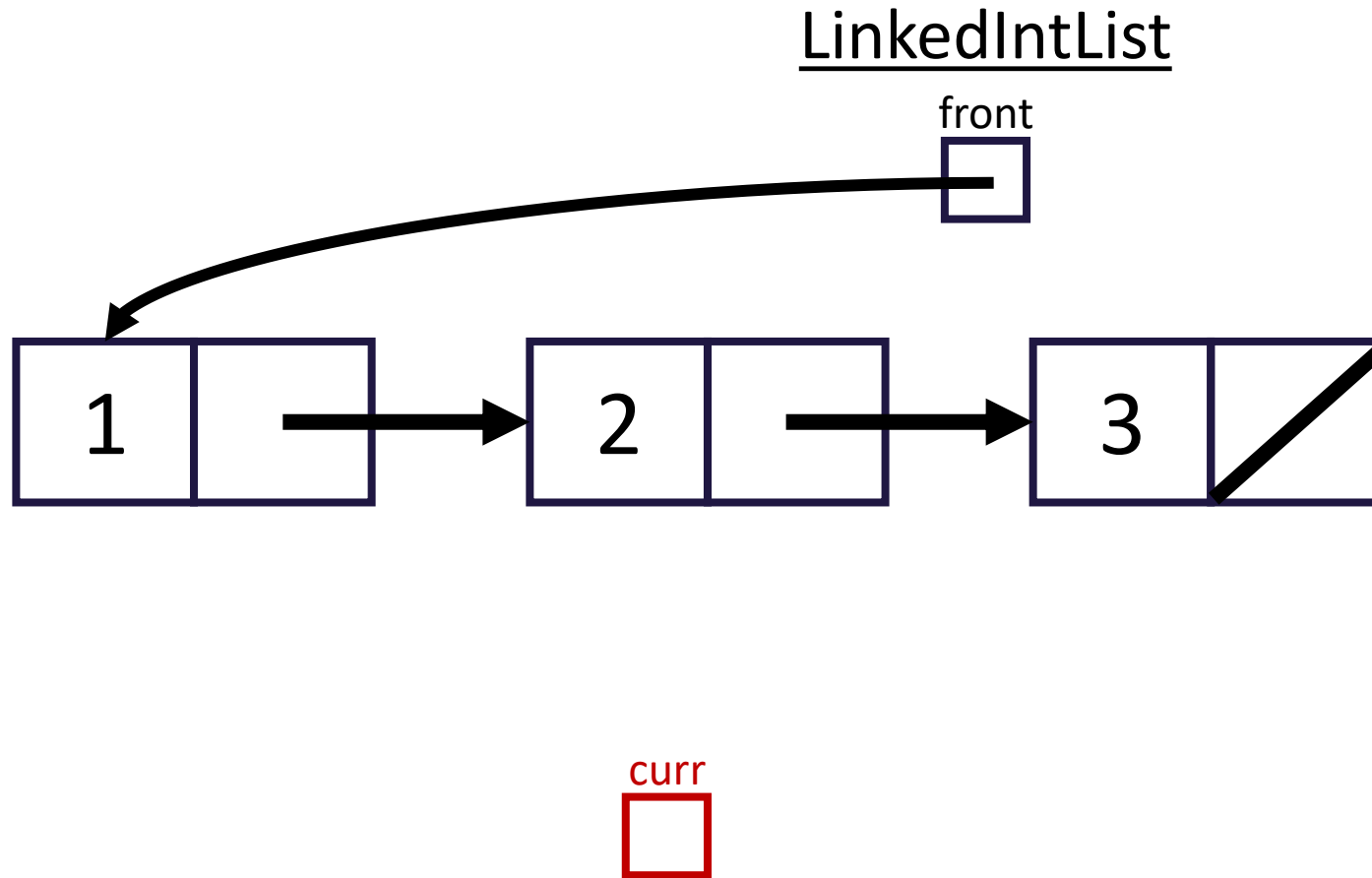
LinkedList



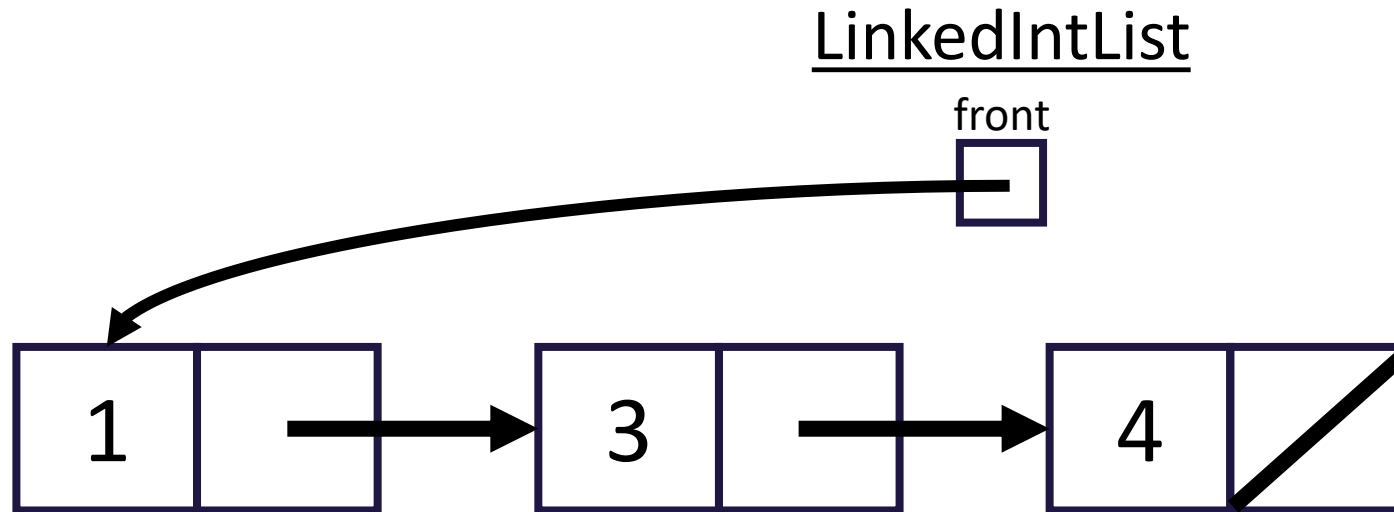
Modifying front now modifies the list!



Considering **LinkedList** printList()



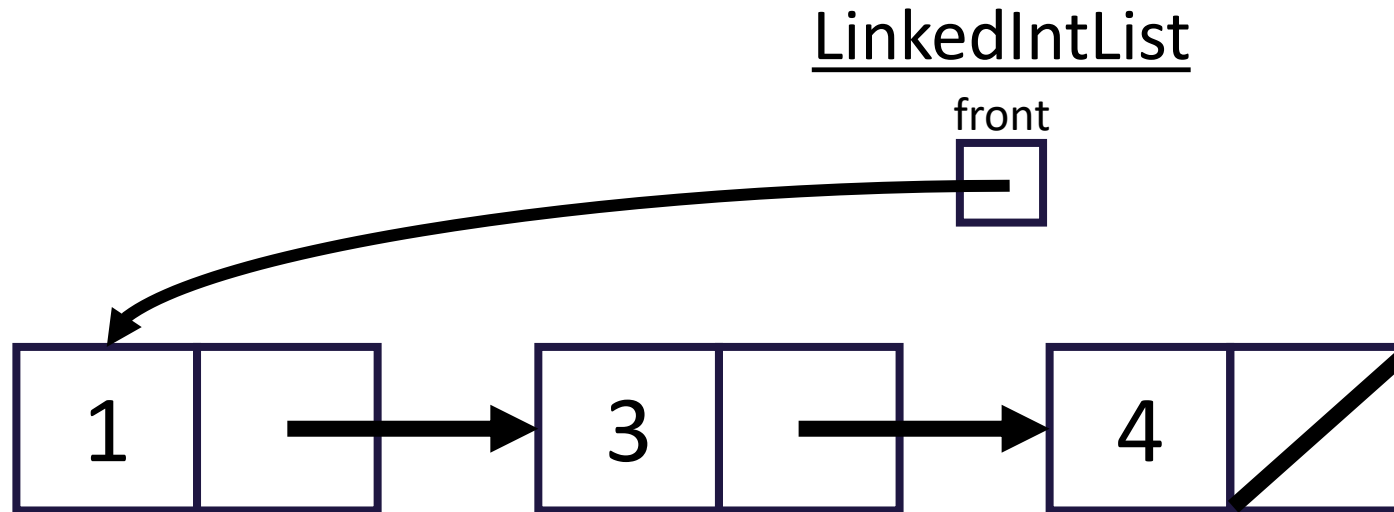
remove(value) v1



curr

```
if (curr.data == value) {  
    // remove curr from the list...  
}
```

remove(value) v2



curr

```
if (curr.next.data == value) {  
    // remove curr from the list...  
}
```

Modifying LinkedLists

- Remember: using a curr variable to iterate over nodes
- Does changing curr actually update our chain?
 - What will? Changing curr.next, changing front
 - Need to **stop one early** to make changes
- Often a number of (edge) cases to watch out for:
 - M(iddle) – Modifying node in the middle of the list (general)
 - F(ront) – Modifying the first node
 - E(mpty) – What if the list is empty?
 - E(nd) – Rare, do we need to do something with the end of the list?