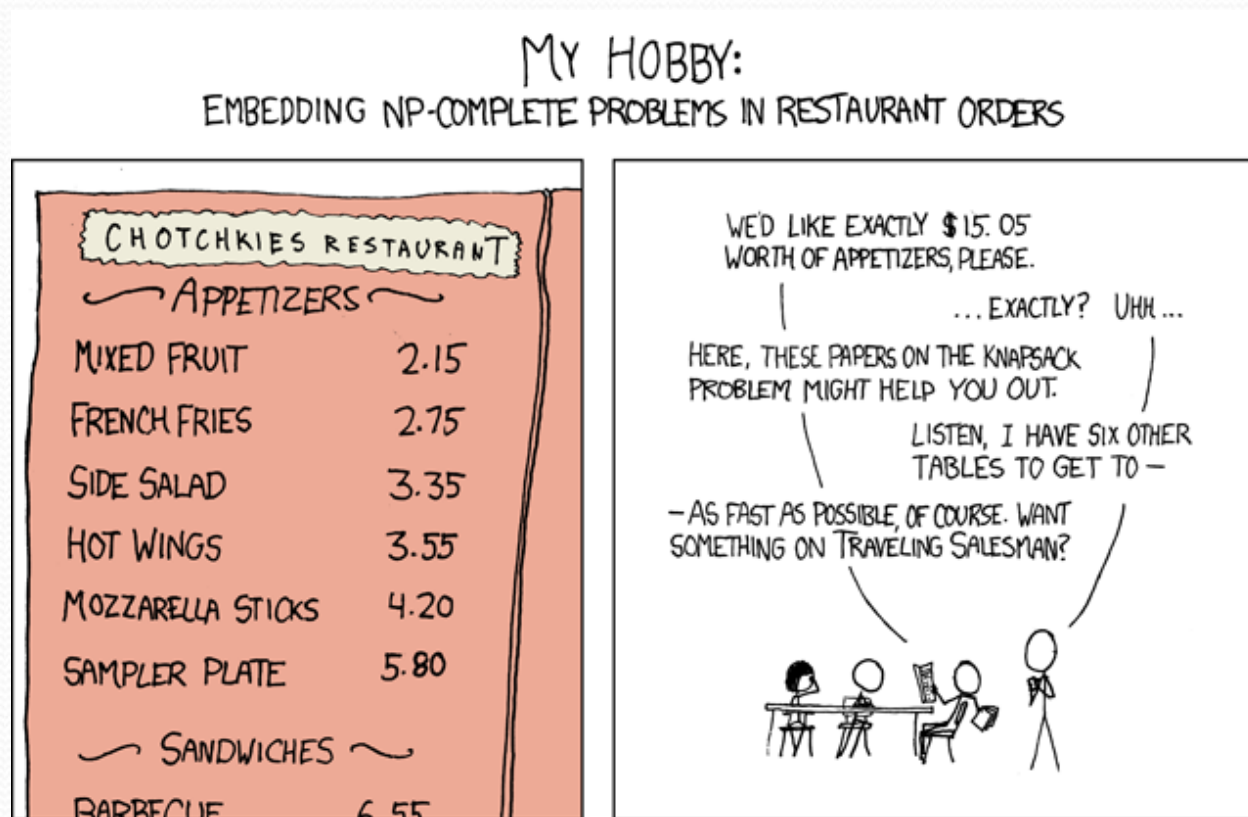


CSE 143

Lecture 6: References and linked nodes

reading: 16.1



- NP-complete is a complexity class
 - No known polynomial time ($O(n)$, $O(n^5)$...) solutions!
 - Solutions are, for example, $O(2^n)$ – ouch!

Collection efficiency

- Complexity class of various operations on collections:

Method	ArrayList	Stack	Queue
add (or push)	$O(1)$	$O(1)$	$O(1)$
add (index , value)	$O(N)$	-	-
indexOf	$O(N)$	-	-
get	$O(1)$	-	-
remove	$O(N)$	$O(1)$	$O(1)$
set	$O(1)$	-	-
size	$O(1)$	$O(1)$	$O(1)$

- Could we build lists differently to optimize other operations?

Non-contiguous memory

- Array

42	-3	17	9
----	----	----	---

- Spread in memory

42			9		-3			17
----	--	--	---	--	----	--	--	----

A swap method?

- Does the following swap method work? Why or why not?

```
public static void main(String[] args) {  
    int a = 7;  
    int b = 35;  
  
    // swap a with b  
    swap(a, b);  
  
    System.out.println(a + " " + b);  
}
```

```
public static void swap(int a, int b) {  
    int temp = a;  
    a = b;  
    b = temp;  
}
```

Value semantics

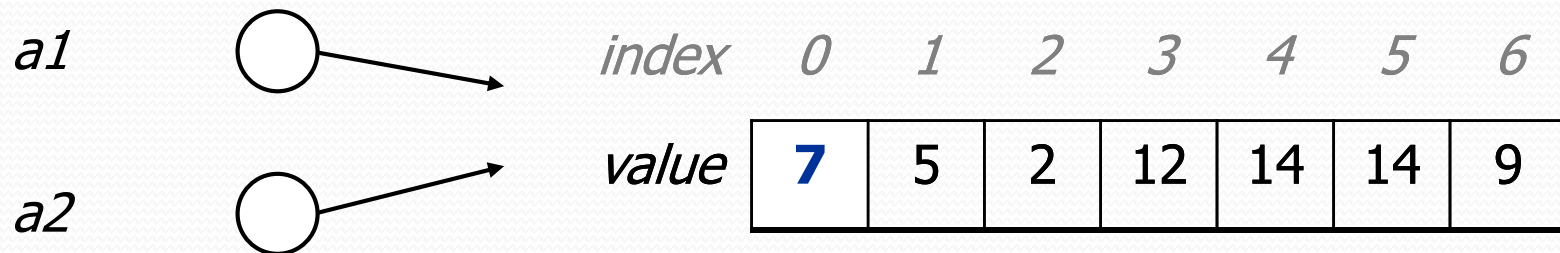
- **value semantics:** Behavior where values are copied when assigned to each other or passed as parameters.
 - When one primitive is assigned to another, its value is copied.
 - Modifying the value of one variable does not affect others.

```
int x = 5;  
int y = x;           // x = 5, y = 5  
y = 17;              // x = 5, y = 17  
x = 8;               // x = 8, y = 17
```

Reference semantics

- **reference semantics:** Behavior where variables actually store the address of an object in memory.
 - When one reference variable is assigned to another, the object is *not* copied; both variables refer to the *same object*.

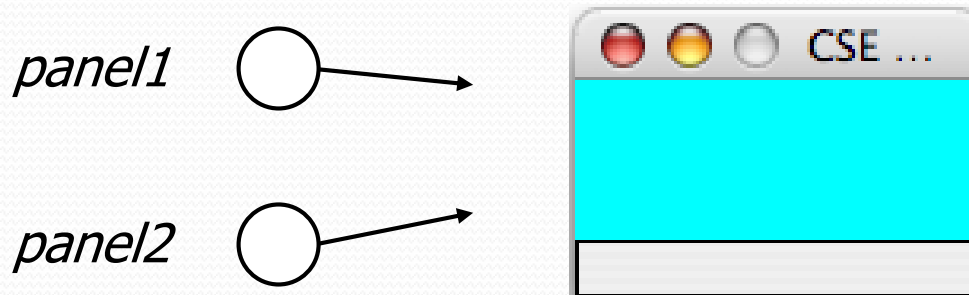
```
int[] a1 = {4, 5, 2, 12, 14, 14, 9};  
int[] a2 = a1;      // refers to same array as a1  
a2[0] = 7;  
System.out.println(a1[0]);    // 7
```



References and objects

- In Java, objects and arrays use reference semantics. Why?
 - *efficiency.* Copying large objects slows down a program.
 - *sharing.* It's useful to share an object's data among methods.

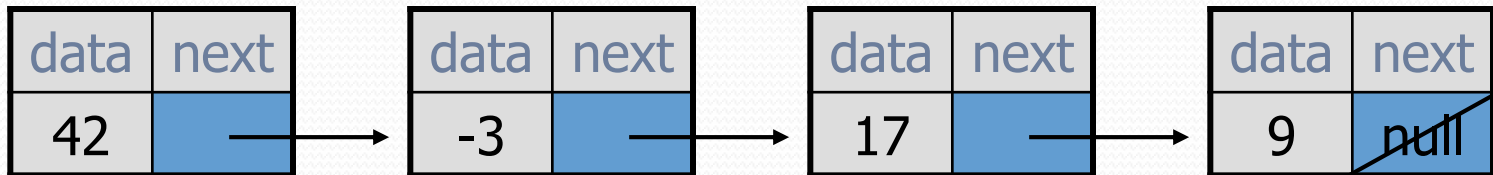
```
DrawingPanel panel1 = new DrawingPanel(80, 50);  
DrawingPanel panel2 = panel1; // same window  
panel2.setBackground(Color.CYAN);
```



A list node class

```
public class ListNode {  
    int data;  
    ListNode next;  
}
```

- Each list node object stores:
 - one piece of integer data
 - a reference to another list node
- `ListNode`s can be "linked" into chains to store a list of values:



Things you can do w/ null

- store null in a variable or an array element

```
String s = null;  
words[2] = null;
```

- print a null reference

```
System.out.println(timmy.name);           // null
```

- ask whether a variable or array element is null

```
if (timmy.name == null) { ...           // true
```

- pass null as a parameter to a method

- some methods don't like null parameters and throw exceptions

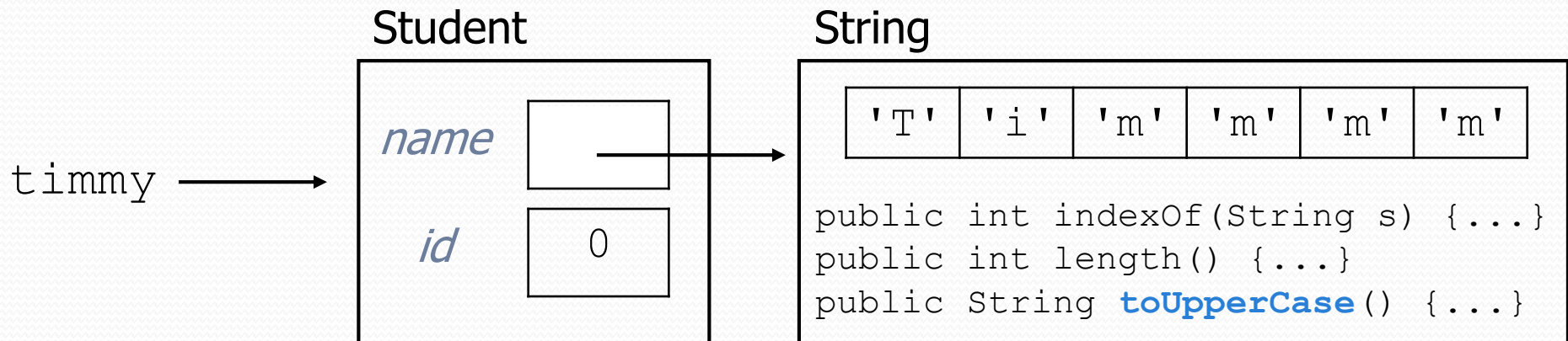
- return null from a method (often to indicate failure)

```
return null;
```

Dereferencing

- **dereference:** To access data or methods of an object.
 - Done with the dot notation, such as `s.length()`
 - When you use a `.` after an object variable, Java goes to the memory for that object and looks up the field/method requested.

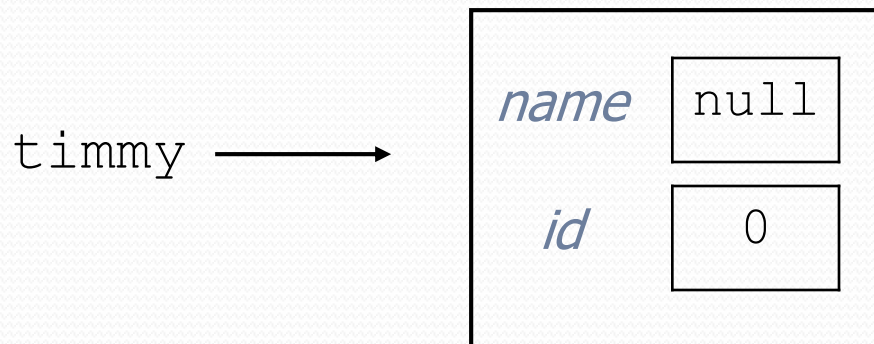
```
Student timmy = new Student();  
timmy.name = "Timmmm";  
String s = timmy.name.toUpperCase();
```



Null pointer exception

- It is illegal to dereference `null` (it causes an exception).
 - `null` does not refer to any object; it has no methods or data.

```
Student timmy = new Student();  
String s = timmy.name.toUpperCase(); // ERROR
```



Output:

```
Exception in thread "main"  
java.lang.NullPointerException  
    at Example.main(Example.java:8)
```

List node w/ constructor

```
public class ListNode {
    int data;
    ListNode next;

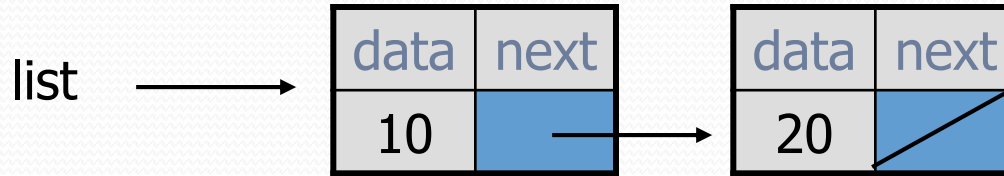
    public ListNode(int data) {
        this.data = data;
        this.next = null;
    }

    public ListNode(int data, ListNode next) {
        this.data = data;
        this.next = next;
    }
}
```

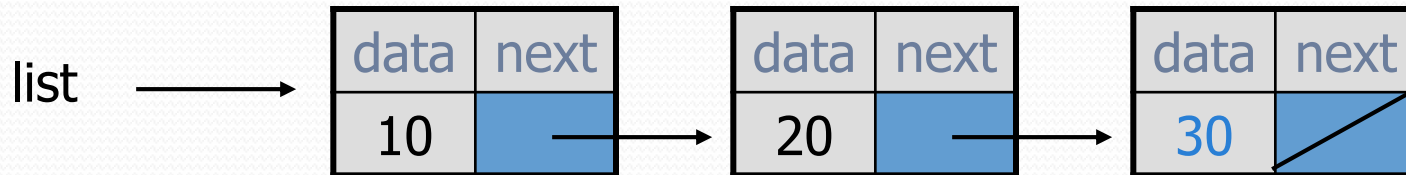
- Exercise: Modify the previous client to use these constructors.

Linked node problem 1

- What set of statements turns this picture:



- Into this?



References vs. objects

variable = value;

a *variable* (left side of =) is an arrow (the base of an arrow)

a *value* (right side of =) is an object (a box; what an arrow points at)

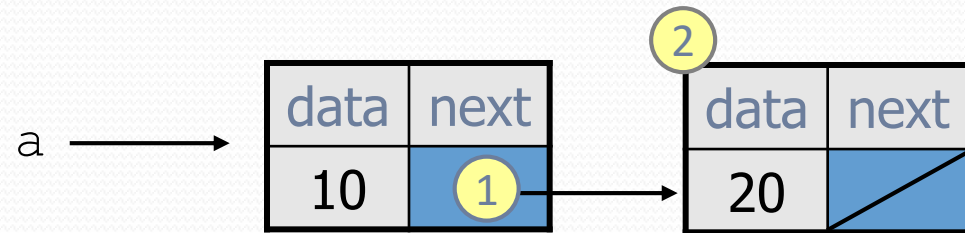
- For the list at right:

- `a.next = value;`
means to adjust where points

1

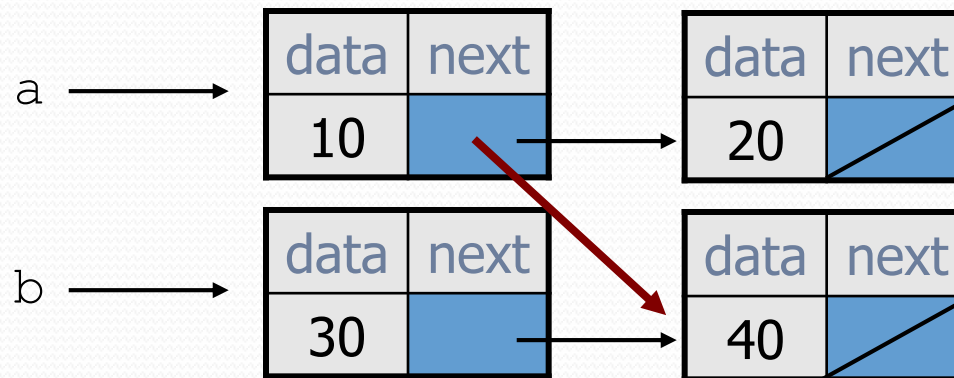
- `variable = a.next;`
means to make **variable** point at

2



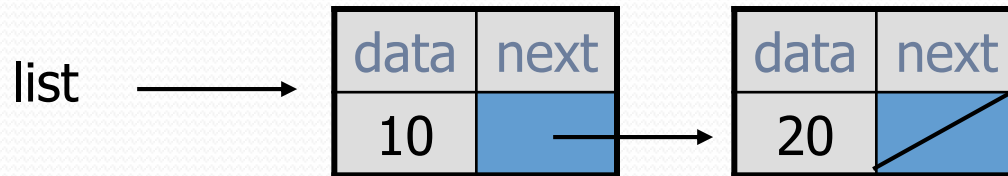
Reassigning references

- when you say:
 - `a.next = b.next;`
- you are saying:
 - "Make *variable* `a.next` refer to the same *value* as `b.next`."
 - Or, "Make `a.next` point to the same place that `b.next` points."

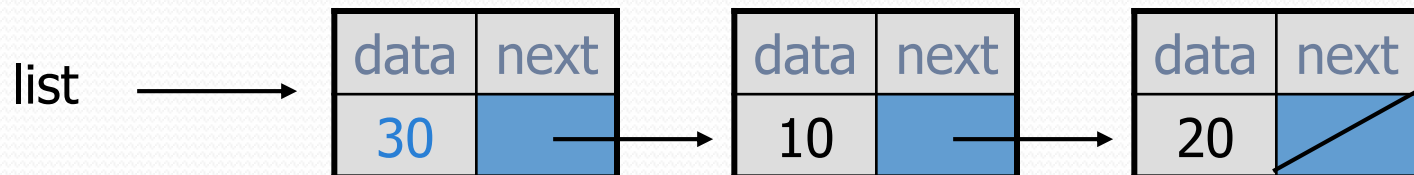


Linked node problem 2

- What set of statements turns this picture:

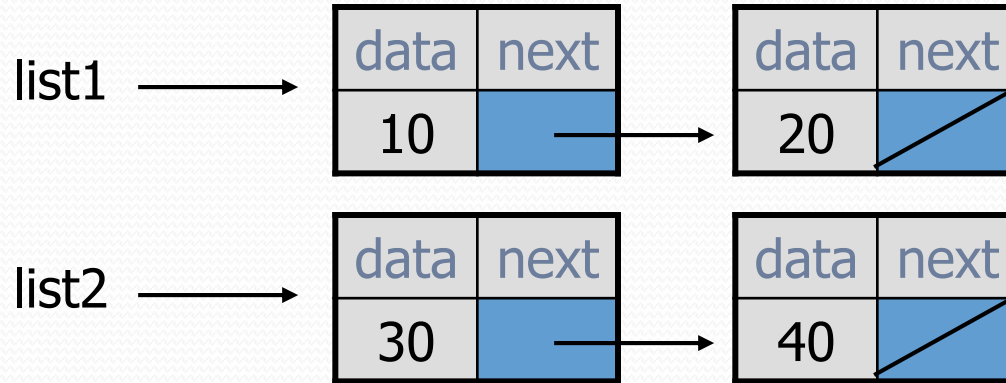


- Into this?

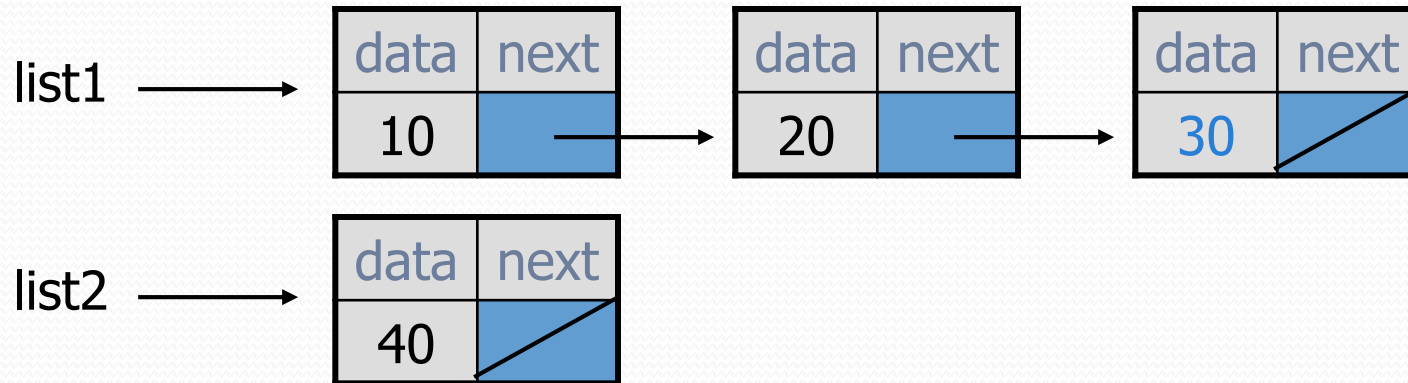


Linked node problem 3

- What set of statements turns this picture:

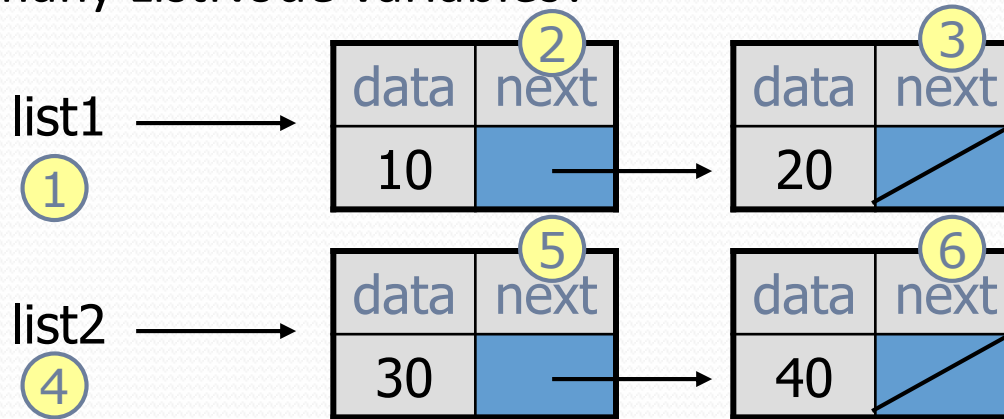


- Into this?

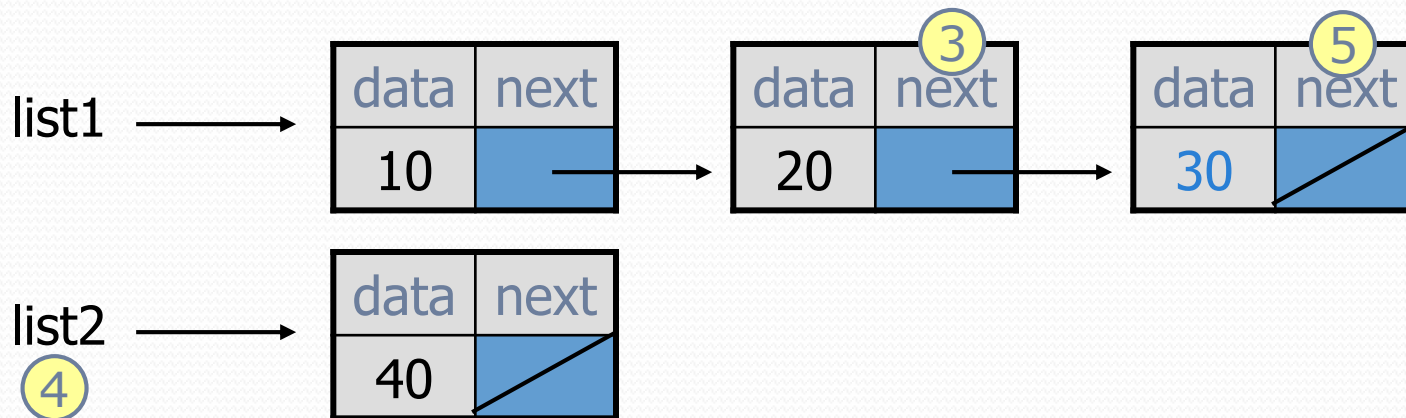


Linked node problem 3

- How many ListNode variables?

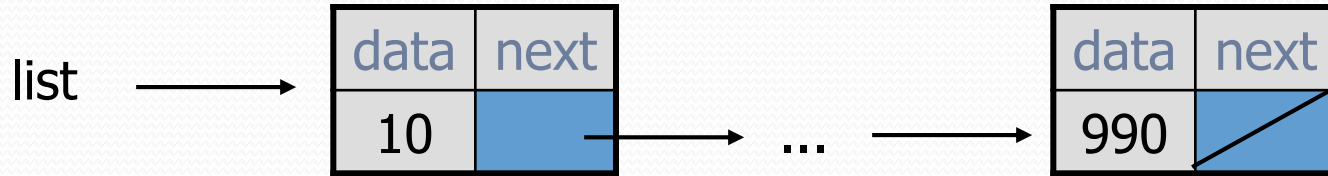


- Which variables change?



Linked node problem 4

- What set of statements turns this picture:



- Into this?

