

CSE 143

Computer Programming II

Linked Lists I

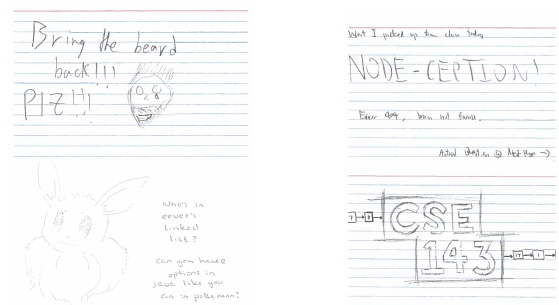


Outline

- 1 Get more familiar with `ListNodes`
- 2 Learn how to run through the values of a `LinkedList`
- 3 Learn how `LinkedList` is implemented
- 4 Learn about the different cases to deal with for `LinkedLists`

Drawings

1



Does That Make Sense?

2

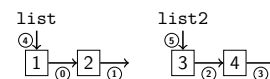
Quick Note: When I say "does that make sense?"...

- If it does make sense, yell "yes"
- Otherwise, say nothing.

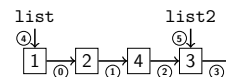
Another ListNode Example

3

Before:



After:



How many `ListNodes` are there in the before picture?

There are FOUR. Each box is a `ListNode`.

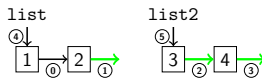
How many references to `ListNodes` are there?

There are SIX. Every arrow is a reference to a `ListNode`.

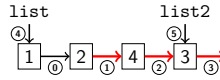
Another ListNode Example (Solution)

4

Before:



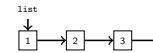
After:



```
1 list.next.next = list2.next
2 list2.next.next = list2;
3 list2.next = null;
```

Printing a LinkedList

5

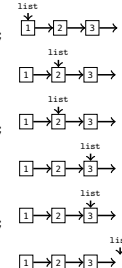


Printing a LinkedList Manually

```
1 System.out.println(list.data);
2 System.out.println(list.next.data);
3 System.out.println(list.next.next.data);
```

Now, note that we can use a variable to keep track of where we are:

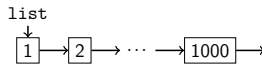
```
1 System.out.println(list.data);
2 list = list.next;
3 System.out.println(list.data);
4 list = list.next;
5 System.out.println(list.data);
6 list = list.next;
```



Printing a LinkedList: Better Version

6

What if our list has 1000 nodes? That would be horrible to write.



Printing a BIG LinkedList

```
1 while (list != null) {
2   System.out.println(list.data);
3   list = list.next;
4 }
```

But that destroys the list; so, use a temporary variable instead:

Printing a BIG LinkedList Correctly

```
1 ListNode current = list
2 while (current != null) {
3   System.out.println(current.data);
4   current = current.next;
5 }
```

LinkedList vs. ArrayList

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We can use for loops in a similar way to with ArrayLists to run through LinkedLists!

Traversing an ArrayList

```
for (int i = 0; i < arrayList.size(); i++) {
  System.out.println(arrayList.get(i));
}
```

Traversing an LinkedList

```
for (ListNode current = linkedList; current != null; current = current.next) {
  System.out.println(current.data);
}
```

Description	ArrayList Code	LinkedList Code
Go to front of list	int i = 0;	ListNode current = list;
Test for more elements	i < list.size()	current != null
Current value	list.get(i)	current.data
Go to next element	i++;	current = current.next;

LinkedList

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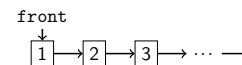
- No generics (only stores ints)
- Fewer methods: add(value), add(index, value), get(index), set(index, value), size(), isEmpty(), remove(index), indexOf(value), contains(value), toString()
- This is the same idea as when we implemented ArrayIntList!

LinkedList Fields

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What fields does our LinkedList need?

A reference to the front of the list



LinkedList v1

```
1 public class LinkedList {
2   private ListNode front;
3
4   public LinkedList() {
5     front = null;
6   }
7   ...
8   ...
9 }
```

```

Buggy toString()
public String toString() {
    String result = "[";

    ListNode current = this.front;
    while (current != null) {
        result += current.data + ", ";
        current = current.next;
    }

    return result + "]";
}
    
```

Our toString() puts a trailing comma. Fix it by stopping one early:

```

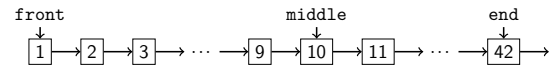
Fixed toString()
public String toString() {
    String result = "[";

    ListNode current = this.front;
    while (current != null && current.next != null) {
        result += current.data + ", ";
        current = current.next;
    }
    if (current != null) {
        result += current.data;
    }

    return result + "]";
}
    
```

Writing a LinkedList Method

- 1 Identify cases to consider...
 - Front/Empty
 - Middle
 - End
- 2 Draw pictures for each case
- 3 Write each case separately



Cases to consider:

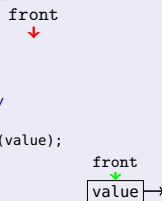
- Add to empty list
- Add to non-empty list

Add To An Empty List

What does an empty list look like?

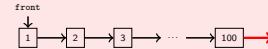
```

1 public void add(int value) {
2     /* If the list is empty... */
3     if (this.front == null) {
4         this.front = new ListNode(value);
5     }
6 }
7 /* Other Cases ... */
8 }
    
```



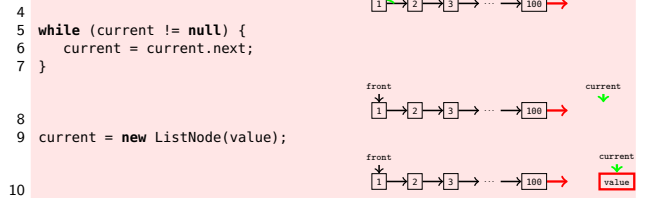
Add To A Non-Empty List

Consider a non-empty list:



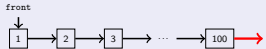
```

1 /* Idea: We want to change the red arrow.
2    Loop until we're at the last node. */
3 ListNode current = this.front;
    
```



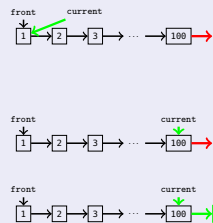
Add To A Non-Empty List (Fixed)

Consider a non-empty list:



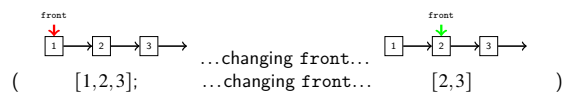
```

1 /* Idea: We want to change the red arrow.
2    Loop until we're at the node before the last node */
3 ListNode current = this.front;
4
5 while (current.next != null) {
6     current = current.next;
7 }
8
9 current.next = new ListNode(value);
10
    
```

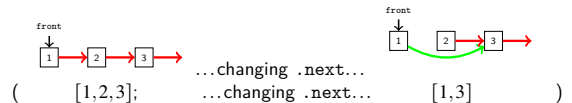


There are only two ways to modify a LinkedList:

- Change front



- Change current.next for some ListNode, current

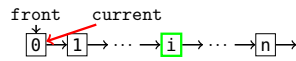


Setting "current" does NOTHING!

```

1 // pre: 0 <= index < size
2 // post: Returns the value in the list at index
3 public int get(int index) {
4     ListNode current = front;

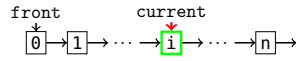
```



```

5
6     for (int i = 0; i < index; i++) {
7         current = current.next;
8     }

```



```

9
10    return current.data;
11 }

```

- Be able to deal with before-and-after ListNode pictures
- Know how to loop through a LinkedList
 - Use a while loop.
 - Don't forget to create a ListNode current variable so we don't destroy the original list.
 - Don't forget to update the current variable.
- Understand differences and similarities between ArrayList and LinkedList
 - They both have the same functionality (add, remove, etc.)
 - But they're **implemented** differently (array vs. ListNodes)
- With LinkedLists, you often have to stop **one node before the one you want**.
- DO NOT start coding LinkedList problems without drawing pictures first.