



COMPSCI 105 S1 2017

Principles of Computer Science

18 Linked List(2)



Agenda & Readings

- ▶ **Agenda**
 - ▶ The UnorderedList ADT version 2
 - ▶ The OrderedDict ADT
 - ▶ Linked List Iterators
- ▶ **Reference:**
 - ▶ Textbook:
 - ▶ Problem Solving with Algorithms and Data Structures
 - Chapter 3 – Lists
 - Chapter 3 – The OrderedDict Abstract Data Type



18.1 UnorderedList (another implementation)

UnorderedList Version2

- ▶ We can add a count variable to count the number of items in the list

```
class UnorderedListV2:  
    def __init__(self):  
        self.head = None  
        self.count = 0
```

```
def add(self, item):  
    new_node = Node(item)  
    ...  
    self.count += 1
```

```
def remove(self, item):  
    current = self.head  
    ...  
    self.count -= 1
```



18.1 UnorderedList (another implementation)

UnorderedList Version2

- ▶ We can add a count variable to count the number of items in the list

```
def size(self):  
    return self.count  
  
def is_empty(self):  
    return self.count == 0
```

Time complexity: $O(1)$



18.1 UnorderedList (another implementation)

Time Complexity

▶ Summary

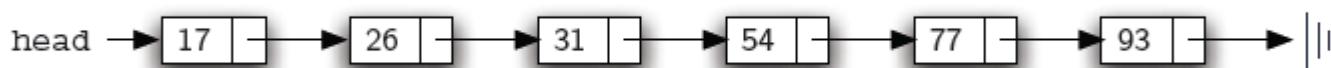
	Python List		UnorderedList
if len(my plist)== 0: ...	$O(1)$	<code>is_empty</code>	$O(1)$
len	$O(1)$	<code>size</code>	$O(1)$ with <i>count</i> variable $O(n)$ without <i>count</i> variable
append (end of the python List) insert (i, item)	$O(1)$ $O(n)$	<code>add</code>	$O(1)$ (beginning of the linked list)
remove del	$O(n)$ $O(n)$	<code>remove</code>	$O(n)$
in	$O(n)$	<code>search</code>	$O(n)$



18.2 The `OrderedList` Class

The Ordered List

- ▶ Unordered Vs Ordered
 - ▶ A list is a collection of items where each item holds a relative position with respect to the others
 - ▶ It must maintain a reference to the first node (head)
 - ▶ It is commonly known as a linked list
 - ▶ Unordered Vs Ordered
 - ▶ Unordered meaning that the items are not stored in a sorted fashion
 - ▶ The structure of an ordered list is a collection of items where each item holds a relative position that is based upon some underlying characteristic of the item
 - ▶ Ordered linked-list example:





18.2 The OrderedDict Class

Operations

- ▶ **List()**
 - ▶ Creates a new list that is empty
 - ▶ It needs no parameters and returns an empty list
- ▶ **add(item)**
 - ▶ Adds a new item to the list
 - ▶ It needs the item and returns nothing
 - ▶ **Assume** the item **is not already** in the list
- ▶ **remove(item)**
 - ▶ Removes the item from the list
 - ▶ It needs the item and modifies the list
 - ▶ **Assume** the item is **present** in the list

No checking is done in
the implementation



18.2 The `OrderedList` Class

Operations

- ▶ `search(item)`
 - ▶ Searches for the item in the list
 - ▶ It needs the item and **returns** a boolean value
- ▶ `is_empty()`
 - ▶ Tests to see whether the list is empty
 - ▶ It needs no parameters and **returns** a boolean value
- ▶ `size()`
 - ▶ Returns the number of items in the list
 - ▶ It needs no parameters and **returns** an integer

Implementation - Add

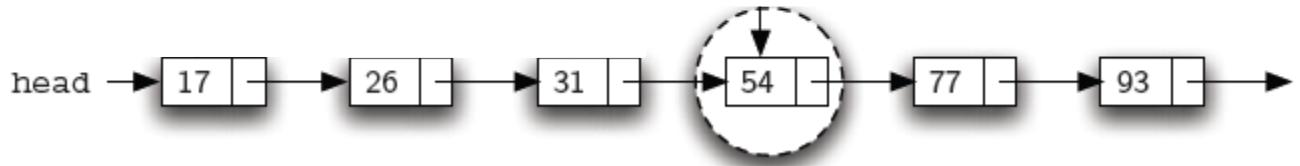
▶ Determine the point of insertion

▶ Starting point:

- ▶ `current = self.head`
- ▶ `previous = None`
- ▶ `stop = False`

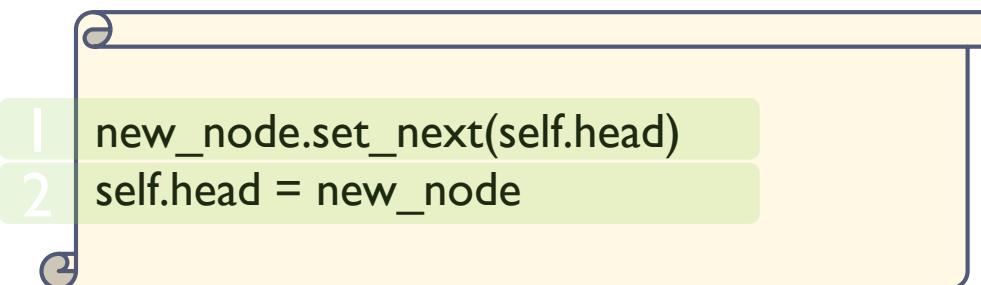
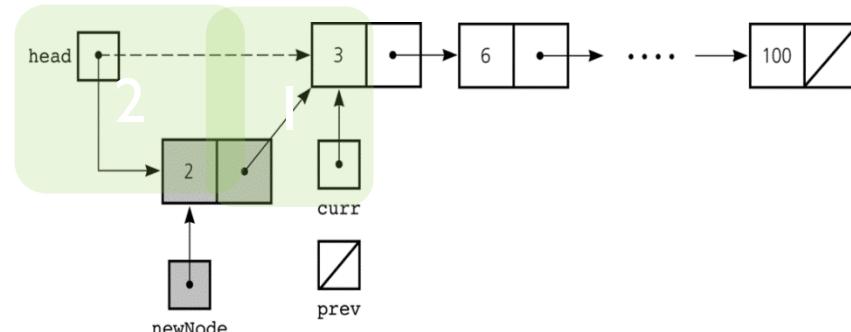
my_orderedlist.add(49)

```
while current != None and not stop:  
    if current.get_data() > item:  
        stop = True  
    else:  
        previous = current  
        current = current.get_next()
```



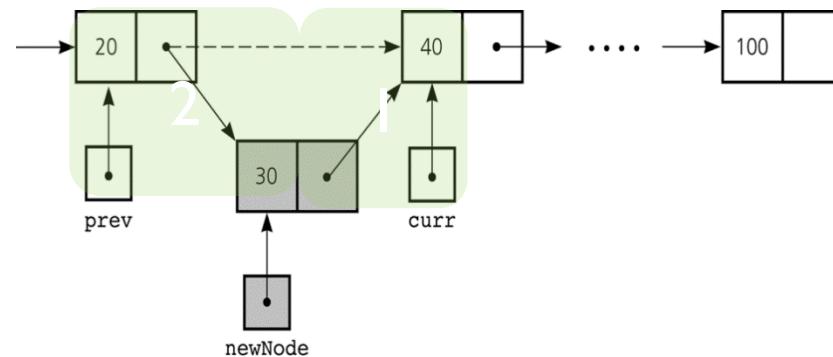
Implementation - Add

- ▶ Insert at the beginning of a linked list



Implementation - Add

- ▶ Insert at the middle of a linked list
 - ▶ Change the next reference of the new node to refer to the current node of the list
 - ▶ Modify the next reference of the previous node to refer to the new node



```
1 new_node.set_next(current)  
2 previous.set_next(new_node)
```

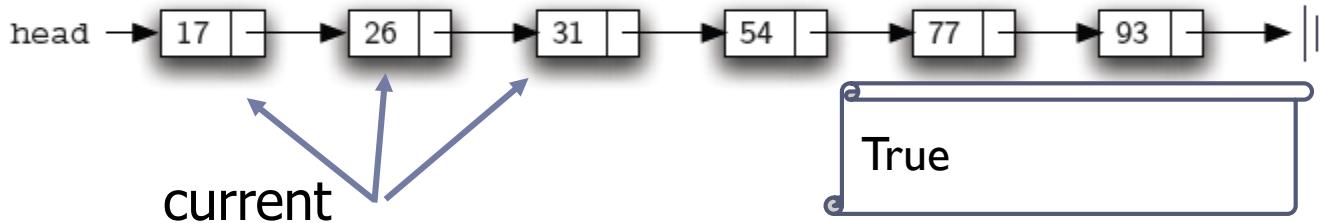
Implementation - Search

- ▶ Searches for the item in the list

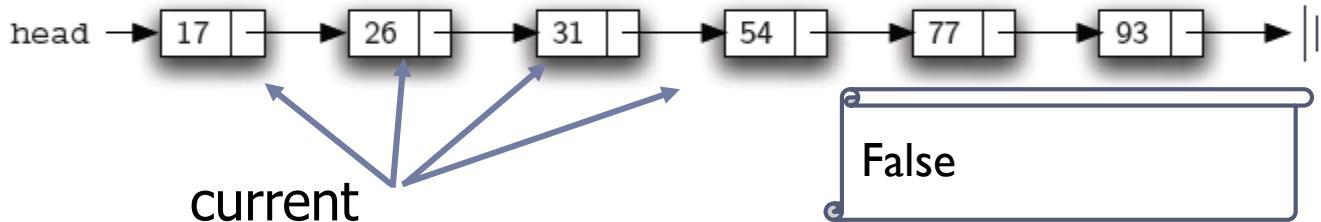
- ▶ Returns a Boolean

- ▶ Examples:

```
print (my_linked_list.search(31))
```



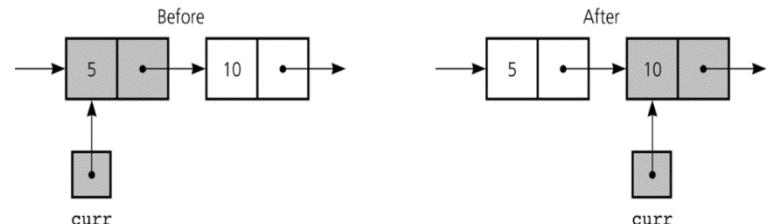
```
print (my_linked_list.search(39))
```



Implementation - Search

- ▶ To search an item in a linked list:
 - ▶ Set a pointer to be the same address as head, process the data in the node, (search) move the pointer to the next node, and so on
 - ▶ Loop stops either
 - ▶ Found the item
 - ▶ The next pointer is `None`
 - ▶ The value in the node is greater than the item that we are searching

```
current = self.head
while current != None:
    if current.get_data() == item:
        return True
    elif current.get_data() > item:
        return False
    else:
        current = current.get_next()
return False
```





18.2 The OrderedDict

Time Complexity

► Summary

	UnorderedList	OrderedList
is_empty	$O(1)$	$O(1)$
size	$O(1)$ with count variable	$O(1)$ with count variable
add	$O(1)$	$O(n)$
remove	$O(n)$	$O(n)$
search	$O(n)$	$O(n)$



Exercise 1

- ▶ What is the output of the following program? (You should be able to draw the linked list after every line of code)

```
my_list = OrderedList()  
my_list.add(30)  
my_list.add(10)  
my_list.add(80)  
my_list.remove(30)  
my_list.add(56)  
print(my_list.size())
```



18.3 Iterators

Iterators

- ▶ **Traversals** are very common operations, especially on containers
- ▶ Python's for loop allows programmer to traverse items in strings, lists, tuples, and dictionaries:

```
for <eachItem> in <collection>:  
    <do something with eachItem>
```

- ▶ Lists

```
for item in [1, 2, 3, 4]:  
    print(item)
```

- ▶ Tuples

```
for item in (1, 2, 3):  
    print(item)
```

- ▶ Dictionaries

```
for key in {'a': 1, 'b': 2, 'c': 3}:  
    print(key)
```

- ▶ Strings

```
for char in 'hello':  
    print(char)
```



18.3 Iterators

Iterators

- ▶ Python compiler translates for loop to code that uses a special type of object called an iterator



- ▶ An iterator guarantees that each element is visited exactly once
 - ▶ It is useful to be able to traverse an UnorderedList or an OrderedDict, i.e., visit each element exactly once
- ▶ To explicitly create an iterator, use the built-in iter function:

```
i = iter(num_list)
print(next(i)) # fetch first value
print(next(i))
```

I
2



18.3 Iterators

Iterators

- ▶ You can create your own iterators if you write a function to generate the next item
- ▶ You need to add:
 - ▶ Constructor
 - ▶ The `__iter__()` method, which must return the iterator object
 - ▶ The `__next__()` method, which returns the next element from a sequence.
- ▶ For example:

```
my_iterator = NumberIterator(11, 20)
for num in my_iterator:
    print(num, end=" ")
```

```
11 12 13 14 15 16 17 18 19 20
```



18.3 Iterators

Iterators

► The NumberIterator Class

```
class NumberIterator:  
    def __init__(self, low, high):  
        self.current = low  
        self.high = high  
    def __iter__(self):  
        return self  
    def __next__(self):  
        if self.current > self.high:  
            raise StopIteration  
        else:  
            self.current += 1  
            return self.current - 1
```

Raise this error to tell consumer to stop



18.3 Iterators

Linked List Traversals

- ▶ Now, we would like to traverse an `UnorderedList` or an `OrderedList` using a `for-loop`, i.e., visit each element exactly once

```
for num in my_linked_list:  
    print(num, end=" ")
```

- ▶ However, we will get the following error:

```
for num in my_linked_list:  
TypeError: 'UnorderedList' object is not iterable
```

- ▶ Solution:

- ▶ Create an iterator class for the linked list
- ▶ Add the `__iter__` method to return an instance of the `LinkedListIterator` class



18.3 Iterators

The LinkedListIterator

► The UnorderedList class:

```
from Node import Node
from LinkedListIterator import LinkedListIterator
class UnorderedList:
    ...
    def __iter__(self):
        return LinkedListIterator(self.head)
```

```
class LinkedListIterator:
    def __init__(self, head):
        self.current = head
    def __next__(self):
        if self.current != None:
            item = self.current.get_data()
            self.current = self.current.get_next()
            return item
        else:
            raise StopIteration
```



18.3 Iterators

The LinkedListIterator

▶ Example:

```
def TestListIterator():
    my_linked_list = UnorderedList()
    num_list = [24, 65, 12]
    for num in num_list:
        my_linked_list.add(num)

    for num in my_linked_list:
        print(num, end=" ")
```

12 65 24



Exercise 2

- ▶ What is the output of the following program?

```
name_list = ["Gill", "Tom", "Eduardo", "Raffaele", "Serena", "Bella"]  
my_unorderedlist = OrderedDict()  
for name in name_list:  
    my_unorderedlist.add(name)  
for name in my_unorderedlist:  
    print(name, end=" ")
```



18.4 Applications

Applications - Sum

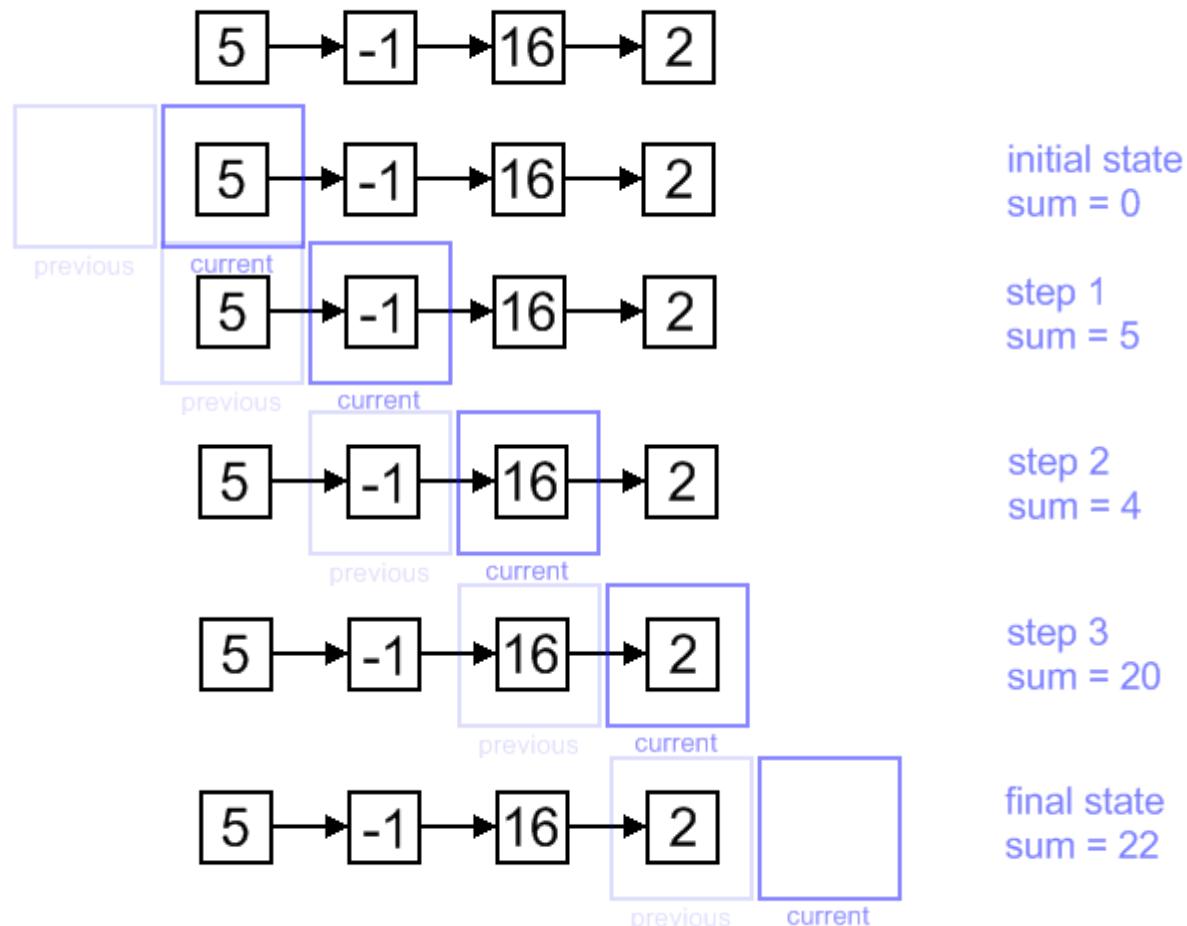
- ▶ A linked list containing some numbers:

```
my_list = UnorderedList()  
my_list.add(1)  
my_list.add(3)  
my_list.add(5)
```

- ▶ How do we calculate the sum of the values in the above linked list?
 - ▶ Case 1: Adding numbers using a for loop
 - ▶ Case 2: Adding numbers using a for loop and iterators
 - ▶ Case 3: Add a getSum() method within the linked list class itself

Applications - Sum

- ▶ Calculate the sum of values





18.4 Applications

Applications - Sum

- ▶ Case I: Using a for loop (without iterators) => ERRORS

```
my_linked_list = OrderedDict()  
num_list = [1, 3, 5]  
for num in num_list:  
    my_linked_list.add(num)  #adding numbers to the linked list  
    total = 0  
    for num in my_linked_list:  
        total += num
```



TypeError: 'OrderedList'
object is not iterable



18.4 Applications

Applications - Sum

► Case I: Using a for loop and iterators => OK

```
my_linked_list = OrderedList()  
num_list = [1, 3, 5]  
for num in num_list:  
    my_linked_list.add(num) #adding numbers to the linked list  
    total = 0  
for num in my_linked_list:  
    total += num
```

- The LinkedListIterator class contains the following methods:
 - `__iter__()`: this returns the actual iterator object
 - `__next__()`: this method is called on the iterator object, and it returns the next item in the collection

```
class LinkedListIterator:  
    ...  
    def __next__( self ):  
        ...  
        return item
```





18.4 Applications

Applications - Sum

- ▶ Case 3: Add a `getSum()` method inside the class itself 
- ▶ Set `total = 0`
- ▶ Initialize `current` to the head of the list
- ▶ Check that `current` is not `NULL`
 - ▶ If it is, there is nothing more to do (Stop)
- ▶ Take the value from `current` and add it to the `total`
- ▶ Set `current` equal to the next node in the list
- ▶ Go to step 3



18.4 Applications

Applications - Sum

- ▶ Case 3: Add a `getSum()` method inside the class itself 

```
class UnorderedList:  
    ...  
    def getSum(self):  
        total = 0  
        current = self.head  
        while current != None:  
            total = total + current.get_data()  
            current = current.get_next()  
        return total
```



Summary

- ▶ Different implementations have different complexity
- ▶ The linked-list can be in order