

CSE 143 Java

Linked Lists

Reading: Ch. 23

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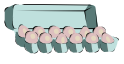
Review: List Implementations

- The external interface is already defined
- Implementation goal: implement methods “efficiently”
- ArrayList approach: use an array with extra space internally
- ArrayList efficiency
 - Iterating, indexing (get & set) is fast
Typically a one-liner
 - Adding at end is fast, except when we have to grow
 - Adding or removing in the middle is slow: requires sliding all later elements


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A Different Strategy: Lists via Links

Instead of packing all elements together in an array,



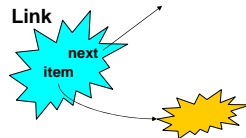
create a *linked chain* of all the elements



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Links

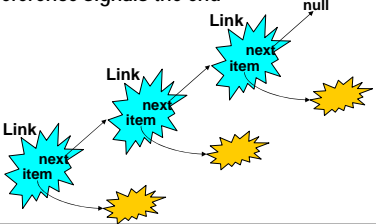
- For each element in the list, create a **Link** object
- Each **Link** points to the *data item* (element) at that position, and also points to the *next Link* in the chain



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Linked Links

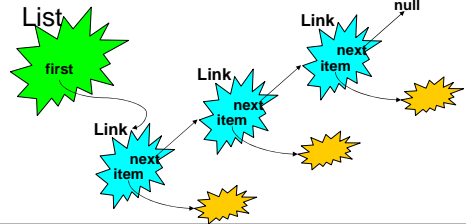
- Each Link points to the next
- No limit on how many can be linked
- A null reference signals the end



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Linked List

- The **List** has a reference to the first **Link**
- Altogether, the list involves 3 different object types



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Link Class: Data

```
/** Link for a simple list */
public class Link {
    public Object item;           // data associated with this link
    public Link next;            // next Link, or null if no next link
    //no more instance variables but
    //maybe some methods, constructors
} //end Link
```



Note 1: This class does NOT represent the chain, only one link of a chain
Note 2: "public" violates usual rules – but appropriate in this context
Note 3: The links are NOT part of the data. The data is totally unaware that it is part of a chain.

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Link Constructor

```
/** Link for a simple list */
public class Link {
    public Object item;           // data associated with this link
    public Link next;            // next Link, or null if none

    /** Construct new link with given data item and next link (or null if none)
    */
    public Link(Object item, Link next) {
        this.item = item;
        this.next = next;
    }
    ...
}
```



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Exercise: Add a Node (1)

- Suppose we've got a linked list containing "lion", "tiger", and "bear" in that order, with a variable pointing to the head of the list

Link head; // first link in the list, or null if list is empty

- Draw a picture of the list

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Exercise: Add a Node (2)

- Now, write the code needed to insert "wolf" between "tiger" and "bear"

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Exercise: Delete a Node (1)

- Suppose we've got a list containing "IBM", "Dell", "Compaq", and "Apple" in that order

Link head; // first link in the list, or null if list is empty

- Draw a picture

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Exercise: Delete a Node (2)

- Now, write the code needed to delete "Compaq" from the list

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LinkedList Data

```
/** Simple version of LinkedList for CSE143 lecture example */
public class SimpleLinkedList implements List {
    // instance variables
    private Link first; // first link in the list, or null if list is empty
    ...
}
```



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LinkedList Data & Constructor

```
/** Simple version of LinkedList for CSE143 lecture example */
public class SimpleLinkedList implements List {
    // instance variables
    private Link first; // first link in the list, or null if list is empty
    ...

    /** construct new empty list */
    public SimpleLinkedList() {
        first = null; // no links yet!
    }

    ...
}
```



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List Interface (review)

• Operations to implement:


```
int size()
boolean isEmpty()
boolean add(Object o)
boolean addAll(Collection other)
void clear()
Object get(int pos)
boolean set(int pos, Object o)
int indexOf(Object o)
boolean contains(Object o)
Object remove(int pos)
boolean remove(Object o)
boolean add(int pos, Object o)
Iterator iterator()
```

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Method add (First Try)

```
public boolean add(Object o) {
    // create new link and place at end of list: 
    Link newLink = new Link(o, null);
    // find last link in existing chain: it's the one whose next link is null:
    Link p = first;
    while (p.next != null) {
        p = p.next;
    }
    // found last link; now add the new link after it:
    p.next = newLink;
    return true; // we changed the list => return true
}
```

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Draw the Picture

• Client code:

```
LinkedList vertexes = new SimpleLinkedList();
Point2D p1 = new Point2D.Double(100.0, 50.0);
Point2D p2 = new Point2D.Double(250, 310);
Point2D p3 = new Point2D.Double(90, 350.0);
vertexes.add(p1);
vertexes.add(p2);
vertexes.add(p3);
vertexes.add(p1);
```

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Problems with naïve add method

- Inefficient: requires traversal of entire list to get to the end
 - One loop iteration per link
 - Gets slower as list gets longer
 - Solution??
- Buggy: fails when adding first link to an empty list
 - Check the code: where does it fail?
 - Solution??

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Improvements to naive *add* method

- Inefficient: requires traversal of entire list to get to the end
 - A solution: Change `LinkedList` to keep a pointer to *last* link as well as the *first*
- Buggy: fails when adding first link to an empty list
 - A solution: check for this case and execute special code
- Q: "Couldn't we?" Answer: "probably". There are many ways link lists could be implemented

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List Data & Constructor (revised)

```
public class SimpleLinkedList implements List {
    // instance variables
    private Link first; // first link in the list, or null if list is empty
    private Link last; // last link in the list, or null if list is empty
    ...

    /** construct new empty list */
    public SimpleLinkedList() {
        first = null; // no links yet!
        last = null; // no links yet!
    }

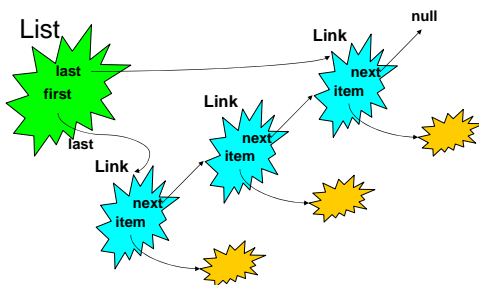
    ...
}
```

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Link List with last



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Method *add* (Final Version)

```
public boolean add(Object o) {
    // create new link to place at end of list:
    Link newLink = new Link(o, null);
    // check if adding the first link
    if (first == null) {
        // we're adding the first link
        first = newLink;
    } else {
        // we have some existing links; add the new link after the old last link
        last.next = newLink;
    }
    // update the last link
    last = newLink;
    return true; // we changed the list => return true
}
```

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Method *size()*

- First try it with this restriction: you can't add or redefine instance variables
- Hint: count the number of links in the chain

```
/** Return size of this list */
public int size() {
    int count = 0;
```

```
        return count;
    }
```

- Critique?

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Method *size* (faster)

- Add an instance variable to the list class


```
int numLinks; // number of links in this list
```

- Add to constructor:


```
numLinks = 0;
```

- Add to method *add*:


```
numLinks ++;
```

- Method *size*

```
/** Return size of this list */
public int size() {
    return numLinks;
}
```

- Critique?



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clear

- Simpler than with arrays or not?

```
/** Clear this list */
public void clear() {
    first = null;
    last = null;
    numLinks = 0;
}
```

- No need to "null out" the elements themselves
 - Garbage Collector will reclaim the Link objects automatically (Some GCs might reclaim the objects quicker if we did null out the links, but good ones shouldn't need this)

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get

```
/** Return object at position pos of this list. 0 <= pos < size, else IndexOutOfBoundsException */
public Object get(int pos) {
    if (pos < 0 || pos >= numLinks) {
        throw new IndexOutOfBoundsException();
    }
    // search for pos'th link
    Link p = first;
    for (int k = 0; k < pos; k++) {
        p = p.next;
    }
    // found it; now return the element in this link
    return p.item;
}
```

- Critique?
- DO try this at home. Try "set" too

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add and remove at given position

- Observation: to **add** a link at position k , we need to change the next pointer of the link at position $k-1$



- Observation: to **remove** a link at position k , we need to change the next pointer of the link at position $k-1$



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Helper for add and remove

- Possible helper method: get link given its position

```
// Return the link at position pos
// precondition (unchecked): 0 <= pos < size
private Link getLinkAtPos(int pos) {
    Link p = first;
    for (int k = 0; k < pos; k++) {
        p = p.next;
    }
    return p;
}
```

- Use this in get, too
- How is this different from the get(pos) method of the List?

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remove(pos): Study at Home!

```
/** Remove the object at position pos from this list. 0 <= pos < size, else
IndexOutOfBoundsException */
public Object remove(int pos) {
    if (pos < 0 || pos >= numLinks) { throw new IndexOutOfBoundsException(); }
    Object removedElem;
    if (pos == 0) {
        removedElem = first.item; // remember removed item, to return it
        first = first.next; // remove first link
        if (first == null) { last = null; } // update last, if needed
    } else {
        Link prev = getLinkAtPos(pos-1); // find link before one to remove
        removedElem = prev.next.item; // remember removed item, to return it
        prev.next = prev.next.next; // splice out link to remove
        if (prev.next == null) { last = prev; } // update last, if needed
    }
    numLinks--; // remember to decrement the size!
    return removedElem;
}
```

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add(pos): Study at Home!

```
/** Add object o at position pos in this list. 0 <= pos <= size, else IndexOutOfBoundsException */
public boolean add(int pos, Object o) {
    if (pos < 0 || pos >= numLinks) { throw new IndexOutOfBoundsException(); }
    if (pos == 0) {
        first = new Link(o, first); // insert new link in front of the chain
        if (last == null) { last = first; } // update last, if needed
    } else {
        Link prev = getLinkAtPos(pos-1); // find link before one to insert
        prev.next = new Link(o, prev.next); // splice in new link between prev & prev.next
        // prev.next
        if (last == prev) { last = prev.next; } // update last, if needed
    }
    numLinks++; // remember to increment the size
    return true;
}
```

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Implementing *iterator()*

- To implement an iterator, could do the same thing as with `SimpleArrayLists`: return an instance of `SimpleListIterator`
- Recall: `SimpleListIterator` tracks the List and the position (index) of the next item to return
 - How efficient is this for `LinkedLists`?
 - Can we do better?

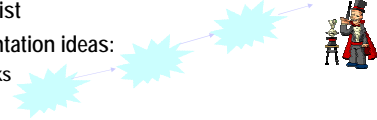
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Summary

- `SimpleLinkedList` presents same illusion to its clients as `SimpleArrayList`
- Key implementation ideas:
 - a chain of links
- Different efficiency trade-offs than `SimpleArrayList`
 - must search to find positions, but can easily insert & remove without growing or sliding
 - get, set a lot slower
 - add, remove faster (particularly at the front): no sliding required



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