

A thick red curved line that starts at the top left, arches over the top right, and then curves back down towards the bottom left, framing the central text.

COMP2402

Abstract Data Types and Algorithms

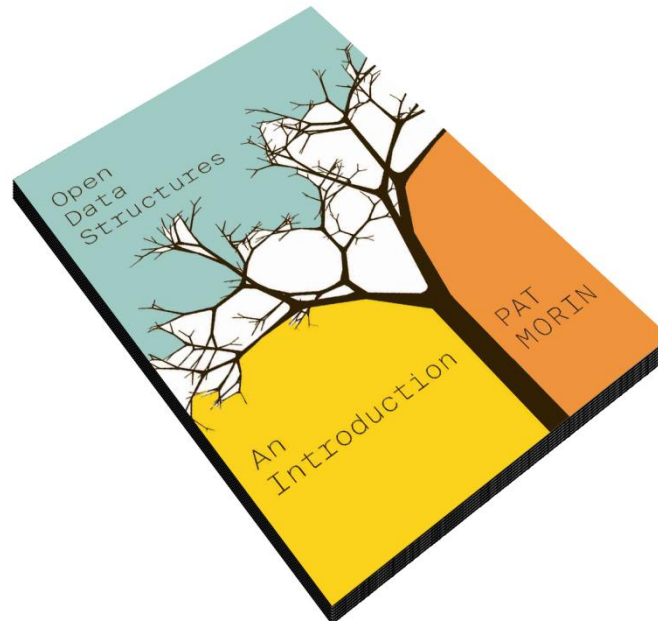
Introduction to Abstract Data Types

Reading Assignment

Open Data Structures in Java

by Pat Morin

Chapter 1.1, 1.2



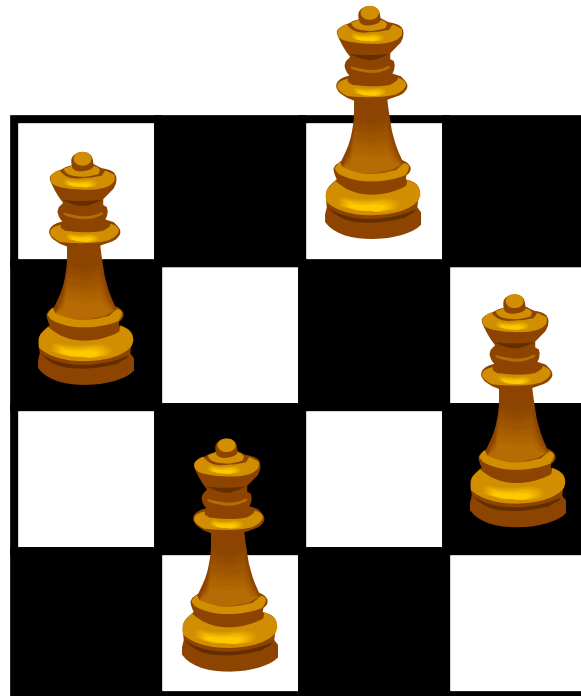
The Java™ Tutorials "Collections"

docs.oracle.com/javase/tutorial/collections/intro/
docs.oracle.com/javase/tutorial/collections/interfaces/



The N-Queens Problem

How can **N Queens** be **Placed** on an **$N \times N$ Chessboard** such that **No Queen is Threatening*** Any Other?

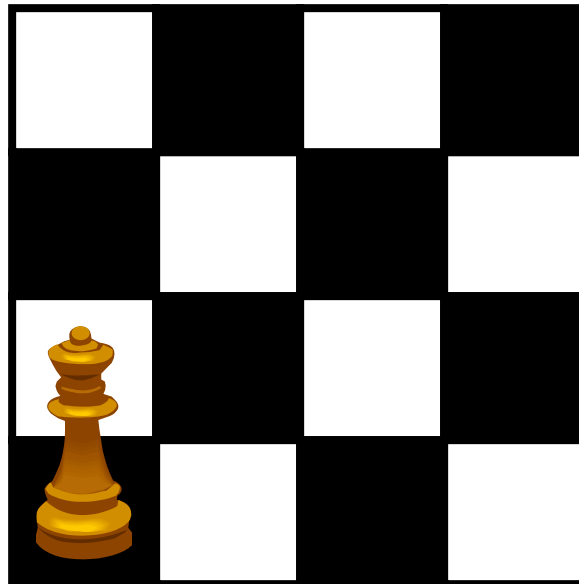


* the queen is said to threaten any square that can be reached by following a single horizontal, vertical, or diagonal

The N-Queens Problem

Since Two Queens Cannot Occupy the Same Row,
Try to Place One Queen on Each Row

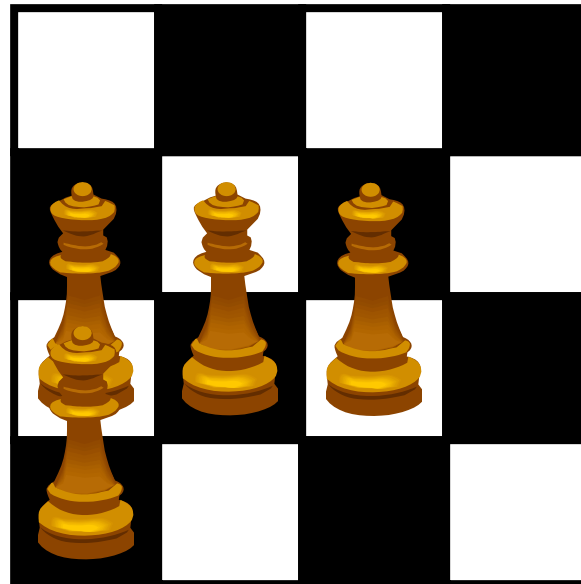
If a Row has No Available Locations Remaining,
Change the Location of the Queen on the Previous Row



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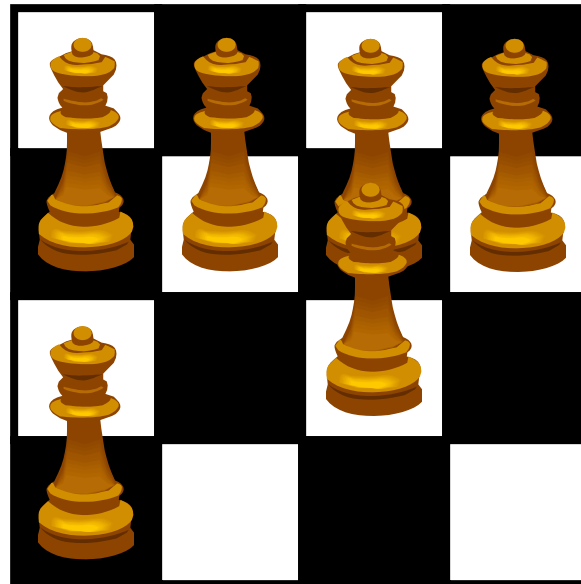
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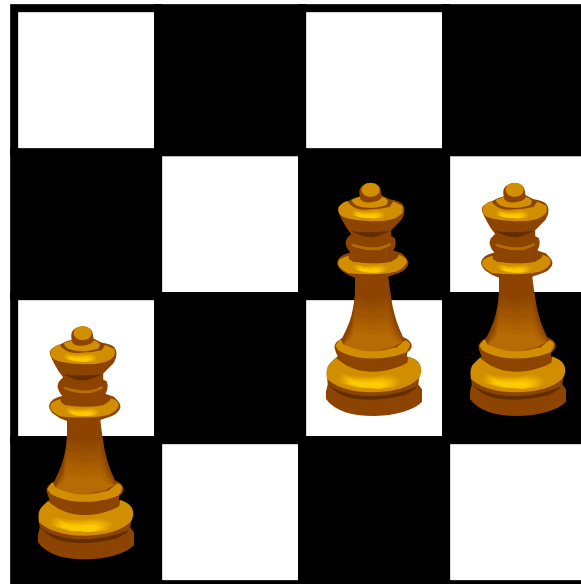
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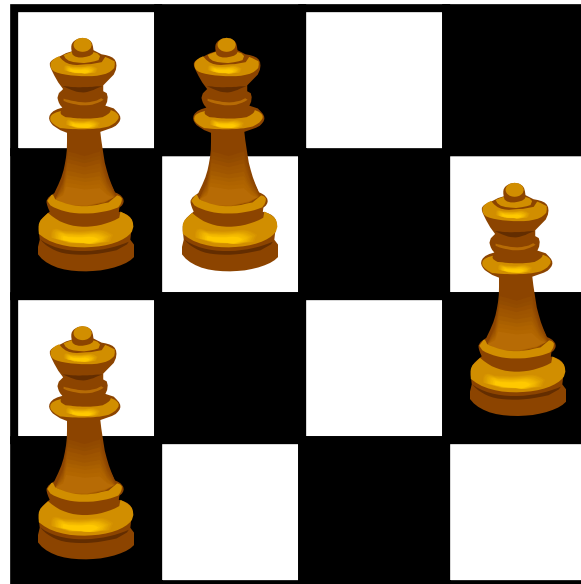
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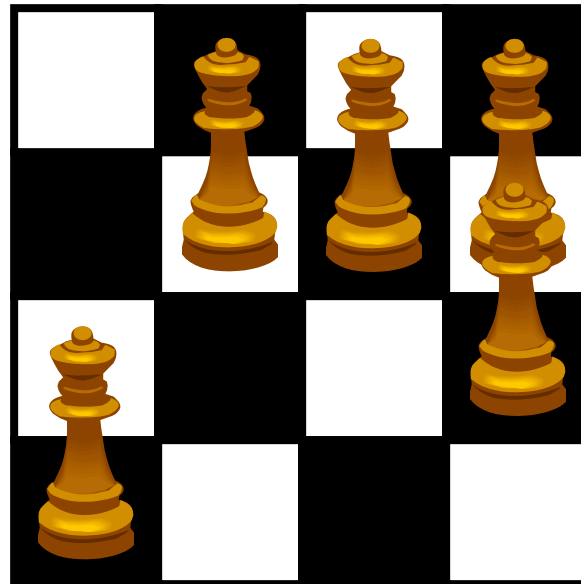
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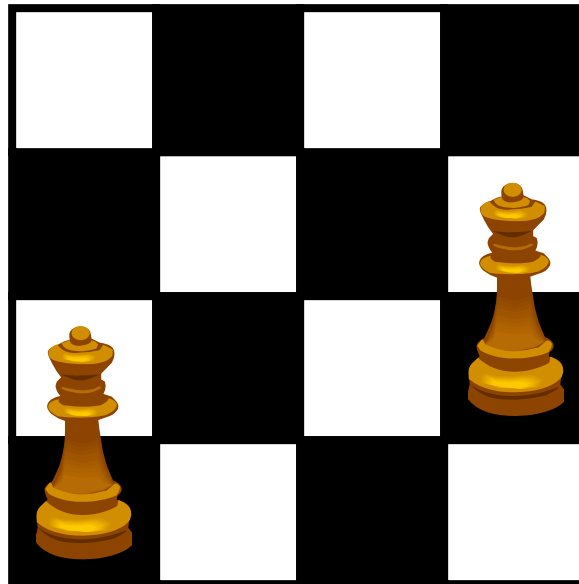
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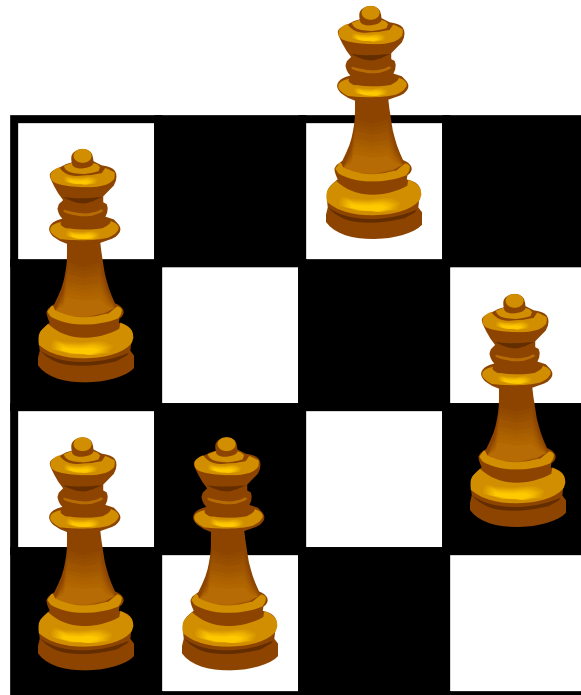
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The N-Queens Problem

Since Two Queens Cannot Occupy the Same Row,
Try to Place One Queen on Each Row

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The N-Queens Problem

this **Approach** is, essentially, **Try Locations Systematically**
Returning to "Undo" when Problems are Encountered
this process is known as backtracking

to **Write** an **Algorithm** to do this you would need to
Store a **Collection** of **Locations** (for the queens) that would
Support the **Following Operations**:

1. **Add Location to the Collection**
2. **Remove Most Recent Location**

Is there an **Interface** that **Guarantees** these **Operations**?

Abstract Data Type - "Stack"

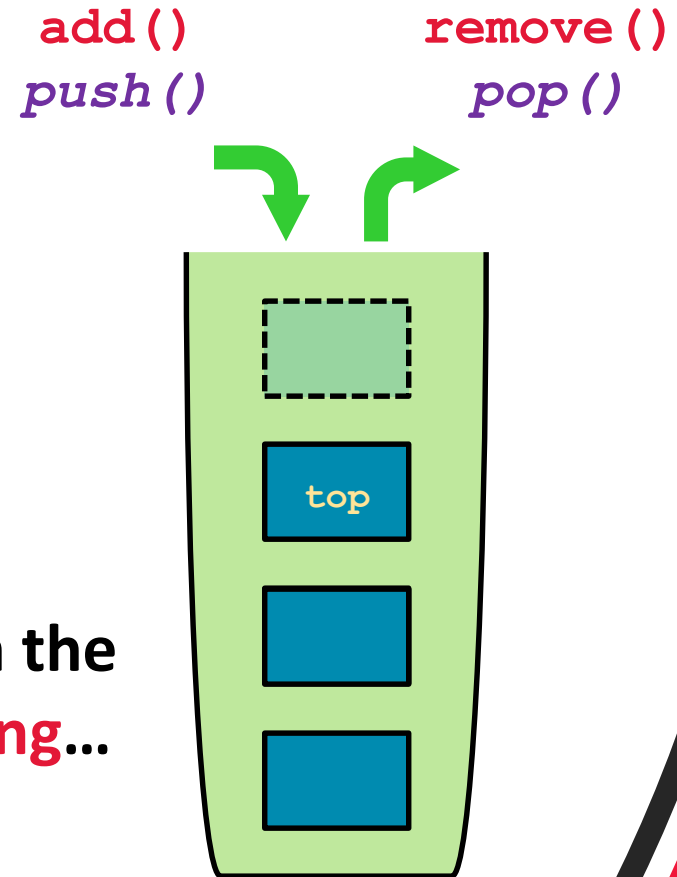
Stack is a LIFO Abstract Data Type
(Last In, First Out)

it is **Analogous** to a **Stack of Dishes** in the Cupboard; **Dishes** are **Taken** from the **Top of the Stack** when **Required**, and **Returned** to the **Top of the Stack** after they are **Cleaned**

you might also recall the **Stack** in the **Context of Recursive Programming...**

```
public void foo () {  
    return foo ();  
}
```

// what happens?



A problem has been detected and windows has been shut down to prevent damage to your computer.

The problem seems to be caused by the following file: SPCMDCON.SYS

PAGE_FAULT_IN_NONPAGED_AREA

If this is the first time you've seen this stop error screen, restart your computer. If this screen appears again, follow these steps:

Check to make sure any new hardware or software is properly installed. If this is a new installation, ask your hardware or software manufacturer for any windows updates you might need.

If problems continue, disable or remove any newly installed hardware or software. Disable BIOS memory options such as caching or shadowing. If you need to use Safe Mode to remove or disable components, restart your computer, press F8 to select Advanced Startup Options, and then select Safe Mode.

Technical information:

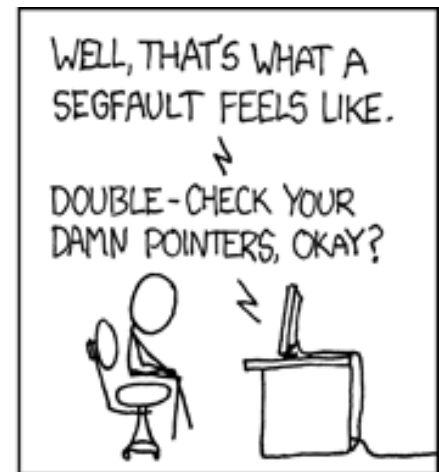
*** STOP: 0x00000050 (0xFD3094C2,0x00000001,0xFBFE7617,0x00000000)

*** SPCMDCON.SYS - Address FBFE7617 base at FBFE5000, DateStamp 3d6dd67c

xkcd: "Compiler Complaint"



AND SUDDENLY YOU
MISSTEP, STUMBLE,
AND JOLT AWAKE?



<https://xkcd.com/371/>

Interface vs. Implementation

although you could imagine a **Solution to N-Queens** that just **Used** an **Array** (specifically an **Array of Integers**)...

Don't Forget

Interface

(i.e., the Abstract Data Type)

"**What**" a data structure **Can Do**

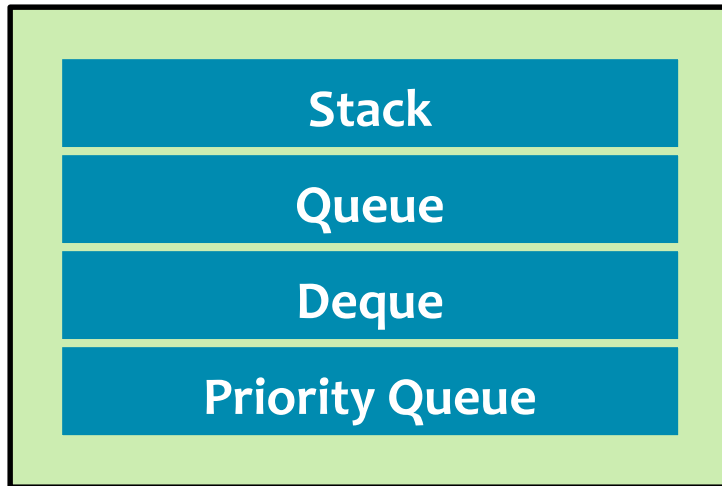
Implementation

"**How**" a data structure **Will Do it**

you could certainly **Use** a **Stack** that was **Implemented**
With an **Array** as the **Underlying Data Structure**

Interface vs. Implementation

Interfaces (Abstract Data Types)



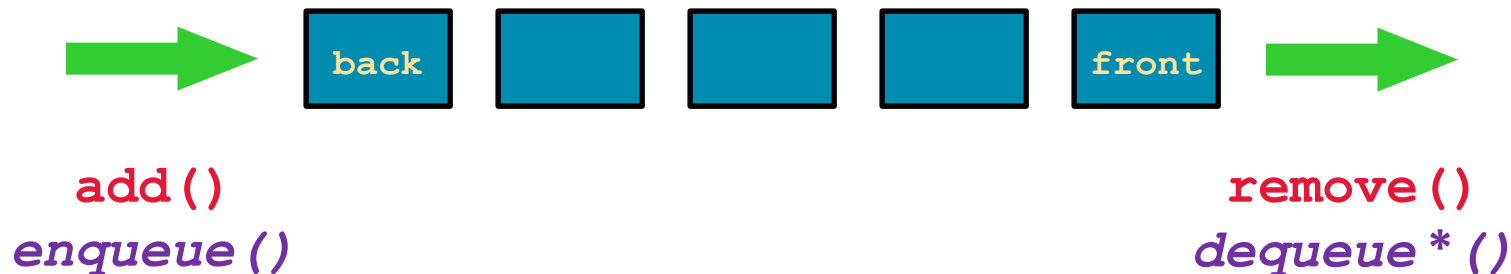
Implementations (Data Structures)



Abstract Data Type - "Queue"

Queue is a **FIFO Abstract Data Type**
(**First In, First Out**)

it is **Analogous** to a **Line of Clients Waiting for Service**; the **Client** at the **Front** of the **Queue** is the **First** one to be **Serviced**, and **New Clients** must **Enter** the **Queue** at the **Rear**

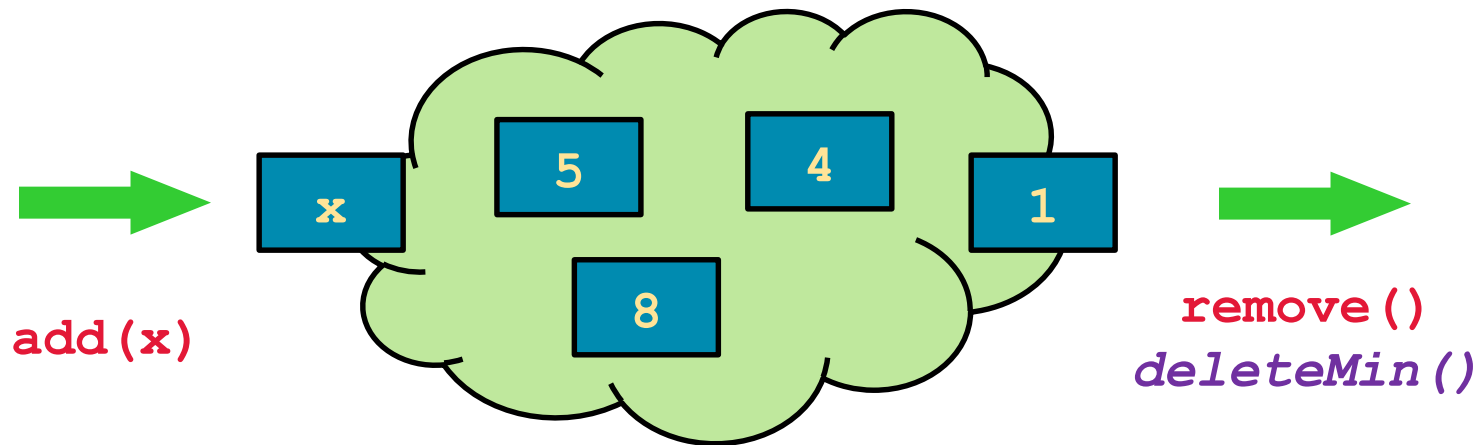


*we avoid using "dequeue" because the "double-ended queue" abstract data type is often abbreviated deque

Abstract Data Type - "Priority Queue"

Priority Queue is an Abstract Data Type
but it is a **Neither FIFO Nor LIFO**

it is **Analogous** to an **Emergency Room**; **Patients** are **Treated**
in an **Order Determined** by the **Severity** of the **Injuries**



n.b., the **add** method now requires an argument; this value specifies the priority associated with the element, and the elements with the highest priorities are assigned the lowest values

Abstract Data Type - "Deque"

(n.b., the word "deque" is typically pronounced as "deck")

Double-Ended Queue is an **Abstract Data Type** that **Generalizes Both the FIFO Queue and the LIFO Stack**

the **Double-Ended Queue (Deque)** has **Both a Front and a Back**, and **Elements** can be **Added or Removed** from **Either**

the **Deque** can be **Used** as **Either a Queue or a Stack** – it **Guarantees the Operations of Both**

`removeLast()`

`removeFirst()`

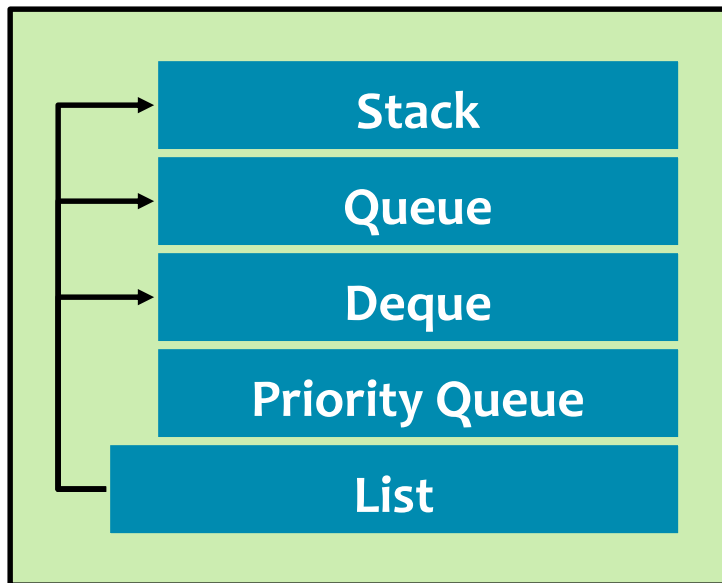


`addLast()`

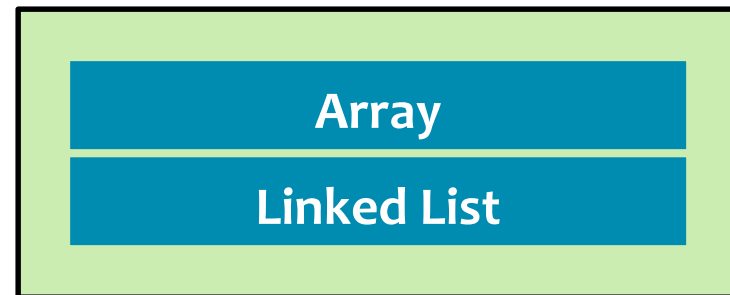
`addFirst()`

Interface vs. Implementation

Interfaces (Abstract Data Types)



Implementations (Data Structures)



...and more...

the **Operations Guaranteed** by the **List Interface** Include
All of the **Operations** for the **Stack**, **Queue**, and **Deque**

The List Interface

an **Implementation of the List Interface** will **Support**:

size()

return the **length** of the list

get(i)

return the value of **the ith** element

set(i, x)

assign the value x **to the ith** element

add(i, x)

insert the value of x **at position i** (displacing elements at or beyond i)

remove(i)

remove the ith element (displacing elements at or beyond i+1)

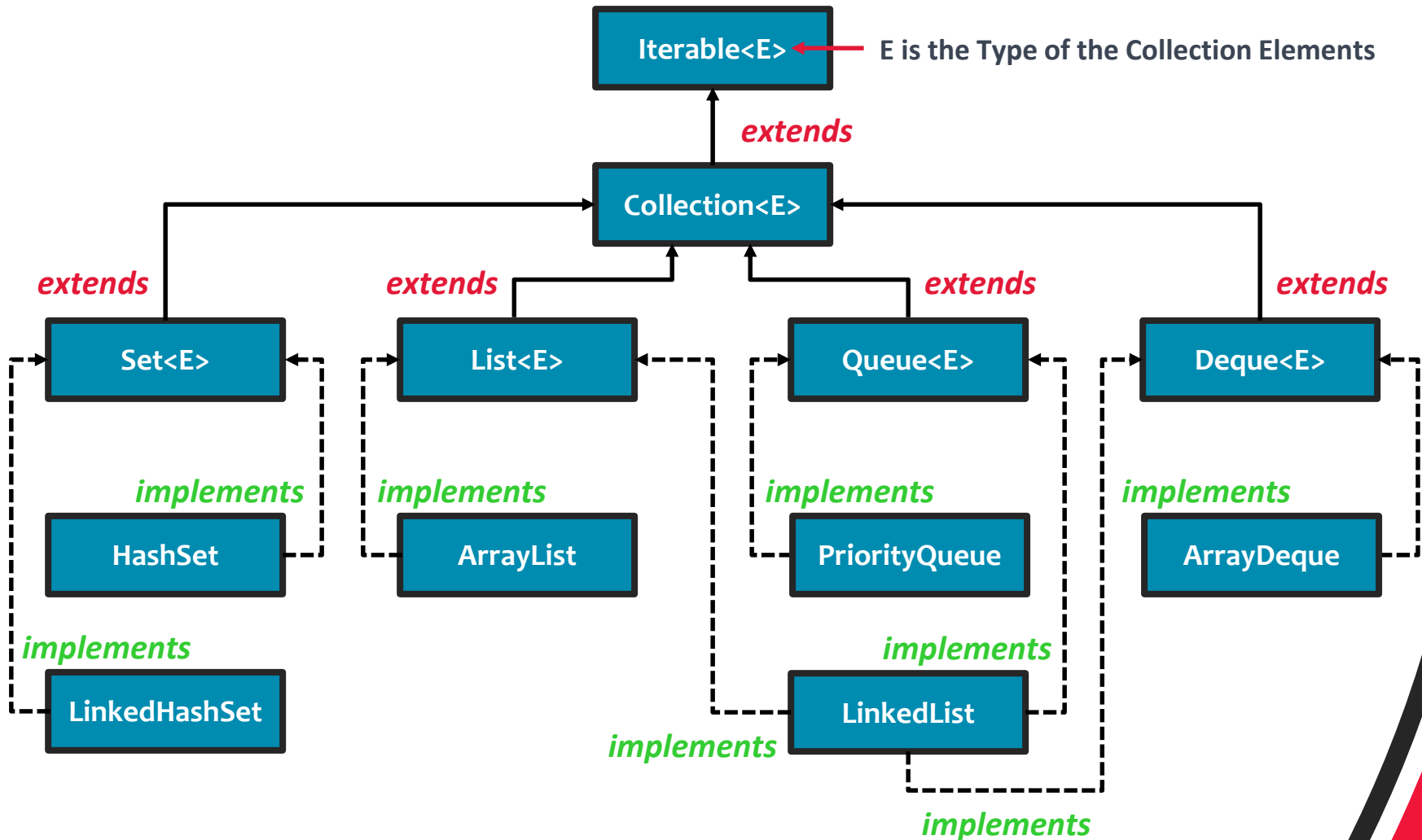
Java Collections Framework

an **Operational Definition** of the word **Collection** is
an **Object** that **Represents** a **Group of Objects**

the **Java Collections Framework** is a **Set of Interfaces** and
Classes for **Representing** and **Manipulating Collections**

(there are also **Algorithms** for **Searching** and **Sorting**
Objects that **Implement** one of the **Collection Interfaces**)

Java Collections Framework



...and so on...

The Set Interface

the **Set** is a **Collection** that **Cannot Contain Duplicates** and **Contains Only** methods **Inherited** from **Collection**

Set is **Implemented*** by:

HashSet, **TreeSet**, and **LinkedHashSet**

*(i.e., **same interface**, **different underlying data structure**)

HashSet uses a **Hash Table** as the data structure

this is fast, but elements are traversed in an arbitrary order
to be discussed in **early October**

TreeSet uses a **Red-Black Tree** as the data structure

this is slower than a hash table, but the elements are kept in sorted order
to be discussed in **early November**

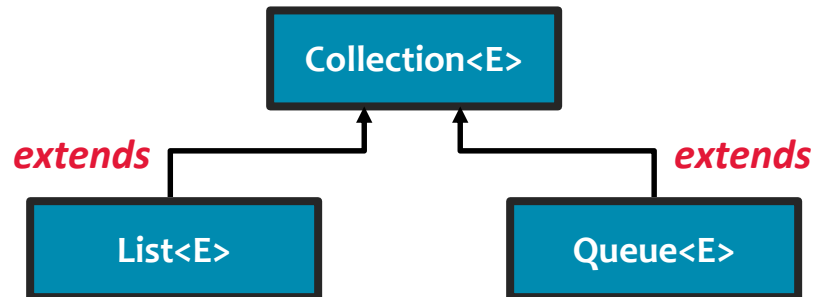
...

The Queue Interface

It was noted earlier that...

the **Operations Guaranteed** by the **List Interface Include**
All of the **Operations** for the **Stack, Queue, and Deque**

... but the diagram showed ...



Is there a **Contradiction** here?

The Queue Interface

the **Queue** in Java Provides Additional Methods for **Inserting, Removing, and Viewing*** Elements

*(i.e., view the element at the head without actually removing it)

These additional methods Never Throw Exceptions:

`add (e)` would **Throw Exception** if Capacity is Exceeded

`offer (e)` also adds but **Instead of Throwing an Exception**, `offer` will **Return False** if Capacity is Exceeded

`remove ()` and `element ()` both **Throw Exceptions** If Queue is Empty

`poll ()` and `peek ()` **Returns Null** Instead (If Queue is Empty)