

CS151 Intro to Data Structures

Queues

Lists

Announcements

- HW02 was due Friday
- Lab4?
- HW03 (Stacks & Queues) released – due Friday 10/11
 - shorter than hw2

Outline

- Stacks & Queues review
- Dequeues
- ADTs
- Lists
- Iterators

Stacks Review - FILO

- First In Last Out
- *stack* of plates in the dining hall
- Big O of the following operations - designed to be $O(1)$
 - push
 - pop
 - peek
- How did we do this with LL?
- How did we do this with an array?

Queues - First-in First-out

The first item in, is the first item out (grocery line)

Queue Interface

```
public interface Queue<E> {  
    int size();  
    boolean isEmpty();  
    E first();  
    void enqueue(E e);  
    E dequeue();  
}
```

- `null` is returned from `dequeue()` and `first()` when queue is empty

Implementing a Queue with an Array

- enqueue? $O(1)$
- dequeue? $O(n)$
 - How can we fix this with an easy trick?
 - Hint: we have a lastElemIdx... what other field can we add?
- isEmpty? $O(1)$
- first? $O(1)$

Implementing a Queue with a LinkedList

- Goal: $O(1)$ operations for enqueue and dequeue
- enqueue: add to tail
- dequeue: remove from front
- How can we make these $O(1)$?

Implementing a Queue with a LinkedList

- enqueue?
 - runtime complexity?
 - $O(1)$
- dequeue?
 - runtime complexity?
 - $O(1)$
- first?
 - runtime complexity?
 - $O(1)$
- isEmpty?
 - runtime complexity?
 - $O(1)$

Performance and Limitations

- Performance
 - let n be the number of objects in the queue
 - The space used is $O(n)$
 - Each operation runs in time $O(1)$
- Limitations
 - Depending on the implementation,
 - max size is limited and can not be changed
 - Or need to grow the array when out of room

Deque / “Decks”

Queues (FIFO)

- Restaurant Waitlist
 - FIFO make sense!
 - What if we pop off a party in the waitlist but then a table wasn't ready... we need to add them back in... push will put them at the end!
- Solution? **Deque**
 - gives us more flexibility

```
public interface Deque<E> {

    //returns number of elements in the deque
    int size();

    //returns true if the deque is empty, false otherwise
    boolean isEmpty();

    //returns top element in the deque (or null if empty)
    E first();

    //returns top element in the deque (or null if empty)
    E last();

    //inserts the element e to the beginning
    void addFirst(E e);

    //adds the element e to the end
    void addLast(E e);

    //returns the first element in the deque (or null if empty)
    E removeFirst();

    //returns the last element in the deque (or null if empty)
    E removeLast();

}
```

Dequeues

- Implemented as array with $O(1)$ operations:
 - max capacity (no expansion)
 - front marker
 - rear marker

Front and Back Markers

addFirst:

$$f = (f - 1 + n) \% n;$$

addLast:

$$r = (r + 1) \% n;$$

removeFirst:

$$f = (f + 1) \% n;$$

removeLast:

$$r = (r - 1 + n) \% n;$$

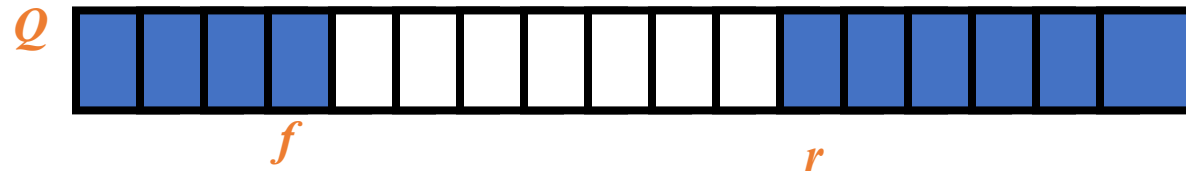
where n is size of the array

Circular Queue

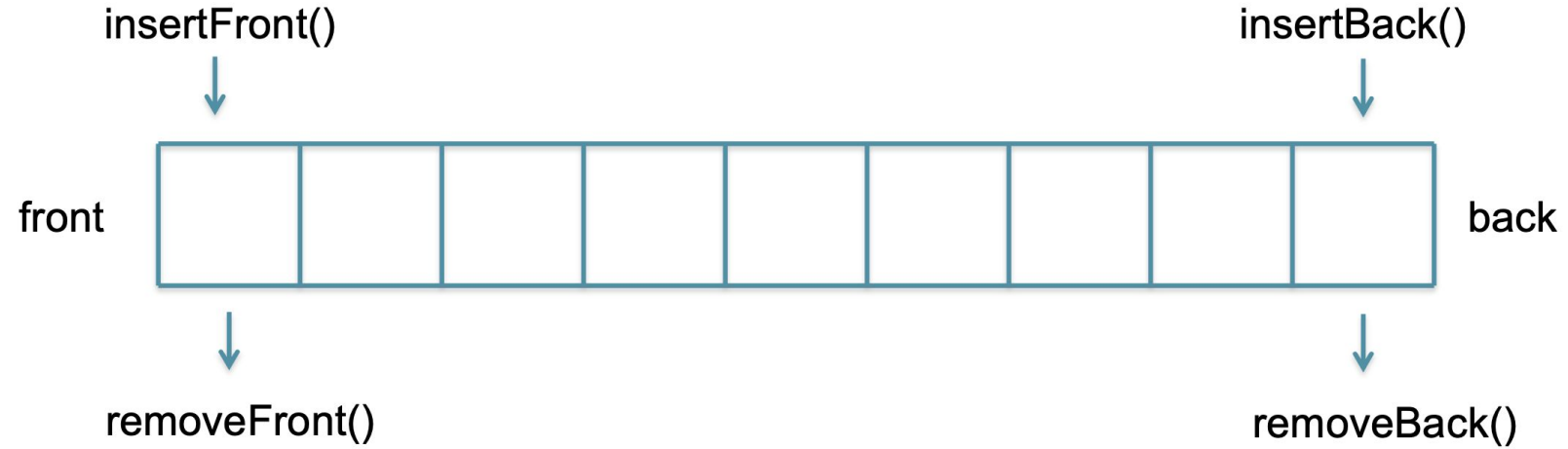
$r = (r+1) \% n$ is the first empty slot past the rear of the queue

where n = length of the array

wrapped-around configuration



Doubled-ended Queue (aka Deques aka “Decks”)



Dynamic Data Structure used for storing sequences of data

- Insert/Remove at either end in $O(1)$
- If you exclusively add/remove at one end,
 - then ***it becomes a stack***
- If you exclusive add to one end and remove from other,
 - then ***it becomes a queue***

HW3 Discussion

Part one: TwoStacksQueue

Part two: Deque implemented with an Array

ADTs

Abstract Data Types

- high-level description of a set of operations that can be performed on a data structure
- It defines the behavior of a data type independently of its implementation
- Cannot instantiate
- What does this remind you of that we've learned so far?

Queue ADT

<https://docs.oracle.com/javase/8/docs/api/java/util/Queue.html>

Look at the “Implementing Classes”

Abstract Data Types

- There are multiple ways to implement a data structure each with different trade offs
 - Ex. stack can be implemented with an array or a linked list
- **List ADT:**
 - supports a *linear sequence of elements*

Lists

java.util.List ADT

- `size()`: Returns the number of elements in the list.
- `isEmpty()`: Returns a boolean indicating whether the list is empty.
- `get(i)`: Returns the element of the list having index *i*; an error condition occurs if *i* is not in range $[0, \text{size}() - 1]$.
- `set(i, e)`: Replaces the element at index *i* with *e*, and returns the old element that was replaced; an error condition occurs if *i* is not in range $[0, \text{size}() - 1]$.
- `add(i, e)`: Inserts a new element *e* into the list so that it has index *i*, moving all subsequent elements one index later in the list; an error condition occurs if *i* is not in range $[0, \text{size}()]$.
- `remove(i)`: Removes and returns the element at index *i*, moving all subsequent elements one index earlier in the list; an error condition occurs if *i* is not in range $[0, \text{size}() - 1]$.

Example

Method	Return Value	List Contents
add(0, A)		

Example

Method	Return Value	List Contents
add(0, A)	–	(A)

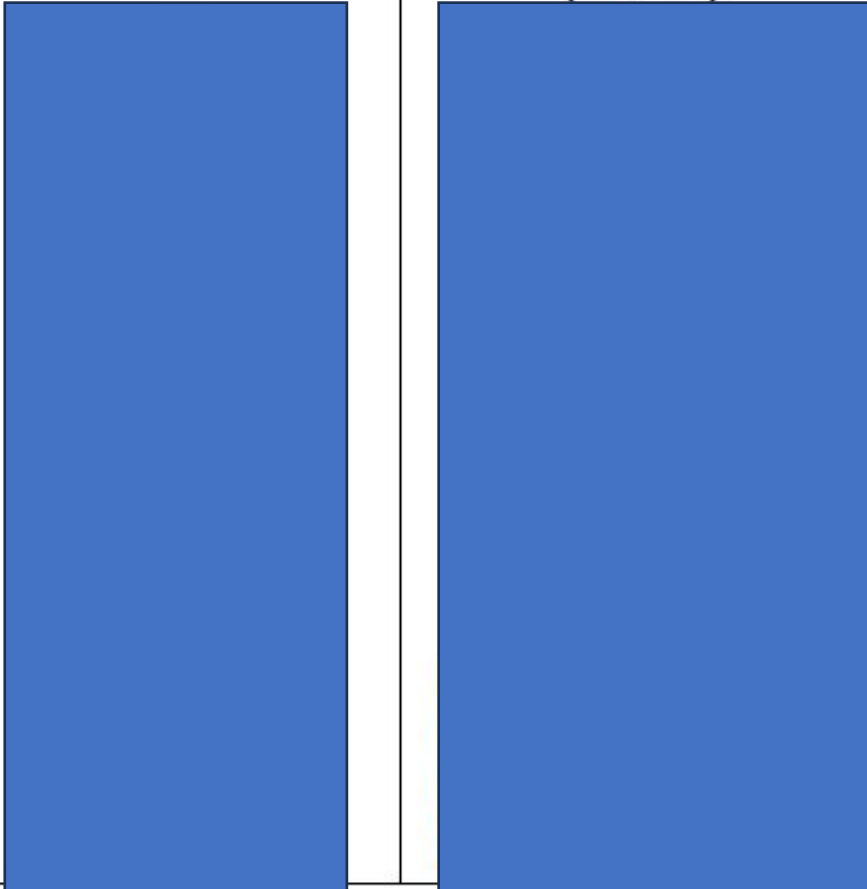
Example

Method	Return Value	List Contents
add(0, A)	—	(A)
add(0, B)		

Example

[illegible]

Example

Method	Return Value	List Contents
add(0, A)	—	(A)
add(0, B)	—	(B, A)
get(1)		
set(2, C)		
add(2, C)		
add(4, D)		
remove(1)		
add(1, D)		
add(1, E)		
get(4)		
add(4, F)		
set(2, G)		
get(2)		

Example

Method	Return Value	List Contents
add(0, A)	—	(A)
add(0, B)	—	(B, A)
get(1)	A	(B, A)
set(2, C)	“error”	(B, A)
add(2, C)	—	(B, A, C)
add(4, D)	“error”	(B, A, C)
remove(1)	A	(B, C)
add(1, D)	—	(B, D, C)
add(1, E)	—	(B, E, D, C)
get(4)	“error”	(B, E, D, C)
add(4, F)	—	(B, E, D, C, F)
set(2, G)	D	(B, E, G, C, F)
get(2)	G	(B, E, G, C, F)

List ADT

<https://docs.oracle.com/javase/8/docs/api/java/util/List.html>

Look at the “all known implementing classes”

We’re going to focus on ArrayList today

List ADT

Reminder of our methods:

- `size()`: Returns the number of elements in the list.
- `isEmpty()`: Returns a boolean indicating whether the list is empty.
- `get(i)`: Returns the element of the list having index *i*; an error condition occurs if *i* is not in range $[0, \text{size}() - 1]$.
- `set(i, e)`: Replaces the element at index *i* with *e*, and returns the old element that was replaced; an error condition occurs if *i* is not in range $[0, \text{size}() - 1]$.
- `add(i, e)`: Inserts a new element *e* into the list so that it has index *i*, moving all subsequent elements one index later in the list; an error condition occurs if *i* is not in range $[0, \text{size}()]$.
- `remove(i)`: Removes and returns the element at index *i*, moving all subsequent elements one index earlier in the list; an error condition occurs if *i* is not in range $[0, \text{size}() - 1]$.

ArrayList

Big-O memory?

- $O(n)$

Indexing / random access?

- $O(1)$

Add / remove?

- $O(n)$

Iterators

Iterators

- represents a sequence of elements and provides a way to iterate, or traverse, through those elements one at a time

Iterators

- Abstracts the process of scanning through a sequence of elements (traversal)
- provides a way to iterate, or traverse, through elements one at a time

`hasNext()`: Returns true if there is at least one additional element in the sequence, and false otherwise.

`next()`: Returns the next element in the sequence.

- Combination of these two methods allow a generic traversal structure

```
while (iter.hasNext()) {  
    iter.next();  
}
```

Iterators

- **code**
- Can an iterator go backwards? NO. Only can do `next ()`

Iterable Interface

- What can i use an `iterator` on? Anything that implements the `iterable` interface.
- Each call to `iterator()` returns a new iterator instance, thereby allowing traversals of a collection
- `List` interface extends `Iterable` and `ArrayList` implements `List`

Iterable Interface

An interface with a single method:

- `iterator()` : returns an iterator of the elements in the collection

Iteratoror Interface

Iterator Interface

Another interface that supports iteration

- `boolean hasNext()`
- `E next()`
- `void remove()`

- `Scanner` **implements** `Iterator<String>`
- `ArrayList` **inner class** `ArrayListIterator` **implements** `Iterator`

Let's make ExpandableArray iterable

Iterable **versus** Iterator?

- Iterable

- `java.lang`
- **override** `iterator()`
- Doesn't store the iteration state
- Removing elements during iteration isn't allowed

- Iterator

- `java.util`
- **Override** `hasNext()`, `next()`
- **Optional** `remove()`
- Stores iteration state (list cursor)
- Removing elements during iteration supported