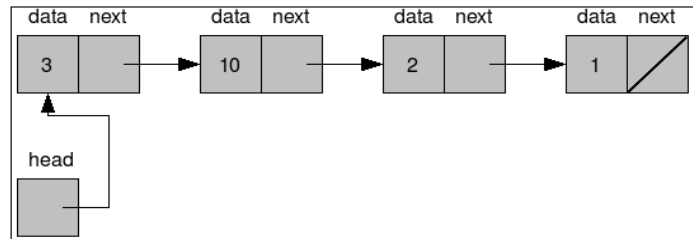


Reference Based Linked Lists

15 Points as lab – See Canvas for due date.

Linked List Starter Kit

A reference-based singly linked list is a basic data structure in computer science. Proficiency with linked lists is part of all CS tracks and represents a substantial portion of the Advancement Programming Exam.



This code listing and exercise gives you practice with designing, coding and testing a reference-based linked list.

Tasks in this exercise:

1. Create an ADT interface
2. Create a Node class (nested, if you like)
3. Create a ListReferenceBased class
4. Create a ListTester class

1. Create an ADT interface that specifies method signatures for:

- isEmpty method
- size method
- addNode method that accepts a new item only
- addNode method that accepts a new item and an index
- removeItem method that accepts an index
- removeAll method

2. Create a Node class with:

- Instance field (type Object) – item
- Instance field (type Node) – next
- Constructor method that accepts an object only
- Constructor method that accepts an object and a nextNode
- Set and get methods for item
- Set and get methods for next

(Note: If you elect to create your Node class as nested, it will reside within the ListReferenceBased class.)

2. Create a ListReferencedBased class that implements:

Your ListInterface interface

All the required methods

A private method – find – that accepts an index and returns a node

3. Create a ListTester class to drive your linked list:

```
public class ListTester
{
    public static void main(String[] args)
    {
        ListReferenceBased myList = new ListReferenceBased();

        for (int i = 1; i < 7; i++)
        {
            double temp;
            temp = 1.23456 * i;
            Double d = new Double(temp);
            myList.addNode(d);
        }

        System.out.println(myList);

        myList.removeNode(1);
        System.out.println(myList);

        Double d = new Double(99.0);
        myList.addNode(1, d);
        System.out.println(myList);

        myList.addNode(2, new Double(68));
        System.out.println(myList);
    }
}
```

For lab credit: Submit your code listings on paper, in class. See Canvas for due date.

ListInterface interface:

```
public interface ListInterface
{
    public int getSize();

    public boolean isEmpty();

    public void addNode(Object newItem);

    public void addNode(int index, Object newItem);

    public void removeNode(int index);

    public void removeAll();

    public String toString();
}
```

Node class:

```
public class Node
{
    private Object item;
    private Node next;

    public Node(Object newItem)
    {
        this.item = newItem;
        this.next = null;
    }

    public Node(Object newItem, Node nextNode)
    {
        this(newItem);
        this.next = nextNode;
    }

    public Object getItem()
    {
        return this.item;
    }

    public void setItem(Object newItem)
    {
        this.item = newItem;
    }

    public Node getNext()
    {
        return this.next;
    }

    public void setNext(Node nextNode)
    {
        this.next = nextNode;
    }

    public String toString()
    {
        return this.getItem().toString();
    }
}
```

ListReferenceBased class:

```
public class ListReferenceBased implements ListInterface
{
    private Node head;
    private int numItems;

    public ListReferenceBased()
    {
        head = null;
        numItems = 0;
    }

    @Override
    public boolean isEmpty()
    {
        return numItems == 0;
    }

    @Override
    public int getSize()
    {
        return numItems;
    }

    @Override
    public void addNode(Object newItem)
    {
        Node newNode = new Node(newItem);
        Node curr;

        if(isEmpty())
        {
            this.head = newNode;
        }
        else
        {
            for(curr = head;
                curr.getNext() != null;
                curr = curr.getNext());
            curr.setNext(newNode);
        }

        numItems++;
    }

    @Override
    public void addNode(int index, Object newItem)
    {
        Node newNode = new Node(newItem);
        Node prev;

        if(index == 1)
        {
            newNode.setNext(head);
            this.head = newNode;
        }
        else
        {
            prev = find(index - 1);
            newNode.setNext(prev.getNext());
        }
    }
}
```

```

        prev.setNext(newNode);
    }

    numItems++;
}

@Override
public void removeNode(int index)
{
    // Special case...
    if (index == 1)
    {
        head = head.getNext();
    }
    else
    {
        Node prev = find(index - 1);
        Node curr = prev.getNext();
        prev.setNext(curr.getNext());
    }
    numItems--;
}

@Override
public void removeAll()
{
    this.head = null;
    numItems = 0;
}

private Node find(int index)
{
    Node curr = head;

    for (int skip = 1; skip < index; skip++)
    {
        curr = curr.getNext();
    }

    return curr;
}

@Override
public String toString()
{
    String result = "";

    for(Node curr = this.head; curr != null; curr = curr.getNext())
    {
        result = result + curr.getItem().toString() + "\n";
    }
    return result;
}
}

```