OOP Project: Singly Linked List Implementation

Project Overview

Objective:

Implement a custom singly linked list from scratch using object-oriented programming (OOP) principles. The project will support basic operations like adding, removing, searching, and retrieving elements, and it will provide a string representation of the list. This hands-on project is ideal for understanding how classes interact, how attributes encapsulate data, and how methods are defined with specific parameters and return types.

Languages Covered:

- Java: Demonstrates strict typing, access modifiers, and class structure.
- Python: Highlights dynamic typing, simplicity in class definition, and special methods like __init__ and __str__.

Class Design

1. Class: Node

Purpose:

Represents a single element (or node) in the linked list.

Attributes:

data:

o *Java:* String data

Python: data (can be any type)

Description: Stores the value of the node.

next:

∘ *Java:* Node next

Python: next (points to another Node or None)

Description: Holds a reference to the next node in the list.

Methods:

• Constructor:

Java:

```
public Node(String data)
```

Arguments:

```
data -a String value.
```

• Return Type:

None (constructors do not return a value).

• Python:

```
def __init__(self, data):
```

Arguments:

```
data - any value.
```

Return Type:

None.

2. Class: MyLinkedList

Purpose:

Manages the linked list operations using Node instances.

Attributes:

- head:
 - ∘ *Java:* private Node head;
 - Python: self.head (initially None)

Description: Points to the first node in the list.

- tail:
 - *Java:* private Node tail;
 - Python: self.tail (initially None)

Description: Points to the last node in the list.

• size:

- ∘ *Java:* private int size;
- o Python: self._size (initially 0)

Description: Tracks the number of elements in the list.

Methods:

- 1. add / add(String s) (Java) / add(s) (Python)
 - Purpose: Append an element to the end of the list.
 - Arguments:
 - s the element to add (a String in Java; in Python, it can be any type).
 - Return Type:

Java: void Python: None

2. addFirst / add_first(String s) (Java/Python)

- Purpose: Insert an element at the beginning of the list.
- Arguments:
 - s the element to insert.
- Return Type:

Java: void Python: None

3. contains / contains(String s) (Java/Python)

- Purpose: Check whether the list contains the specified element.
- Arguments:
 - s the element to search for.
- Return Type:

Java: boolean Python: bool

4. getFirst / get_first() (Java/Python)

- Purpose: Retrieve the first element in the list.
- Arguments:

None.

• Return Type:

Java: String (or generic type)

Python: The data stored in the first node (or None if the list is empty).

5. getLast / get_last() (Java/Python)

- Purpose: Retrieve the last element in the list.
- Arguments:

None.

• Return Type:

Java: String

Python: The data stored in the last node (or None).

6. size() (Java/Python)

- Purpose: Return the number of elements in the list.
- Arguments:

None.

• Return Type:

Java: int Python: int

7. remove() (Java/Python)

- Purpose: Remove and return the first element from the list.
- Arguments:

None.

• Return Type:

Java: String

Python: The data of the removed node (or None if the list is empty).

8. removeLast() (Java/Python)

- Purpose: Remove and return the last element from the list.
- Arguments:

None.

• Return Type:

Java: String

Python: The data of the removed node.

9. get(int index) / get(index) (Java/Python)

- Purpose: Retrieve the element at the specified index.
- Arguments:

index – an integer representing the position.

• Return Type:

Java: String

Python: The data at that index (or None if out-of-bounds).

10. clear() (Java/Python)

• Purpose: Remove all elements from the list.

• Arguments:

None.

• Return Type:

Java: void Python: None

11. toString / str (Java/Python)

• Purpose: Provide a string representation of the list.

• Arguments:

None.

• Return Type:

Java: String
Python: str

• Format:

For a non-empty list, each element is wrapped in square brackets (e.g., [elem1] [elem2]); if empty, it returns a message such as "LinkedList is empty".