

- In case of an *IndexedList* the operations that work with a position take as parameter integer numbers representing these positions
- There are less operations in the interface of the *IndexedList*
  - Operations *first*, *last*, *next*, *previous*, *valid* do not exist
- **init(l)**
  - **descr:** creates a new, empty list
  - **pre:** true
  - **post:**  $l \in \mathcal{L}$ ,  $l$  is an empty list
- **getElement(l, i)**
  - **descr:** returns the element from a given position
  - **pre:**  $l \in \mathcal{L}$ ,  $i \in \mathcal{N}$ ,  $i$  is a valid position
  - **post:**  $getElement \leftarrow e$ ,  $e \in TElem$ ,  $e$  = the element from position  $i$  from  $l$
  - **throws:** exception if  $i$  is not valid

- **position**( $l, e$ )
  - **descr:** returns the position of an element
  - **pre:**  $l \in \mathcal{L}, e \in TElem$
  - **post:**

$$position \leftarrow i \in \mathcal{N}$$

$$i = \begin{cases} \text{the first position of element } e \text{ from } l & \text{if } e \in l \\ -1 & \text{otherwise} \end{cases}$$

- **setElement**( $l, i, e$ )
  - **descr:** replaces an element from a position with another
  - **pre:**  $l \in \mathcal{L}, i \in \mathcal{N}, e \in TElem, i$  is a valid position
  - **post:**  $l' \in \mathcal{L}$ , the element from position  $i$  from  $l'$  is  $e$ ,  
 $setElement \leftarrow el, el \in TElem, el$  is the element from position  
 $i$  from  $l$  (returns the previous value from the position)
  - **throws:** exception if  $i$  is not valid
- **addToBeginning**( $l, e$ )
  - **descr:** adds a new element to the beginning of a list
  - **pre:**  $l \in \mathcal{L}, e \in TElem$
  - **post:**  $l' \in \mathcal{L}$ ,  $l'$  is the result after the element  $e$  was added at  
 the beginning of  $l$
- **addToEnd**( $l, e$ )
  - **descr:** adds a new element to the end of a list
  - **pre:**  $l \in \mathcal{L}, e \in TElem$
  - **post:**  $l' \in \mathcal{L}$ ,  $l'$  is the result after the element  $e$  was added at  
 the end of  $l$

- **addToPosition**( $l, i, e$ )
  - **descr:** inserts a new element at a given position (it is the same as *addBeforePosition*)
  - **pre:**  $l \in \mathcal{L}, i \in \mathcal{N}, e \in TElem$ ,  $i$  is a valid position (size + 1 is valid for adding an element)
  - **post:**  $l' \in \mathcal{L}$ ,  $l'$  is the result after the element  $e$  was added in  $l$  at the position  $i$
  - **throws:** exception if  $i$  is not valid
- **remove**( $l, i$ )
  - **descr:** removes an element from a given position from a list
  - **pre:**  $l \in \mathcal{L}, i \in \mathcal{N}$ ,  $i$  is a valid position
  - **post:**  $remove \leftarrow e$ ,  $e \in TElem$ ,  $e$  is the element from position  $i$  from  $l$ ,  $l' \in \mathcal{L}$ ,  $l' = l - e$ .
  - **throws:** exception if  $i$  is not valid
- **remove**( $l, e$ )
  - **descr:** removes the first occurrence of a given element from a list
  - **pre:**  $l \in \mathcal{L}, e \in TElem$
  - **post:**

$$remove \leftarrow \begin{cases} true & \text{if } e \in l \text{ and it was removed} \\ false & \text{otherwise} \end{cases}$$

- **search**( $l, e$ )
  - **descr:** searches for an element in the list
  - **pre:**  $l \in \mathcal{L}, e \in TElem$
  - **post:**

$$search \leftarrow \begin{cases} true & \text{if } e \in l \\ false & \text{otherwise} \end{cases}$$

- isEmpty(*l*)

- **descr:** checks if a list is empty
- **pre:**  $l \in \mathcal{L}$
- **post:**

$$isEmpty \leftarrow \begin{cases} true & \text{if } l = \emptyset \\ false & \text{otherwise} \end{cases}$$

- size(*l*)

- **descr:** returns the number of elements from a list
- **pre:**  $l \in \mathcal{L}$
- **post:**  $size \leftarrow$  the number of elements from *l*

- destroy(*l*)

- **descr:** destroys a list
- **pre:**  $l \in \mathcal{L}$
- **post:** *l* was destroyed

- iterator(*l*, *it*)

- **descr:** returns an iterator for a list
- **pre:**  $l \in \mathcal{L}$
- **post:**  $it \in \mathcal{I}$ , *it* is an iterator over *l*, the current element from *it* is the first element from *l*, or, if *l* is empty, *it* is invalid