- A List is a container which is either empty or
 - it has a unique first element
 - it has a unique last element
 - for every element (except for the last) there is a unique successor element
 - for every element (except for the first) there is a unique predecessor element
- In a list, we can insert elements (using positions), remove elements (using positions), we can access the successor and predecessor of an element from a given position, we can access an element from a position.
- Domain of the ADT List:

 $\mathcal{L} = \{I | I \text{ is a list with elements of type TElem, each having a unique position in I of type TPosition} \}$

- init(l)
 - descr: creates a new, empty list
 - pre: true
 - **post:** $l \in \mathcal{L}$, l is an empty list
- first(l)
 - descr: returns the TPosition of the first element
 - pre: $l \in \mathcal{L}$
 - **post:** $first \leftarrow p \in TPosition$

$$p = \begin{cases} \text{the position of the first element from I} & \text{if I} \neq \emptyset \\ \bot & \text{otherwise} \end{cases}$$

- last(l)
 - descr: returns the TPosition of the last element
 - pre: $l \in \mathcal{L}$
 - post: $last \leftarrow p \in TPosition$

$$\rho = \begin{cases} \text{the position of the last element from I} & \text{if I} \neq \emptyset \\ \bot & \text{otherwise} \end{cases}$$

- valid(l, p)
 - descr: checks whether a TPosition is valid in a list
 - pre: $l \in \mathcal{L}, p \in TPosition$
 - **post:** $valid \leftarrow \begin{cases} true & \text{if p is a valid position in I} \\ false & otherwise \end{cases}$
 - next(l, p)
 - descr: goes to the next TPosition from a list
 - pre: $l \in \mathcal{L}, p \in TPosition, valid(l, p)$
 - post:

$$\textit{next} \leftarrow \textit{q} \in \textit{TPosition}$$

$$\begin{cases} \mathsf{q} = \\ \mathsf{the position of the next element after p} & \mathsf{if p is not the last position} \\ \bot & \mathit{otherwise} \end{cases}$$

- throws: exception if p is not valid
- previous(l, p)
 - descr: goes to the previous TPosition from a list
 - pre: $l \in \mathcal{L}, p \in TPosition, valid(l, p)$
 - post:

$$previous \leftarrow q \in TPosition$$

$$q = \begin{cases} \text{the position of the element before p} & \text{if p is not the first position} \\ \bot & \textit{otherwise} \end{cases}$$

• throws: exception if p is not valid

- getElement(I, p)
 - descr: returns the element from a given TPosition
 - pre: $l \in \mathcal{L}, p \in TPosition, valid(l, p)$
 - post: getElement ← e, e ∈ TElem, e = the element from position p from I
 - throws: exception if p is not valid
 - position(l, e)
 - descr: returns the TPosition of an element
 - pre: $l \in \mathcal{L}, e \in TElem$
 - post:

$$position \leftarrow p \in TPosition$$

$$p = \begin{cases} \text{the first position of element e from I} & \text{if } e \in I \\ \bot & \text{otherwise} \end{cases}$$

- setElement(I, p, e)
 - descr: replaces an element from a TPosition with another
 - **pre:** $l \in \mathcal{L}, p \in TPosition, e \in TElem, valid(l, p)$
 - post: l' ∈ L, the element from position p from l' is e, setElement ← el, el ∈ TElem, el is the element from position p from l (returns the previous value from the position)
 - throws: exception if p is not valid
- addToBeginning(I, 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(I, 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

- addBeforePosition(I, p, e)
 - descr: inserts a new element before a given position
 - **pre:** $l \in \mathcal{L}, p \in TPosition, e \in TElem, valid(l, p)$
 - **post:** $l' \in \mathcal{L}$, l' is the result after the element e was added in l before the position p
 - **throws:** exception if *p* is not valid
- addAfterPosition(I, p, e)
 - descr: inserts a new element after a given position
 - **pre:** $l \in \mathcal{L}, p \in TPosition, e \in TElem, valid(l, p)$
 - **post:** $l' \in \mathcal{L}$, l' is the result after the element e was added in l after the position p
 - throws: exception if p is not valid
- remove(I, p)
 - descr: removes an element from a given position from a list
 - pre: $l \in \mathcal{L}, p \in TPosition, valid(l, p)$
 - **post:** $remove \leftarrow e, e \in TElem, e$ is the element from position p from $I, I' \in \mathcal{L}, I' = I e$.
 - throws: exception if p is not valid
- remove(I, e)
 - descr: removes the first occurrence of a given element from a list
 - pre: $l \in \mathcal{L}, e \in TElem$
 - post:

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

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

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

- isEmpty(I)
 - descr: checks if a list is empty
 - pre: $l \in \mathcal{L}$
 - post:

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

- size(l)
 - descr: returns the number of elements from a list
 - pre: $l \in \mathcal{L}$
 - ullet post: $\mathit{size} \leftarrow \mathsf{the} \ \mathsf{number} \ \mathsf{of} \ \mathsf{elements} \ \mathsf{from} \ \mathsf{l}$
- destroy(I)
 - descr: destroys a list
 - pre: $l \in \mathcal{L}$
 - post: I was destroyed
- iterator(I, it)
 - descr: returns an iterator for a list
 - pre: $I \in \mathcal{L}$
 - **post:** $it \in \mathcal{I}$, it is an iterator over I, the current element from it is the first element from I, or, if I is empty, it is invalid

- We can define the ADT *SortedList*, in which the elements are memorized in an order given by a relation.
- The interface of the ADT *SortedList* is very similar to that of the ADT *List* with some exceptions:
 - The *init* function takes as parameter a relation that is going to be used to order the elements
 - We no longer have several add operations (addToBeginning, addToEnd, addToPostion), we have one single add operation, which takes as parameter only the element to be added (and adds it to the position where it should go based on the relation)
 - We no longer have a setElement operation (might violate ordering)
- We can consider TPosition in two different ways for a SortedList as well ⇒ SortedIndexedList and SortedIteratedList