

# Objectives

## Mutable Lists

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- ▶ Create and update mutable storage using deftype.
- ▶ Describe the syntax for creating and modifying mutable lists.
- ▶ Implement and diagram mutable insertion and deletion.

## Mutable Data in Clojure

```
1 (def x (atom 0))
2 x
3 ;; => #<Atom@5c25d8aa: 0>
4 @x
5 ;; => 0
6 (swap! x inc)
7 ;; => 1
8 @x
9 ;; => 1
10 (reset! x 20)
11 ;; => 20
```

## Creating a Mutable List

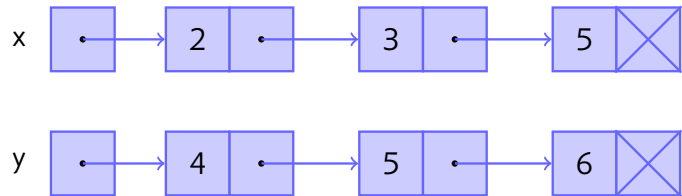
```
1 (defprotocol MConsP
2   (car [this])
3   (cdr [this])
4   (set-car! [this v])
5   (set-cdr! [this v]))
6 (deftype MCons
7   [^{:unsynchronized-mutable true} the-car
8    ^{:unsynchronized-mutable true} the-cdr]
9   MConsP
10  (car [this] the-car)
11  (cdr [this] the-cdr)
12  (set-car! [this v] (set! the-car v))
13  (set-cdr! [this v] (set! the-cdr v)))
```

## Accessing a Mutable List

```

1 (defn mcons [a b] (MCons. a b))
2 (defn mlist [& xx]
3   (if (empty? xx) nil
4       (mcons (first xx) (apply mlist (rest xx)))))
5 (def x (mlist 2 3 5))
6 (def y (mlist 4 5 6))

```



```

1 (def x (mlist 2 3 5))
2 (car x)
3 ;; => 2
4 (-> x cdr car)
5 ;; => 3
6 (-> x cdr cdr car)
7 ;; => 5
8 (-> x cdr cdr cdr)
9 nil

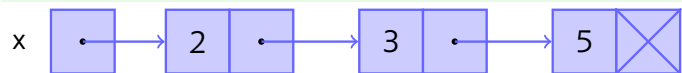
```

## Mutation with set-car!

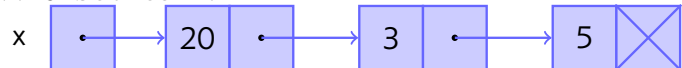
```

1 (def x (mlist 2 3 5))
2 (set-car! x 20)
3 ;; => 20
4 x
5 ;; => #<MCons linked_list_lab.t_core.MCons@5f6af31>

```



After set-car!:



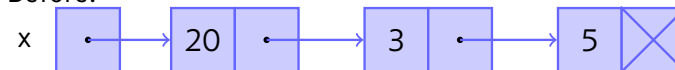
## Mutation with set-cdr!

```

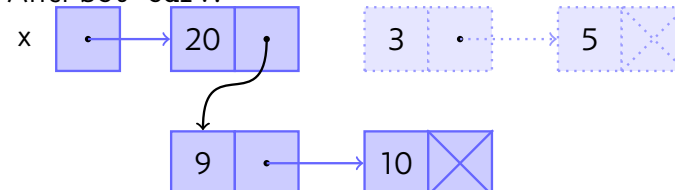
1 (set-cdr! x (mcons 9 (mcons 10 nil)))

```

Before:



After set-cdr!:



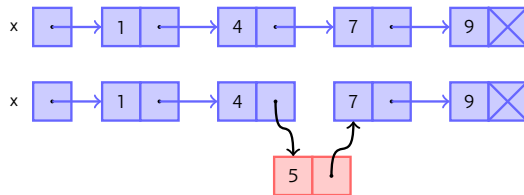
## Insertion

- To insert an item, you first need to find the insertion point.
- Then you need to create a new mcons cell.

```

1 (defn insert [xx elt]
2   (cond (nil? xx) (mcons elt nil)
3         (< elt (-> xx cdr car))
4         (set-cdr! xx (mcons elt (cdr xx)))
5         :else (insert (cdr xx) elt)))
6 (def x (mlist 1 4 7 9))
7 (insert x 5)

```



Navigation icons: back, forward, search, etc.

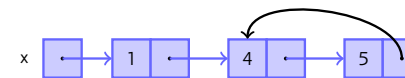
## Bug Alert

- Here's an example of a bug and what it looks like.
- Note the set-cdr! uses xx instead of (cdr xx).

```

1 (defn insert [xx elt]
2   (cond (nil? xx) (mcons elt nil)
3         (< elt (-> xx cdr car))
4         (set-cdr! xx (mcons elt xx))
5         :else (insert (cdr xx) elt)))
6 (def x (mlist 1 4 7 9))
7 (insert x 5)
8 StackOverflowError java.util.regex.Pattern

```



Navigation icons: back, forward, search, etc.

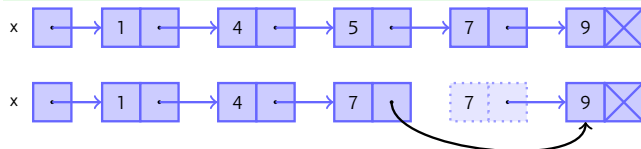
## Deletion by Copying

- There are two ways to delete data.
- Version 1: Clobber the old data!
- Can you see the case where this will not work?

```

1 (defn delete [xx victim]
2   (cond (nil? xx) nil
3         (= (car xx) victim)
4         (do (set-car! xx (car (cdr xx)))
5             (set-cdr! xx (cdr (cdr xx))))
6         :else (delete (cdr xx) victim))
7 (def xx (mlist 1 4 5 7 9))
8 (delete xx 5)

```



Navigation icons: back, forward, search, etc.

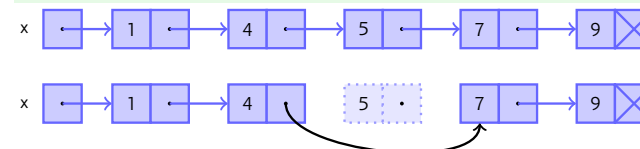
## Delete by Relinking

- Version 2: Route around the old data!
- Can you see the case where this will not work?

```

1 (defn delete [xx victim]
2   (cond (nil? xx) nil
3         (= (car (cdr xx)) victim)
4         (set-cdr! xx (cdr (cdr xx)))
5         :else (delete (cdr xx) victim))
6 (def xx (mlist 1 4 5 7 9))
7 (delete xx 5)

```



Navigation icons: back, forward, search, etc.