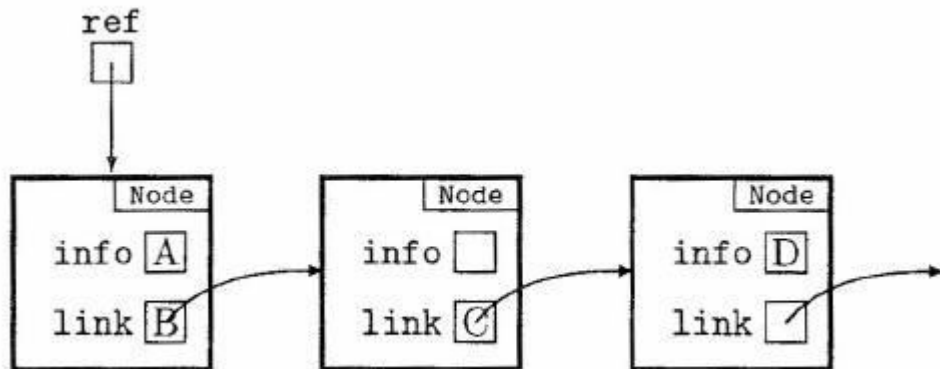


## Linked List – Exercise

### Section 1:

1. In the diagram, ref is a reference to an object of the type Node discussed in this section. The field marked A can be referred to as ref. info. Find similar names for the fields marked B, C, and D.



- The field marked A can be referred to as ref Info
  - The field marked B can be referred to as the second Node's info
  - The field marked C can be referred to as D info
2. Rewrite the method printList shown in Example 3 so that, as well as printing the values in the list, it also prints a message if the list is empty.

```
/*
 * This method prints the list
 * pre: none
 * post: Outputs list
 */
public void printList () {
    Node current = head;
    if (current == null){
        System.out.println("The list is EMPTY");
    }
    else {
        while (current.next != null || current != null) {
            System.out.print(current.data + " \t");
            if (current.next != null)
                current = current.next;
            else {
                current = current;
                break;
            }
        }
    }
}
```

```

        System.out.println();
    }
}

```

3. Write an instance method `sum` for the `List` class that returns the sum of the values in the `info` fields of its implicit `List` object.

```

/*
 * This method returns the sum of list
 * pre: none
 * post: returns sum
 */
public int sum () {
    Node current = head;
    int sum = 0;
    while (current != null || current.next != null) {
        sum = sum + current.data;
        if (current.next != null)
            current = current.next;
        else {
            current = current;
            break;
        }
    }
    return sum;
}

```

4. Write an instance method `deleteFirst` for the `List` class that deletes the first node of a linked list. If the list is empty, the method should print a warning message

```

/*
 * This method deletes the first node of the list
 * pre: none
 * post: none
 */
public void deleteFirst () {
    if (head == null) {
        System.out.println("WARNING - This list is empty!");
    }
    else {
        head = head.next;
    }
}

```

5. Write an instance method `deleteLast` for the `List` class that deletes the last node of a linked list. If the list is empty, the method should print a warning message.

```

/*
 * This method deletes the LAST node of the list

```

```

    * pre: none
    * post: none
    */
    public void deletelast () {
        Node current = head;
        if (head == null) {
            System.out.println("WARNING - This list is empty
!");
        }
        else {
            while (current.next.next != null) {

                current = current.next;
            }
            current.next = null;
        }
    }
}

```

6. Write a toString method for the List class. The method should return a string that contains all the info fields of the list, separated by //. For example, if the list contained the integers 3, 5, and 8 in its info fields, the method should return "3//5//8".

```

    /*
    * This method returns a string that contains all the info fields
    of the list
    * pre: none
    * post: returns string
    */
    public String toString () {
        Node current = head;
        String string = "";
        if (head == null) {
            string = "WARNING - This list is empty";
        }
        else {
            while (current.next != null || current != null) {
                string = string + current.data + "//";
                if (current.next != null)
                    current = current.next;
                else {
                    current = current;
                    break;
                }
            }
        }
        return string;
    }
}

```

7. Write an instance method addAtRear for the List class. The method should have a single int parameter called item. The method should first locate the last node in a list and then create and attach a new node, containing the value of item, at that

end of the list. In writing your method, be sure that it works correctly for an empty list.

```
public void addAtRear (int item) {
    Node current = head;
    if (head == null) {
        head = new Node (item,null);
    }
    else {
        while (current.next != null) {
            current = current.next;
        }
        System.out.println(current.data);
        current.next = new Node (item,null);
    }
}
```

## Section 2:

- 1) Define a linked list (called List) of the class fraction. Ensure that fraction has the following private fields: int num and int den. Ensure that all instance methods associated with the class fields are included. Create the following constructors:
  - a. fraction ()  
A constructor that will initialize num to 1 and den to 1 and links to null.
  - b. fraction (int n, int d, fraction f)  
A constructor that will initialize num to n and den to d and links to f.
- 2) By making the class fields in fraction private, how does this affect the rest of your code?  
It effects the rest of the code as I can no longer access and change the fields in the class Fraction directly. Hence, I have to use the accessor methods in order to access the den and num from Fraction.
- 3) Create the following instance methods in your List class:

- a. insertFirst(int n, int d)  
The following instance method (in class **List**) will insert *n(num)* and *d(den)* to an empty linked list.

```
public void insertFirst (int n, int d){
    if (head == null) {
        head = new Fraction (n,d,null);
    }
    else {
        head = head = new Fraction (n,d,head.link);
    }
}
```

b. insertSecond(int n, int d)

The following instance method (in class List) will insert  $n(num)$  and  $d(den)$  as the second fraction.

```
public void insertSecond (int n, int d){
    if (head.link == null) {
        head.link = new Fraction (n,d,null);
    }
    else {
        head.link = new Fraction (n,d,head.link.link);
    }
}
```

c. insertThird(int n, int d)

The following instance method (in class List) will insert  $n(num)$  and  $d(den)$  as the third fraction

```
public void insertThird (int n, int d){
    if (head.link.link == null) {
        head.link.link = new Fraction (n,d,null);
    }
    else {
        head.link.link = new Fraction (n,d,head.link.link.link);
    }
}
```

d. addatEnd(int n, int d)

The following instance method (in class List) will insert  $n(num)$  and  $d(den)$  at the end of the linked list.

```
public void addatEnd(int n, int d) {
    if (head == null) {
        head = new Fraction (n,d,null);
    }
    else {
        Fraction current = head;
        while (current.link != null) {
            current = current.link;
        }
        current.link = new Fraction (n,d,null);
    }
}

public void addatFront () {
    head = new Fraction (1,1,head.link);
}

public void addatFront(int n, int d) {
    head = new Fraction (n,d,head.link);
}
```

e. addatFront()

The following instance method (in class List) will insert a fraction (1,1) at the beginning of the Linked List

```
public void addatFront () {  
    head = new Fraction (1,1,head.link);  
}
```

f. addatFront(int n, int d)

The following instance method (in class List) will insert a fraction (n,d) at the beginning of the Linked List

```
public void addatFront(int n, int d) {  
    Fraction temp = head;  
    head = new Fraction (n,d,temp);  
}
```

g. boolean emptyList()

The following class method returns a value of true if the list of students is empty. Otherwise, it returns false.

```
public boolean emptyList () {  
    if (head == null)  
        return true;  
    else  
        return false;  
}
```

h. printList()

The following class method will print the fraction contained in the list.

```
public void printList() {  
    Fraction current = head;  
    if (current == null){  
        System.out.println("The list is EMPTY");  
    }  
    else {  
        while (current.link != null || current != null) {  
            System.out.print(current.num() + "/" + current.den()  
+ " \t");  
            if (current.link != null)  
                current = current.link;  
            else {  
                break;  
            }  
        }  
        System.out.println();  
    }  
}
```

```
}
```

i. `printFraction(int x)`

This method traverses through the linked list and prints the  $x^{\text{th}}$  fraction.

```
public void printFraction(int x) {
    Fraction current = head;
    int count = 0;
    if (head == null) {
        System.out.println("The list is EMPTY");
    }
    else {
        while (count < x && (current.link != null || current !=
null)) {
            count++;
            if (current.link != null && count < x) {
                current = current.link;
            }
            else {
                break;
            }
        }
        if (count < x) {
            System.out.println(x + "th fraction does not EXIST
!");
        }
        else {
            System.out.println(x + "th fraction is " +
current.num() + "/" + current.den());
        }
    }
}
```

j. `int getNum(int x)`

This method returns num from the  $x^{\text{th}}$  fraction in the linked list.  
This method will return -1 if there is no  $x^{\text{th}}$  fraction.

```
public int getNum (int x) {
    Fraction current = head;
    int count = 1;
    int num = 0;
    if (head == null) {
        num = -1;
    }
    else {
        while (count < x && (current.link != null || current !=
null)) {
            count++;
            if (current.link != null) {
                current = current.link;
            }
            else {
                break;
            }
        }
        if (count < x) {
            return -1;
        }
        else {
            return current.num();
        }
    }
}
```

```

        break;
    }
}
if (count < x) {
    num = -1;
}
else {
    num = current.num();
}
}
return num;
}

```

k. putNum(int x, int n)

This method assigns num from the  $x^{\text{th}}$  fraction in the linked list to n.

```

public void putNum(int x, int n) {
    Fraction current = head;
    int count = 0;
    if (head == null) {
        System.out.println("The list is EMPTY");
    }
    else {
        while (count < x && (current.link != null || current !=
null)) {
            count++;
            if (current.link != null && count < x) {
                current = current.link;
            }
            else {
                break;
            }
        }
        if (count < x) {
            System.out.println(x + "th fraction does not EXIST
!");
        }
        else {
            current = new Fraction (n,current.den(),
current.link);
        }
    }
}

```

l. int getDen(int x)

This method returns den from the  $x^{\text{th}}$  fraction in the linked list.  
This method will return -1 if there is no  $x^{\text{th}}$  fraction.

```

public int getDen (int x) {
    Fraction current = head;
    int count = 1;
    int den = 0;

```



```

        if (head == null) {
            den = -1;
        }
        else {
            while (count < x && (current.link != null || current !=
null)) {
                if (current.link != null)
                    current = current.link;
                else
                    break;
                count++;
            }

            if (count < x)
                den = -1;
            else
                den = current.den();

            return den;
        }
    }

```

m. putDen(int x, int d)

This method assigns num from the  $x^{\text{th}}$  fraction in the linked list to d.

```

public void putDen(int x, int d) {
    Fraction current = head;
    int count = 1;

    if (head == null) {
        System.out.println("The list is EMPTY");
    }
    else {
        while (count < x && (current != null || current != null))
        {
            count++;
            if (current.link != null && count < x) {
                current = current.link;
            }
            else {
                break;
            }

            if (count < x) {
                System.out.println(x + "th fraction does not
EXIST !");
            }
            else {
                current = new Fraction (d,current.den(),
current.link);
            }
        }
    }
}

```

```
}
```

- 4) Write a main program that will prompt for the numerator and the denominator of three fractions and link them together in a list using the first three instance methods of the previous question.

```
//QUESTION 4
LinkedList fraction = new LinkedList();
for (int x = 1; x <= 3; x++){
    System.out.println("Enter fraction " + x + " NUMERATOR:");
    int numerator = input.nextInt();
    System.out.println("Enter fraction " + x + "
DENOMINATOR:");
    int denominator = input.nextInt();

    if (x == 1)
        fraction.insertFirst(numerator, denominator);
    else if (x == 2)
        fraction.insertSecond(numerator, denominator);
    else
        fraction.insertThird(numerator, denominator);
}
```

- 5) Write a main program that will continually prompt for the numerator and the denominator of a fraction until the user decides to stop. After each fraction,
- Add fraction to beginning of the list
  - Print the list

```
//QUESTION 5
LinkedList fraction1 = new LinkedList();
for (int x = 1; x <= 3; x++){
    System.out.println("Enter fraction " + x + " NUMERATOR:");
    int numerator = input.nextInt();
    System.out.println("Enter fraction " + x + "
DENOMINATOR:");
    int denominator = input.nextInt();
    fraction1.addatFront(numerator, denominator);
    fraction1.printList();
}
```

- 6) Add the following functionality to the main program:
- Allow the user to specify any fraction to be printed out
  - Allow the user to modify any specified fraction in the list.  
Prompt for the  $n^{\text{th}}$  fraction from the linked list to be changed
    - Change numerator
    - Change denominator

```
//QUESTION 6
```

```

        int option = 0;
        do {
            System.out.println("\t\t *MENU*");
            System.out.println("1 - Specify Any Fraction To Be Printed
Out.");
            System.out.println("2 - Modify Any Specified Fraction In
The List.");
            System.out.println("3 - Exit.");
            option = input.nextInt();
            if (option == 1) {
                System.out.println("Enter the nth fraction from the
linked list to be printed out:");
                int location = input.nextInt();
                fraction.printFraction(location);
            }

            else if (option == 2) {
                System.out.println("Enter the nth fraction from the
linked list to be changed:");
                int location = input.nextInt();
                System.out.println("Enter the NUMERATOR of nth
fraction:");

                int numerator = input.nextInt();
                fraction.putNum(location, numerator);
                System.out.println("Enter the DENOMINATOR of nth
fraction:");

                int denominator = input.nextInt();
                fraction.putDen(location, denominator);
            }
            else if (option == 3)
                System.out.println("Have a good day !");
            else
                System.out.println("Invalid option, Please try again
!");
        }
        while (option != 3);

```