

Data Structures in Java: Programming Assignment 3

ArrayLists and LinkedLists

1. Objective

Your goal is to implement additional methods found in the `MyList` interface. These methods will be implemented in both `MyArrayList` and `MyLinkedList` classes. In doing so, you will gain a better understanding of the similarities and differences between the two data structures.

2. Problem

Download the following files from CourseWorks:

- `MyArrayList.java`
- `MyLinkedList.java`
- `MyList.java` (*found in the assignment description itself*)

There are 6 new methods in the `MyList` interface. You need to implement them in `MyArrayList.java` and `MyLinkedList.java`.

```
/**
 * Returns a string representation of the list. The string will begin with
 * a '[' and end with a ']'. Inside the square brackets will be a comma-
 * separated list of values, such as [Brian, Susan, Jamie].
 * @return a string representation of the list.
 */
@Override
String toString();

/**
 * Inserts the specified element at the specified position in this list.
 * Shifts the element currently at that position (if any) and any subsequent
 * elements to the right (adds one to their indices).
 * @param index    index at which the specified element is to be inserted
 * @param element  element to be inserted
 * @throws IndexOutOfBoundsException if the index is out of range
 *         (index < 0 || index > size())
 * The exception message must be:
 * "Index: " + index + ", list size: " + size
 */
void add(int index, E element);

/**
 * Removes the element at the specified position in this list.
 * @param index    the index of the element to be removed
 * @return the element that was removed from the list
 * @throws IndexOutOfBoundsException if the index is out of range
 *         (index < 0 || index >= size())
 * The exception message must be:
 * "Index: " + index + ", list size: " + size
 */
E remove(int index);

/**
 * Returns the index of the first occurrence of the specified element in
 * this list, or -1 if this list does not contain the element. More
 * formally, returns the lowest index i such that Objects.equals(o, get(i)),
 * or -1 if there is no such index.
 * @param element element to search for
```

```

    * @return the index of the first occurrence of the specified element in
    * this list, or -1 if this list does not contain the element
    */
    int indexOf(E element);

    /**
     * Returns an array of indexes of each occurrence of the specified element
     * in this list, in ascending order. If the specified element is not found,
     * a non-null empty array (not null) is returned.
     * @param element element to search for
     * @return an array of each occurrence of the specified element in this
     * list
     */
    int[] indexesOf(E element);

    /**
     * Reverses the data in the list.
     * For MyArrayList, the data inside the underlying array is moved. For
     * MyLinkedList, the tail must become the head, and all the pointers are
     * reversed. Both implementations must run in Theta(n) time and Theta(1)
     * space.
     */
    void reverse();

```

3. Requirements

- You must test your work thoroughly. Junit tests have been provided for you, but they are not comprehensive. You are responsible for ensuring your code works for edge cases.
- Do **NOT** change the `MyList` interface or the implementations of any existing methods in `MyArrayList` and `MyLinkedList`.
- Do **NOT** import or use `java.util.ArrayList` or `java.util.LinkedList`. Any references to these classes will be commented out and replaced with `MyArrayList/MyLinkedList` before your code is run, which could affect your code's ability to compile and lead to earning a zero on the assignment.
- The `reverse` methods must be implemented with constant space complexity. In other words, you must not create a second array/data structure when implementing your `reverse` method.

4. Submission

Create a zip file called `hw3.zip` containing:

- `MyArrayList.java`
- `MyLinkedList.java`

Do not put your code in a Java package or submit extraneous files or folders. Upload your submission to Canvas. Only the final submission will be graded.