List and Iterator ADTs

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1 Reversing an Array

Reversing an array of n elements involves just swapping elements at certain indices; the element at index 0 must be swapped with the element at index n-1, index 1 with index n-2, and so on. If n is even, we swap indices i and n-1-i until we reach index $\frac{n}{2}$. If n is odd, we do the same until we reach index $\frac{n-1}{2}$. Since $\lfloor \frac{n}{2} \rfloor$ is given by

$$\left\lfloor \frac{n}{2} \right\rfloor = \begin{cases} \frac{n}{2} & n \text{ is even} \\ \frac{n-1}{2} & n \text{ is odd} \end{cases}$$

we only need to iterate from index 0 to $\lfloor \frac{n}{2} \rfloor$, regardless of the parity of n. Luckily, $\lfloor \frac{n}{2} \rfloor$ is the same as integer division of n by 2. Thus, we have the following implementation in C++:

```
void reverse(int* list, int n)
{
    for (int i = 0; i < n / 2; i++)
        {
        swap(list[i], list[n - 1 - i]);
    }
}</pre>
```

2 Randomly Permuting and Array

To randomly permute an array, we use the Fisher-Yates Shuffle to permute a 0-indexed array:

- 1. Iterate through the array, letting i represent the current index. Begin at 0 and end at n-2.
- 2. Choose a random integer j such that $i \leq j \leq n-1$.
- 3. Swap the i^{th} and j^{th} elements of the array.

In C++, this looks like:

3 Circularly Rotating an Array

To rotate an array of n elements circularly by d units, swap the elements at indices 0 and d, then the elements at indices 0 and 2d, then 0 and 3d, and so on, noting that the element at index kd > n has index $kd \mod n$. Repeat until you've performed n swaps. In C++, this looks like:

```
void rotate(int* list, int n, int d)
{
    d = d % n; //if d < 0 or d >= n, rotating by d is the same as rotating by d mod n
    if (d != 0) //rotating by 0 makes no change to the array
    {
        for (int i = 1; i < n + 1, i++)
        {
            int j = (i * d) % n; //index d, 2d, ...
            swap(list[0], list[j]);
        }
    }
}</pre>
```