

# List and Iterator ADTs

Khalid Hourani

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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]);
    }
}
```

## 2 Randomly Permuting an 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  $i^{\text{th}}$  and  $j^{\text{th}}$  elements of the array.

In C++, this looks like:

```
void permute(int* list, int n)
{
    for (int i = 0; i < n - 1; i++)
    {
        int j = randint(i, n - 1); //choose a random integer between i and n - 1
        swap(list[i], list[j]);
    }
}
```

## 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  $kd \bmod n$ . 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]);
        }
    }
}

```