

# CS-21 LECTURE #1

## Day 1 Agenda:

- Course overview
- Canvas info
- Class notes
- Assignment #1

## Second Half

- Linked list review
- Stacks review
- Queues review

## Third Half

- Pengo complete environment
- Vim & emacs for
- STDIN, STDOUT
- Command Line
- C++, Java on pengo server.

PENGO USER: mginella

command "passwd" to change password

## • REQUIRED PROGRAMMING ENVIRONMENT:

VIM & EMACS

- Pengo = Server where Java or C++ programs will be turned in & tested. Ubuntu server.

→ PASSWORDS = USER + "p" ex: sjohnp

- What doesn't count for Lab Work: Reading textbook, coding assignment time, both don't count  
↑ unless the reading isn't assigned. Then it does count!

- YOU HAVE 3 FLEX DAYS NOT TWO: You have max 24hrs per flex day to turn in late assignments for full credit.

- NO SUBMIT STEP. PROGRAM WILL BE COPIED FROM DIRECTORY



## • 2 EXAMS.

1 MIDTERM, 1 FINAL.

↳ primarily writing memorized code. Paper written.

## • ASSIGNMENT #1 DUE FEB 13th!

↳ Create a make file w/ executable named p1

↳ Create a double linked list program. You can

use the program from Jeffs Class.

↳ Shell class uses composition to take features from List to make things easier.

## A REVIEW OF LINKED LISTS, QUEUES, & STACKS

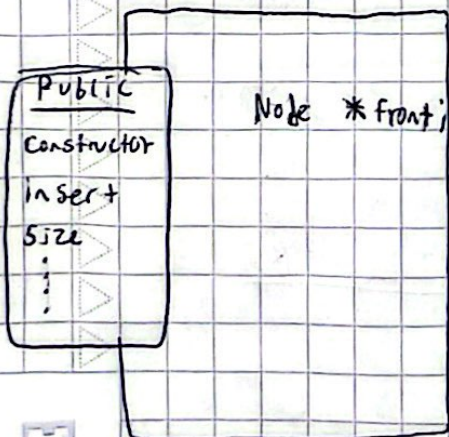
### Standard OOP Linked List

- two classes

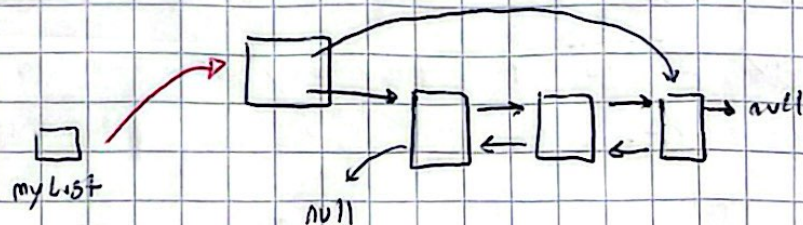
List object — Exactly one

Note object — One or more

List Object



EX List myList;





## Basic List Traversal

C++  
void List::print() {

Node \*temp = front;

while (temp) {

cout << temp->data << endl;

temp = temp->next;

}

}

will keep going until temp is NULL

references data in Node class...

## Parallel Arrays

Front 1

Back 0

<u>data</u>	3	8	1						
	0	1	2						
<u>next</u>	2	0	-1						
	0	1	2						
<u>prev</u>	1	-1	0						
	0	1	2						

## STACKS & QUEUES

interface:

Stack

Queue

implementation:

array linked list

array linked list

Array Partially filled array.

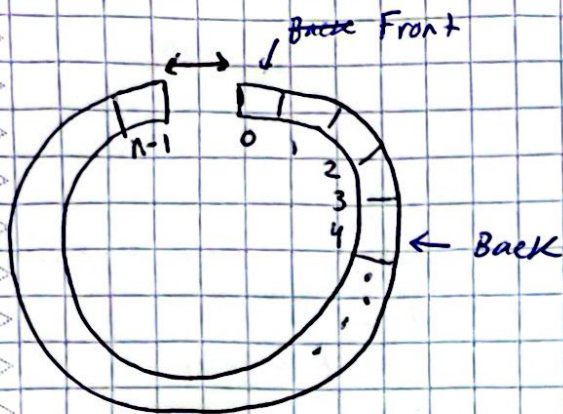
Size : 6

1	2	3	4	5	6				
0	1	2	3	4	5	6			

garbage

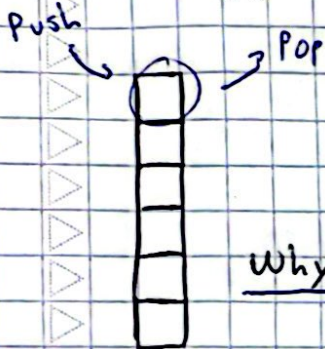


## Circular Buffer



## Stack

Data structure where you can only add or remove from one end



you can only pop or push to top of ~~Stack~~ frame.  
It's like a stack of trays, you can only access the top.

Why?? → TIME!

## Queue

dequeue



↳ FIFO "FIRST IN FIRST OUT"

## COMPOSITION VS INHERITANCE

class List {

public:

Insert\_Front(x) { → }

Insert\_Rear(y) { → }

}

Composition: "has a"

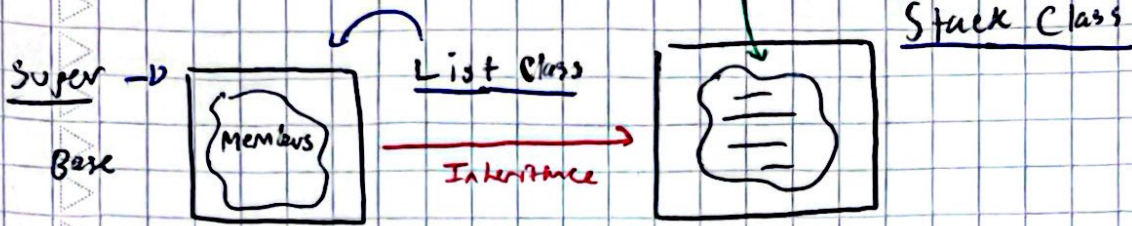
Inheritance: "is a"

"I have a stapler"

"I AM the stapler"



## Inheritance:



## Inheritance C++

```
" class Stack: public List {
```

```
public Push (int x) {
```

```
    insertFront (x);
```

```
}
```

Function from List class  
used in Stack class the  
to inheritance.

## Composition:

```
class Stack {
```

```
: ~~~~~ Stack() { myList = new List(); }
```

```
: private List myList;
```

```
public Push (int x) {
```

```
    myList. insertFront (x);
```

```
}
```

you gotta explicitly mention that its from  
list