

# Iterators and Sequences



# Iterators

- ❑ An **iterator** abstracts the process of scanning through a collection of elements
- ❑ It maintains a cursor that sits between elements in the list, or before the first or after the last element
- ❑ Methods of the Iterator ADT:
  - **hasNext()**: returns true so long as the list is not empty and the cursor is not after the last element
  - **next()**: returns the next element
- ❑ Extends the concept of position by adding a traversal capability
- ❑ Implementation with an array or singly linked list

# Iterable Classes

- ❑ An iterator is typically associated with an another data structure, which can implement the Iterable ADT
- ❑ We can augment the Stack, Queue, Vector, List and Sequence ADTs with method:
  - `Iterator<E> iterator()`: returns an iterator over the elements
  - In Java, classes with this method extend `Iterable<E>`
- ❑ Two notions of iterator:
  - **snapshot**: freezes the contents of the data structure at a given time
  - **dynamic**: follows changes to the data structure
  - In Java: an iterator will fail (and throw an exception) if the underlying collection changes unexpectedly (thus snapshot type)

# The For-Each Loop

- Java provides a simple way of looping through the elements of an Iterable class:
  - for (type name: expression)  
loop\_body
  - For example:  
List<Integer> values;  
int sum=0  
for (Integer i : values)  
sum += i; // boxing/unboxing allows this

# Implementing Iterators

- ❑ **Array based**
  - array A of the elements
  - index i that keeps track of the cursor
- ❑ **Linked list based**
  - doubly-linked list L storing the elements, with sentinels for header and trailer
  - pointer p to node containing the last element returned (or the header if this is a new iterator).
- ❑ We can add methods to our ADTs that return iterable objects, so that we can use the for-each loop on their contents

# List Iterators in Java

- ❑ Java uses a the **ListIterator** ADT for node-based lists.
- ❑ This iterator includes the following methods:
  - **add(e)**: add e at the current cursor position
  - **hasNext()**: true if there is an element after the cursor
  - **hasPrevious()**: true if there is an element before the cursor
  - **previous()**: return the element e before the cursor and move cursor to before e
  - **next()**: return the element e after the cursor and move cursor to after e
  - **set(e)**: replace the element returned by last next or previous operation with e
  - **remove()**: remove the element returned by the last next or previous method

# Sequence ADT

- The **Sequence** ADT is the union of the Array List and Node List ADTs
- Elements accessed by
  - **Index, or**
  - **Position**
- Generic methods:
  - **size(), isEmpty()**
- ArrayList-based methods:
  - **get(i), set(i, o), add(i, o), remove(i)**
- List-based methods:
  - **first(), last(), prev(p), next(p), replace(p, o), addBefore(p, o), addAfter(p, o), addFirst(o), addLast(o), remove(p)**
- Bridge methods:
  - **atIndex(i), indexOf(p)**

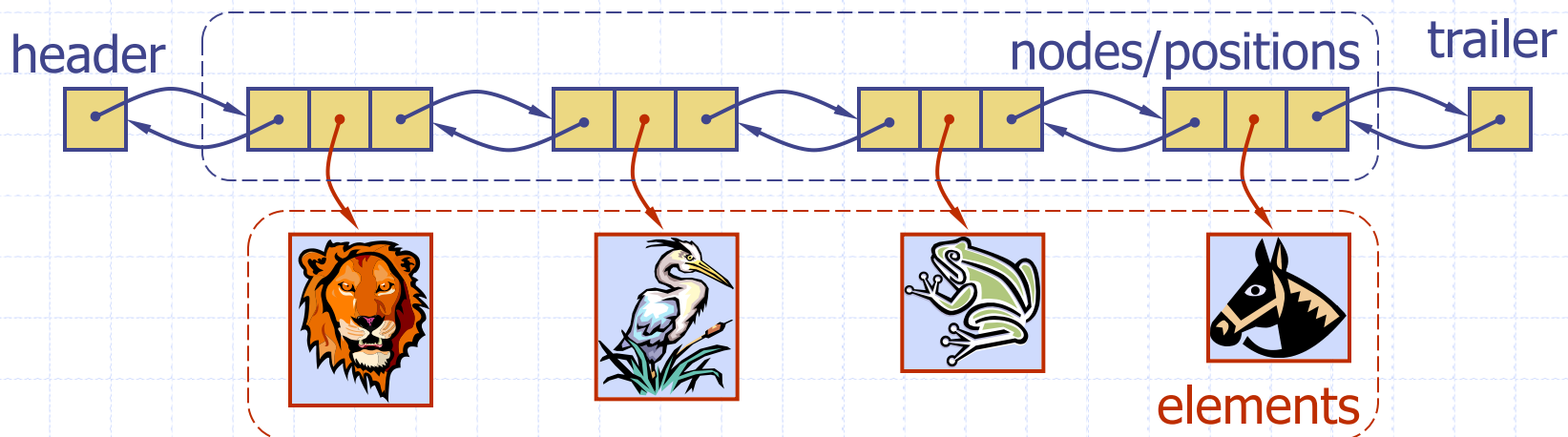
# Applications of Sequences

- ❑ The Sequence ADT is a basic, general-purpose, data structure for storing an ordered collection of elements
- ❑ Direct applications:
  - Generic replacement for stack, queue, vector, or list
  - small database (e.g., address book)
- ❑ Indirect applications:
  - Building block of more complex data structures



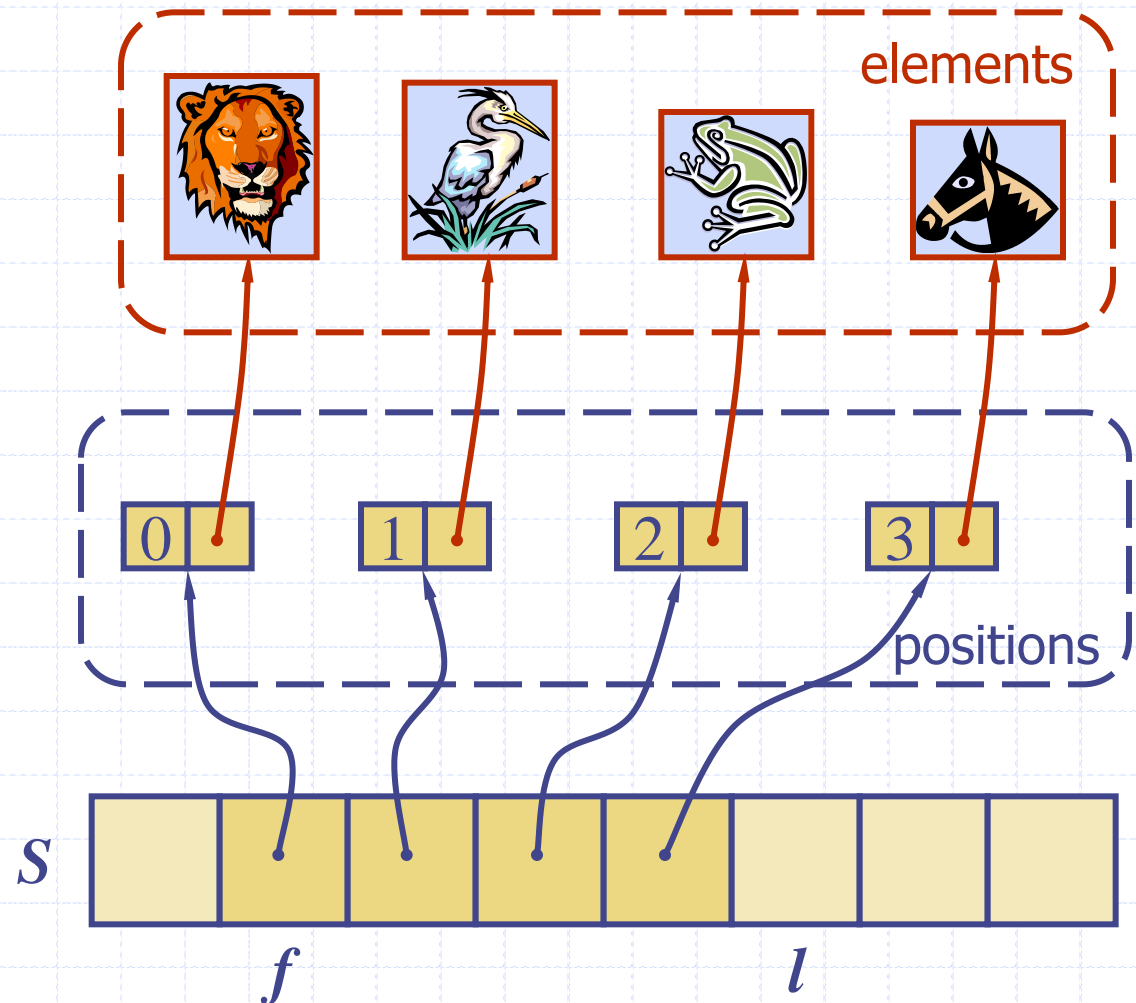
# Linked List Implementation

- A doubly linked list provides a reasonable implementation of the Sequence ADT
- Nodes implement Position and store:
  - element
  - link to the previous node
  - link to the next node
- Special trailer and header nodes
- **Position**-based methods run in **constant time**
- **Index**-based methods require searching from header or trailer while keeping track of indices; hence, run in **linear time**



# Array-based Implementation

- We use a circular array storing positions
- A position object stores:
  - Element
  - Index
- Indices  $f$  and  $l$  keep track of first and last positions



# Comparing Sequence Implementations

Operation	Array	List
size, isEmpty	1	1
atIndex, indexOf, get	1	$n$
first, last, prev, next	1	1
set(p,e)	1	1
set(i,e)	1	$n$
add(i,e), remove(i)	$n$	$n$
addFirst, addLast	1	1
addAfter, addBefore	$n$	1
remove(p)	$n$	1