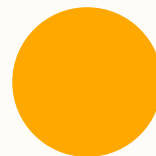




CS 1181

Week Eight

Reese Hatfield

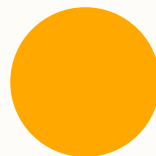


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Lists and Maps

Reese Hatfield



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Array and Lists

- The (two) types of lists we've seen
 - Arrays
 - ArrayLists
- What are the differences
- Why use one over the other





Array and Lists

- Odds are:
 - Learned Arrays
 - Learned ArrayLists were easier
 - You *always* use ArrayList now
- But why did make this abstraction in the first place





Array and Lists

- What was annoying about arrays?
 - Need index to add a value
 - Fixed size
 - Need to know the size at creation
- ArrayLists are "dynamic"
 - `.add()`
 - `.size()`



Array and Lists

- ArrayList inherits from List
- Why differentiate these?
- ArrayList specific type of List

List<T>

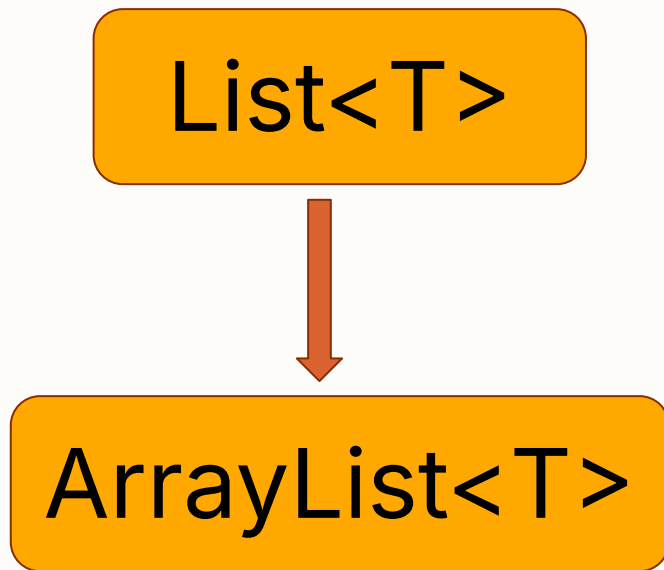


ArrayList<T>



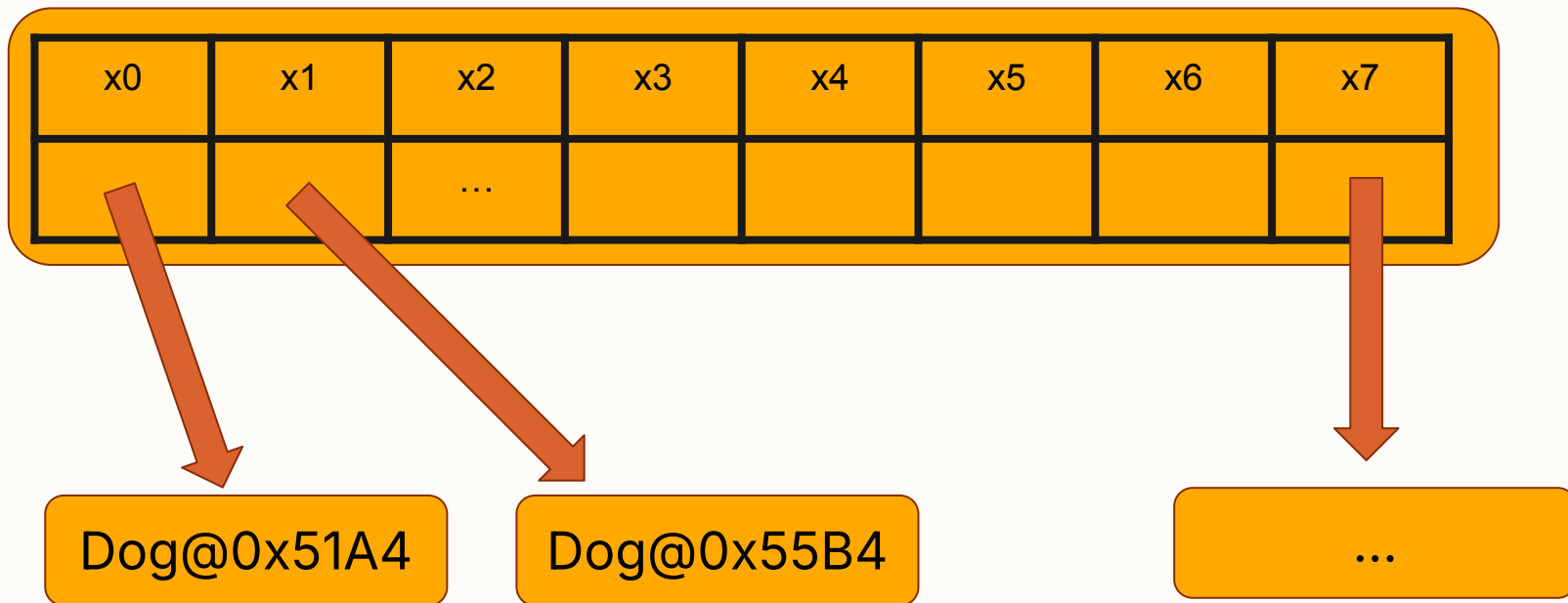
Array and Lists

- AL treats the data as an array
 - `get(index)`
- What does this mean in terms of memory





Array and Lists





Array and Lists

- Contiguous memory structure
 - Right next to one another
- This allows for:
 - Quick lookup
 - Jump to position immediately





Array and Lists

- `ArrayList<T> L = new ArrayList<>();`

Memory Location	x0	x1	x2	x3	x4	x5	x6
Data	Value1	Value2	...				

- This gets me a "pointer" to the 0th position
 - How would I get to the 4th position?





Array and Lists

- How else could I organize my list?
- Especially if memory is just a giant array?
 - Right next door.
 - Somewhere else?





Array and Lists

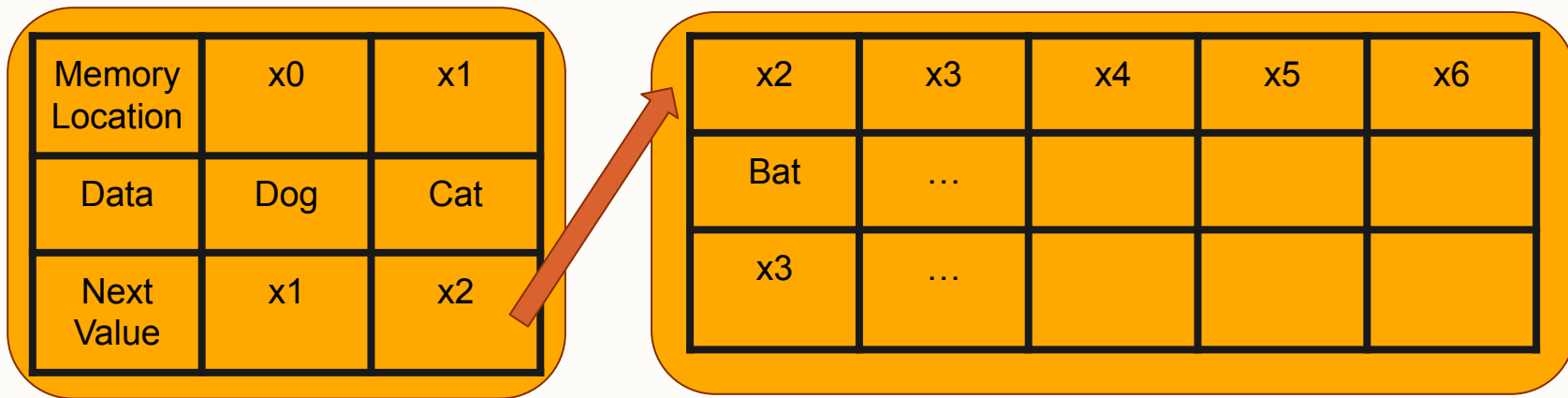
- Let's aggregate a single piece of data
 - Data Value
 - Where the next piece of data is

Memory Location	x0	x1	x2	x3	x4	x5	x6
Data	Dog	Cat	Bat	...			
Next Value	x1	x2	x3	...			

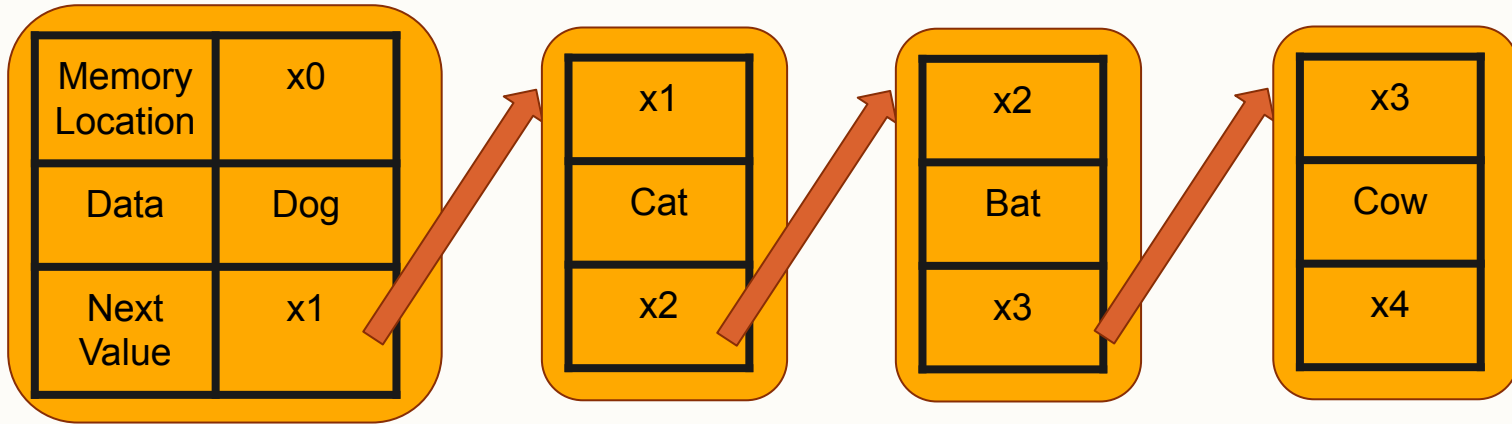




Array and Lists

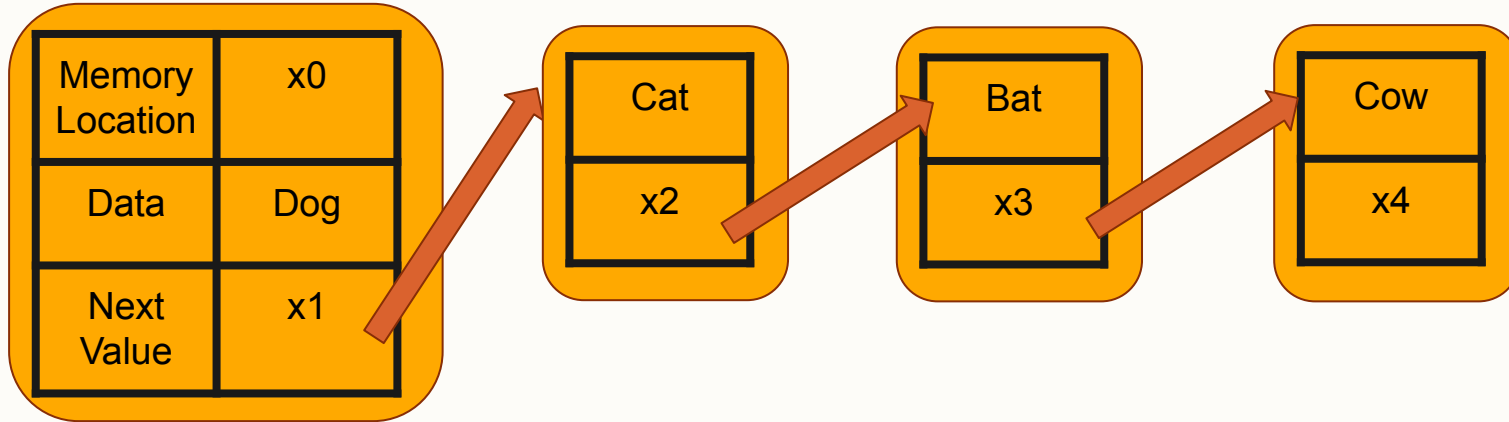


Array and Lists



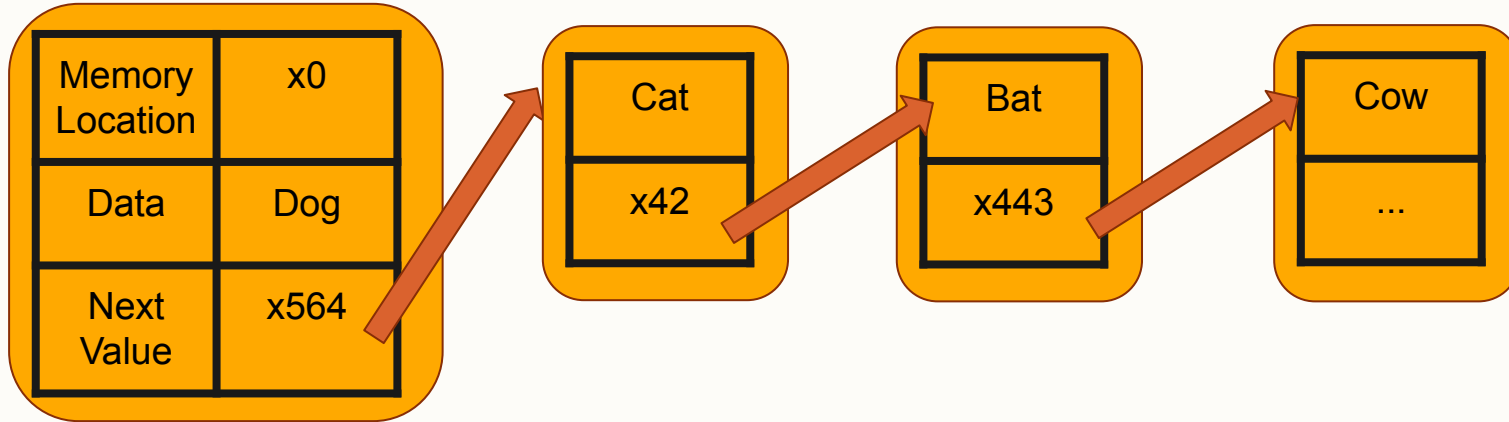
Array and Lists

- Memory locations omitted
- No longer need to be contiguous



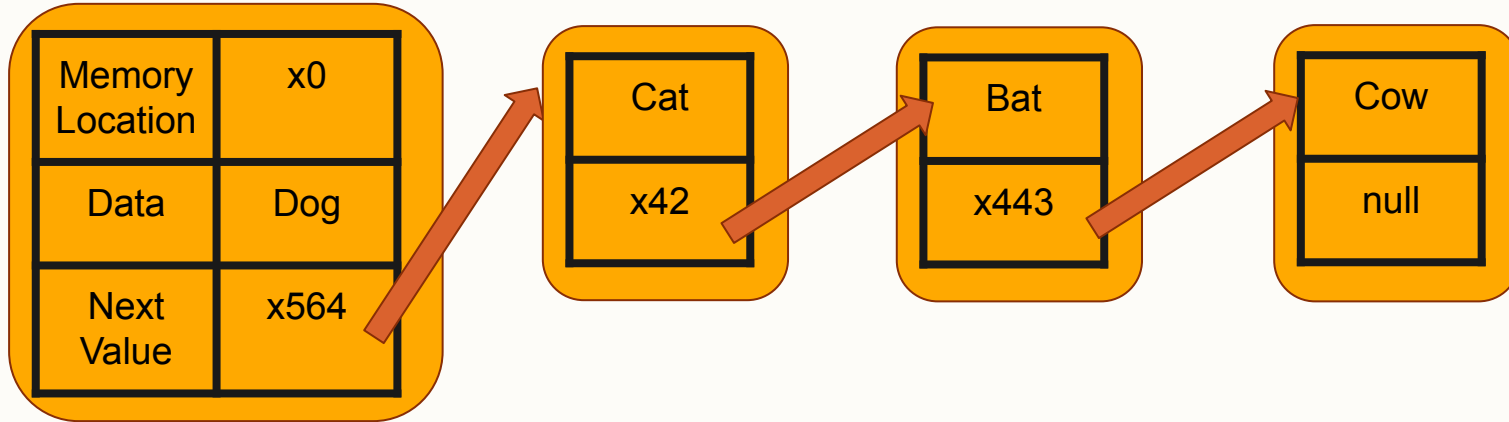
Array and Lists

- Points to random locations
- Where is convenient to allocate



Array and Lists

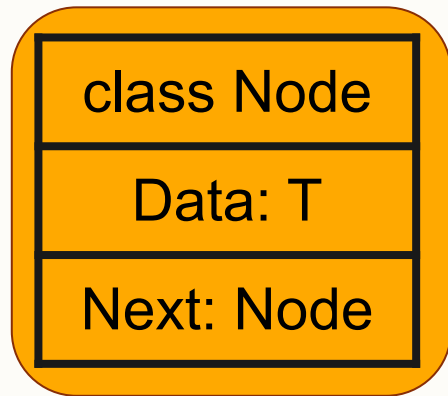
- Usually “null” terminated
- What does that mean?





Array and Lists

- Wrap data in a Node class
- Pay attention to the types
 - Generic
 - Node (itself)





Array and Lists

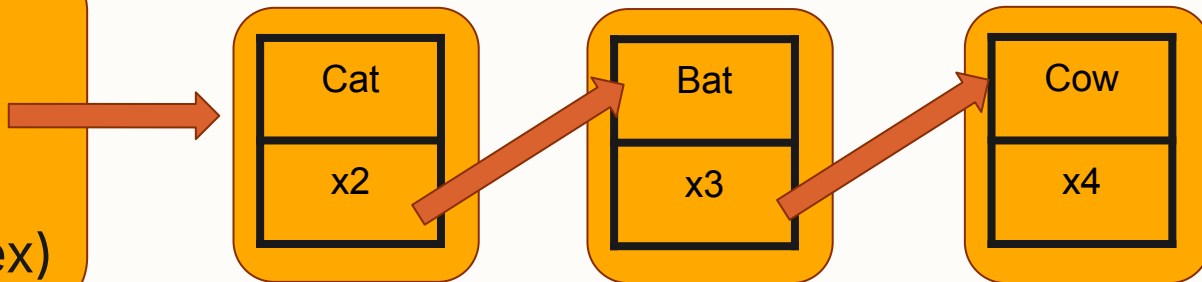
- Wrap this in a class
 - Only knows about the "head"
- Call it a LinkedList

Class LinkedList

private Node head;

public void add()

public void get(index)



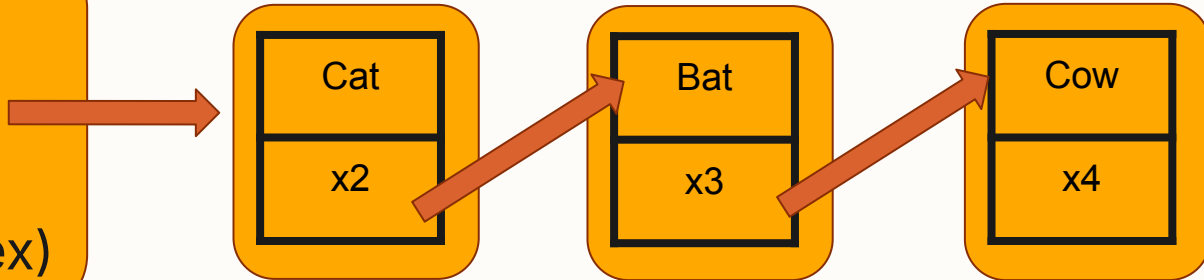


Array and Lists

- Java provides a LinkedList class
 - Extends from List
- Let's make our own

Class LinkedList

```
private Node head;  
public void add()  
public void get(index)
```





Array and Lists

- Why did we do all of that ;-;
 - This is more annoying than arrays to start with
- Let's look at the time it takes to perform some operations
 - `get()`
 - `add()`
 - `insert()` ?





Array and Lists

- Let's program insert() method
- And we can test to see if its faster!
- Next class if time permits
 - I'll write the benchmark most likely
 - Demo that Thursday

