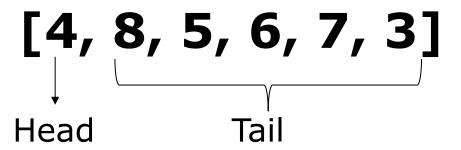
What are Lists

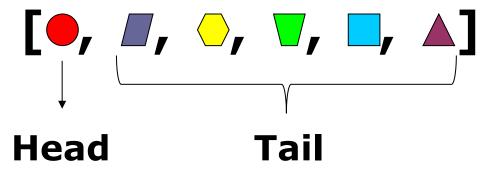
The next Data Structure that we learn is called a **list**.



Operations:

There are many operations on lists. The basic ones are

- Constructing a list from a head and a tail.
- Obtaining the head of a list.
- Obtaining the tail of a list.



Head:

Tail: $[\blacksquare, \bigcirc, \blacktriangledown, \blacksquare, \blacktriangle]$

['a', 'd', 'e', 'b', 's', 'a', 'e']

Head: 'a'

Tail: ['d', 'e', 'b', 's', 'a', 'e']

[4, 5, 8, 9, 7, 6, 3]

Head: 4

Tail: [5, 8, 9, 7, 6, 3]

[4]

Head: 4

Tail: []

Head and Tail of the Empty List

[]

Head: -

Tail: -

Empty List has no head.

Empty List has no tail.

(In fact, Empty List is usually seen as a constant.)

[[1,2], [3,4,8,9], [5,6,7]]

Head: [1,2]

Tail: [[3,4,8,9], [5,6,7]]

['a', [3,4,8,9], **v**, 23]

Head: 'a'

Tail: [[3,4,8,9], **▼**, 23]

[[], [2,3], [1]]

Head: []

Tail: [[2,3], [1]]

[[]]

Head: []

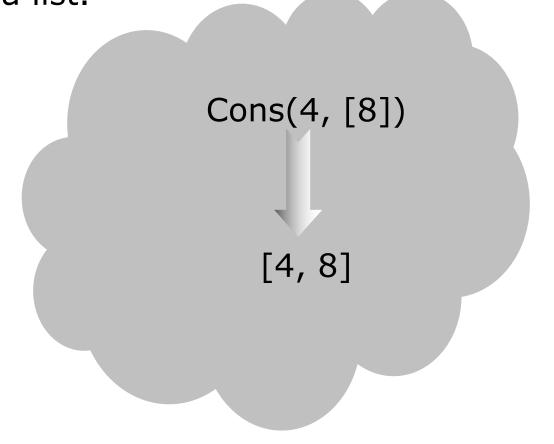
Tail: []

The **list construction** operation constructs a list from a head and a list.

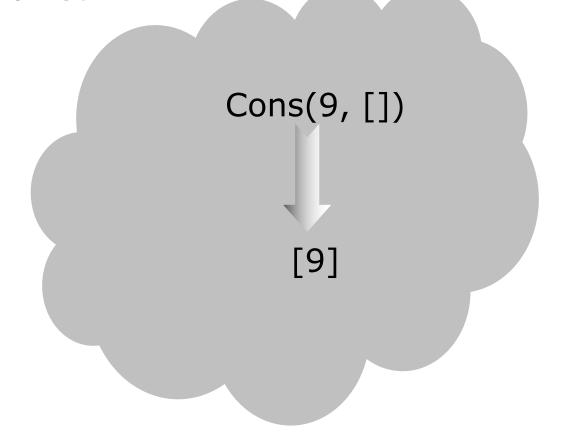
Cons(4, [5, 8, 9, 7, 6, 3])

[4, 5, 8, 9, 7, 6, 3]

The **list construction** operation constructs a list from a head and a list.



The **list construction** operation constructs a list from a head and a list.



The **list construction** operation constructs a **list** from a head and a **list**.

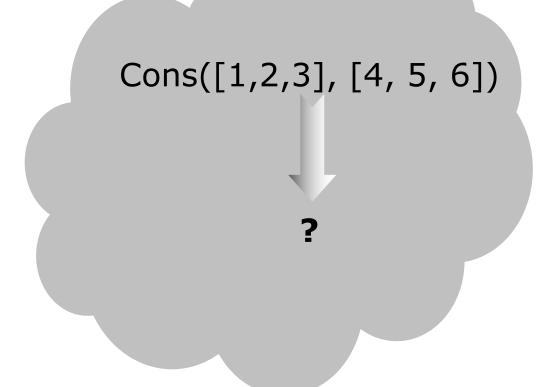
Cons(7, Cons(8, Cons(9, [])))

Cons(7, Cons(8, [9]))

Cons(7, [8, 9])

[7, 8, 9]

The **list construction** operation constructs a new list from a head and a list.



The **list head** operation returns the head of a list.

Head([1, 2, 3, 4, 5, 6])

1

Head is an element.

The **list tail** operation returns the tail of a list.

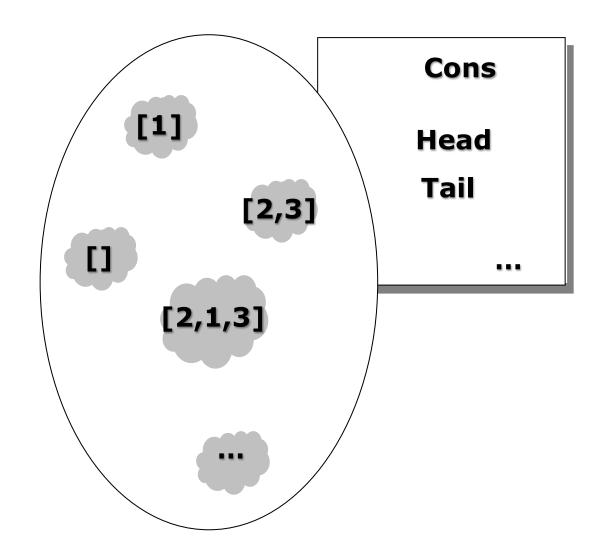
Tail([1, 2, 3, 4, 5, 6])

[2, 3, 4, 5, 6]

Tail is a list.

Defining a List ADT

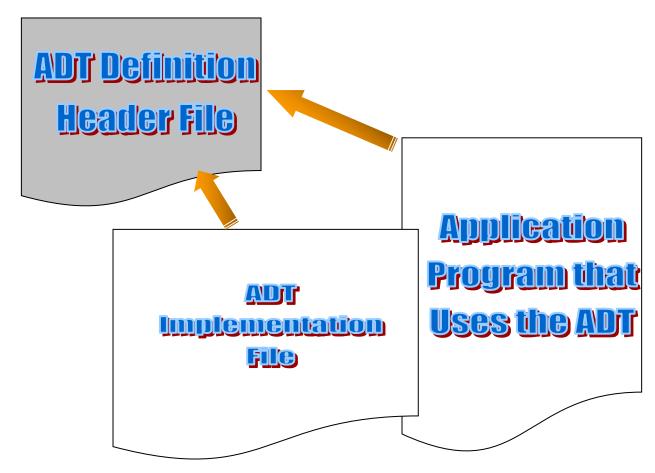
As before, we see that LIST is an Abstract Data Type.



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Defining the Type listADT

We now proceed to do what we should do: to write the file **list.h**.



*

```
* File: list.h
typedef struct listCDT *listADT;
typedef int listElementT;
listADT EmptyList(void);
listADT Cons(listElementT, listADT);
listElementT Head(listADT);
listADT Tail(listADT);
int ListIsEmpty(listADT);
```

Notes

- typedef struct listCDT *listADT;
 As before, this declaration is a must.
- typedef int listElementT; In version 1.0, we only consider list of integers.

```
[]
[1, 2, 3]
[8]
[4, 8, 7, 6]
```

```
/*
 * File: list.h
 */

typedef struct listCDT *listADT;

typedef int listElementT;

listADT EmptyList(void);
listADT Cons(listElementT, listADT);
listElementT Head(listADT);
listADT Tail(listADT);
int ListIsEmpty(listADT);
```

• listADT EmptyList(void);
This returns a new empty list.



listADT Cons(listElementT, listADT);

This constructs a new list from a head and a tail.

```
/*
 * File: list.h
 */

typedef struct listCDT *listADT;

typedef int listElementT;

listADT EmptyList(void);
listADT Cons(listElementT, listADT);
listElementT Head(listADT);
listADT Tail(listADT);
int ListIsEmpty(listADT);
```

[4, 8]

Cons(4, [8])

• listElementT Head(listADT);
This returns the head of a list.

• listADT Tail(listADT);
This returns the tail of a list.

```
/*
 * File: list.h
 */

typedef struct listCDT *listADT;

typedef int listElementT;

listADT EmptyList(void);
listADT Cons(listElementT, listADT);
listElementT Head(listADT);
listADT Tail(listADT);
int ListIsEmpty(listADT);
```

• int ListIsEmpty(listADT);
This returns 1 if the listADT argument is empty, and 0 otherwise.

```
/*
 * File: list.h
 */

typedef struct listCDT *listADT;

typedef int listElementT;

listADT EmptyList(void);
listADT Cons(listElementT, listADT);
listElementT Head(listADT);
listADT Tail(listADT);
int ListIsEmpty(listADT);
```

Assign the empty list ([]) to a list L1.

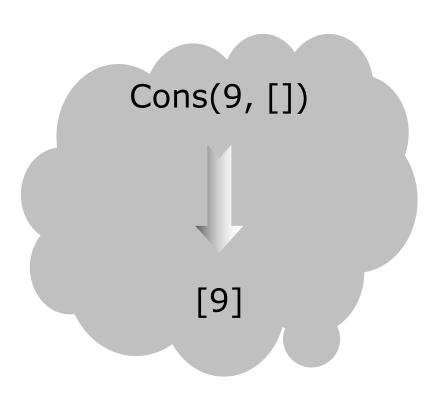
```
listADT L1;
L1 = EmptyList();
```

- What is Head(L1)?
- What is Tail(L1)?
- What is ListIsEmpty(L1)?

Assign the list [9] to a list L1.

```
listADT L1, L2;
L2 = EmptyList();
L1 = Cons(9, L2);
```

- What is Head(L1)?
- What is Tail(L1)?
- What is ListIsEmpty(L1)?

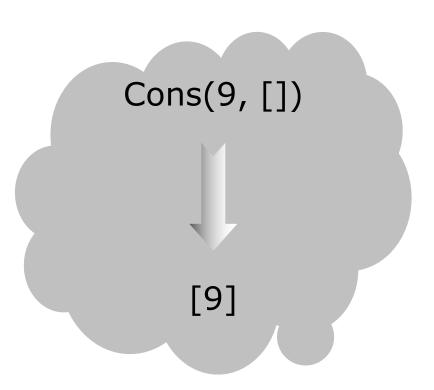


Assign the list [9] to a list L1.

listADT L1, L2;

L1 = Cons(9, EmptyList());

- What is Head(L1)?
- What is Tail(L1)?
- What is ListIsEmpty(L1)?



How about this.

```
listADT L1;
L1 = EmptyList();
L1 = Cons(10, L1);
```

- What is Head(L1)?
- What is Tail(L1)?
- What is ListIsEmpty(L1)?

Assign the list [5, 6, 7] to a list L1.

```
listADT L1, L2, L3;

L3 = Cons(7, EmptyList()); [1]

L2 = Cons(6, L3); [6,7]

L1 = Cons(5, L2); [5,6,7]
```

- What is Head(L1)?
- What is Tail(L1)?
- What is ListIsEmpty(L1)?

```
Assign the list [5, 6, 7] to a list L1.

listADT L1, L2;

L1 = Cons(7, EmptyList());
L2 = Cons(6, L1);
L1 = Cons(5, L2);
```

- What is L1?
- What is L2?

```
Assign the list [5, 6, 7] to a list L1.

listADT L1, L2;

L2 = Cons(6, Cons(7, EmptyList()));
L1 = Cons(5, L2);
L2 = EmptyList();
```

- What is L1?
- What is L2?

```
Assign the list [5, 6, 7] to a list L1.

listADT L1, L2, L3;

L1 = Cons(5, Cons(6, Cons(7, EmptyList())));
```

- What is Head(L1)?
- What is Tail(L1)?
- What is ListIsEmpty(L1)?

```
Assign the list [5, 6, 7] to a list L1.

listADT L1, L2, L3;

L1 = Cons(5, Cons(6, Cons(7, EmptyList())));
```

- What is Head(Tail(L1))?
- What is Tail(Tail(L1))?
- What is ListIsEmpty(Tail(Tail(L1)))?
- What is ListIsEmpty(Tail(Tail(L1))))?