

CSE 12 – Basic Data Structures and Object-Oriented Design

Lecture 22

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Announcements

- Quiz 22 due Friday @ 8am
- Survey 9 due Friday @ 11:59pm
- PA8 due Thursday, March 11 @ 11:59pm

Topics

- Streams
- Questions on Lecture 22?

Stream

Normally used to connect source and your program

source → input stream → program → output stream → destination

Why do we need streams?

Stream vs array

- Streams provide means for our program to input or output data
- What is the major difference between a stream and an array
 - A. stream is faster than arrays
 - B. stream uses less space than arrays
 - C. stream doesn't allow random access while arrays can
 - D. None of the above

Memory Stream

- A stream that stores input or output in a buffer in memory
 - No random access

```
public void write(E data) {  
  
    this.contents[this.back]= data;  
    this.back++;  
}  
  
public E next() {  
    E temp = this.contents[this.front];  
    this.front++;  
    return temp;  
}
```

Initially, front and back are both 0

Whose index is front?

- A. the element to be read
- B. the location to be written into
- C. A and B can be both be true under certain situation

Memory Stream

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 - No random access

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public void write(E data) {  
  
    this.contents[this.back]= data;  
    this.back++;  
}  
  
public E next() {  
    E temp = this.contents[this.front];  
    this.front++;  
    return temp;  
}
```

Initially, front and back are both 0 and the capacity is 5.

Which of the following front/back pairs will result in a buffer overflow for write?

- A. 3/4
- B. 4/5
- C. 3/5
- D. More than one of them
- E. None of the them

Memory Stream

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 - No random access

```
public void write(E data) {  
  
    this.contents[this.back]= data;  
    this.back++;  
}  
  
public E next() {  
    E temp = this.contents[this.front];  
    this.front++;  
    return temp;  
}
```

Initially, front and back are both 0 and the capacity is 5.

Which of the following front/back pairs will result in a buffer underflow for next?

- A. 4/4
- B. 4/3
- C. 2/2
- D. More than one of them
- E. None of the them

Memory Stream

- A stream that stores input or output in a buffer in memory
 - No random access

```
public void write(E data) {  
  
    this.contents[this.back]= data;  
    this.back++;  
}  
  
public E next() {  
    E temp = this.contents[this.front];  
    this.front++;  
    return temp;  
}
```

What data structure is our memory stream similar to?

- A. stack
- B. queue
- C. linked list
- D. BST
- E. None of the above

MemoryStream

- Convert array to circular array list
- How does this impact our implementation of the memory stream