

LIST ADT & LINKED LISTS

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LECTURE # 7

ROADMAP

- List as an ADT
- An Array-Based Implementation of Lists
- Introduction to Linked Lists
- A Pointer-Based Implementation in C++
- Variations of Linked-lists

CONSIDER EVERYDAY LISTS

- Groceries to be purchased
- Job to-do list
- List of assignments for a course
- Can you name some others??

LIST

A ***Flexible*** structure, because can grow and shrink on demand.

Elements can be:

- Inserted
- Accessed
- Deleted

at ***any*** position!

List

A **List** is a sequence of zero or more elements of a given type (say `element_type`)

Represented by a comma-separated sequence of elements:

$$a_1, a_2, \dots, a_n$$

Where,

$n \geq 0$ and each a_i is of type `element_type`.

List

if $n \geq 1$,

a_1 is the ***first*** element

a_n is the ***last*** element

if $n = 0$,

we have an empty list

List

The elements of a list can be **linearly** ordered.

$\Rightarrow a_i$ **precedes** a_{i+1} for $i = 1, 2, 3 \dots n-1$

a_i **follows** a_{i-1} for $i = 2, 3, 4 \dots n$

The element a_i is at **position** i .

PROPERTIES OF LISTS

- Can have a single element
- Can have no elements
- Can be list of lists
- Can be concatenated together.
- Can be split into sub-lists.

LIST AS AN ADT?

- We will look at the list as an abstract data type
 - Homogeneous
 - Finite length?
 - Sequential elements
- Is this information sufficient for defining ADT?

BASIC OPERATIONS

- Construct an empty list
- Determine whether or not empty
- Insert an element into the list
- Delete an element from the list
- Traverse (iterate through) the list to
 - Modify
 - Output
 - Search for a specific value
 - Copy or save
 - Rearrange

Basic Operations

1. **INSERT(x, p, L):** Insert x at position p in list L . If list L has no position p , the result is undefined.
2. **DELETE(p, L):** Delete the element at position p on list L .
3. **MAKENULL(L):** Causes L to become an empty list and returns position $END(L)$.
4. **PRINTLIST(L):** Print the elements of L in order of occurrence.
5. **LOCATE(x, L):** Return the position of x on list L .
6. **RETRIEVE(p, L):** Return the element at position p on list L .

Basic Operations

6. **NEXT(p, L):** Return the position following p on list L .
7. **PREVIOUS(p, L):** Return the position preceding position p on list L .
8. **FIRST(L):** Returns the first position on the list L .

LIST AS A DATA STRUCTURE

- We know the ADT of the list, how to implement it?
- Consider a List class, it should contain at least the following function members
 - Constructor
 - `isEmpty()`
 - `insert()`
 - `delete()`
 - `display()`
- Implementation involves
 - Defining data members
 - Defining function members from design phase

LIST AS A DATA STRUCTURE

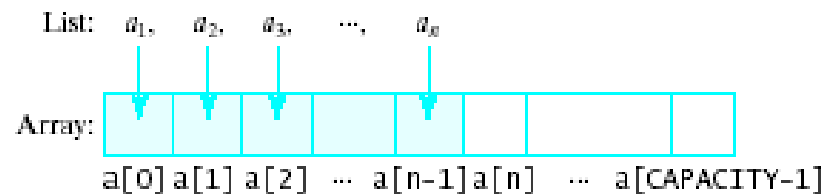
- In terms of implementation, there are two basic approaches
 - Array-Based Implementation of Lists
 - Linked-List using Pointers based implementation of Lists

ARRAY-BASED IMPLEMENTATION OF LISTS



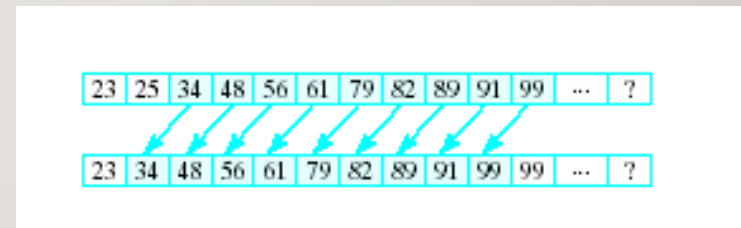
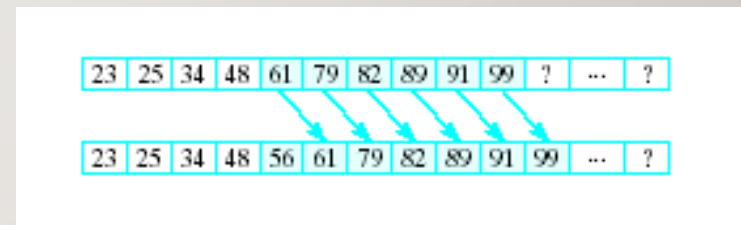
ARRAY-BASED IMPLEMENTATION OF LISTS

- An array is a viable choice for storing list elements
 - Element are sequential
 - It is a commonly available data type
 - Algorithm development is easy
- Normally sequential orderings of list elements match with array indices



IMPLEMENTING OPERATIONS

- Constructor
 - Static array allocated at compile time
- isEmpty
 - Check if size == 0
- Traverse
 - Use a loop from 0th element to **size - 1**
- Insert
 - Shift elements to right of insertion point
- Delete
 - Shift elements back



INEFFICIENCY OF ARRAY-IMPLEMENTED LIST

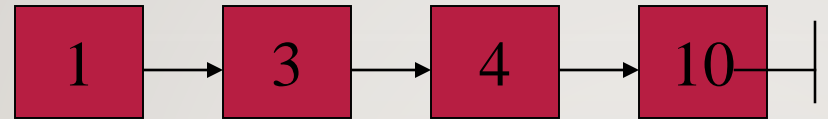
- `Insert()` , `erase()` functions inefficient for *dynamic lists*
 - Those that change frequently
 - Those with many insertions and deletions

So ...

We look for an alternative implementation.



AN ALTERNATIVE IMPLEMENTATION



Need a start link.

start

I	data[I]	next[I]
0	3	6
1	*	*
2	1	0
3	10	-1
4	*	*
5	*	*
6	4	3

How to insert,
delete, and
append?

end

LIST CLASS WITH STATIC ARRAY - PROBLEMS

- Stuck with "one size fits all"
 - Could be wasting space
 - Could run out of space