UnorderedList.java

```
/* Vincent Chan
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 4
   package data structures;
    import java.util.Iterator;
    import java.util.NoSuchElementException;
    import java.util.ConcurrentModificationException;
10
   /*Unordered Linked List
11
     * This is an unordered linked list data structure.
     * It will manage data by adding data to the start
     * or end of the stack. It will not order the objects.
     * Supported Constructors:
17
     * Default
19
     * Supported Insertions:
        Front insertion
20
21
         End insertion
     * Supported Removals:
         Remove first
* Remove by object

25 * Remove by index

26 * Remove by index

27 */

28

29 public class UnorderedList<E> implements Iterable<E>{
30
    /* Functions Included
       * ====PUBLIC====
<u>31</u>
       * Constructor
                             //Ln. 58
       * addFirst(object) //Ln. 64
       * addLast(object) //Ln. 77
       * removeFirst()
                           //Ln. 88
      * find(object)
                            //Ln. 98
37
      * remove(object)
                            //Ln. 108
      * isEmpty()
                            //Ln. 129
      * size()
                            //Ln. 134
40
      * iterator()
                            //Ln. 139
41
     //Variable declarations
     Node<E> head, tail;
      int size;
     long modifyCtr;
     class Node<T> {
       T data;
50
       Node<T> next;
      public Node(T obj) {
         data = obj;
          next = null;
56
57
     } //End Node class
     //Constructors
     public UnorderedList() {
      size = 0;
60
       modifyCtr = 0;
      } //End constructors
```

```
//Add in front of the list
       public void addFirst(E obj) {
         Node<E> newNode = new Node(obj);
         if(isEmpty())
           head = tail = newNode;
         else {
 70
           newNode.next = head;
           head = newNode;
 72
73
         }
         size++;
         modifyCtr++;
 75
76
       } //End addFirst()
       //Add to the back of the list.
       public void addLast(E obj) {
         Node<E> newNode = new Node(obj);
 80
         if(isEmpty())
            head = tail = newNode;
            tail = tail.next = newNode;
         size++;
         modifyCtr++;
       } //End addLast()
       //Remove the first element
       public E removeFirst() {
 90
         if(isEmpty()) return null;
         E temp = head.data;
         head = head.next;
         size--;
         modifyCtr++;
         return temp;
       } //End removeFirst()
       //Find the specified object
       public E find(E obj) {
100
         Node<E> current = head;
         while(current != null)
            if(((Comparable<E>)obj).compareTo(current.data)==0)
              return obj;
            else current = current.next;
         return null;
106
       } //End find()
       //Remove the specified object
109
       public E remove(E obj) {
110
         Node<E> previous = null;
         Node<E> current = head;
         while(current != null)
            if(((Comparable < E >) obj).compareTo(current.data) == 0) {
              if(previous != null)
                previous.next = current.next;
116
117
118
119
              else
                head = current.next;
              size--;
              modifyCtr++;
120
              return current.data;
121
            }
122
123
            else {
              previous = current;
124
              current = current.next;
125
            }
126
127
         return null;
       } //End remove()
128
129
       //Returns true if empty
130
       public boolean isEmpty() {
         return size == 0;
```

```
} //End isEmpty()
133
       //Returns the size
       public int size() {
        return size;
       } //End size()
139
       //Returns an iterator for iteration
140
       public Iterator<E> iterator() {
         return new IteratorHelper();
       } //End iterator()
       class IteratorHelper implements Iterator<E> {
         private long lastMod;
         Node<E> current;
         public IteratorHelper() {
           lastMod = modifyCtr;
<u>150</u>
           current = head;
151
         }
152
153
         public boolean hasNext() {
           return current != null;
<u>156</u>
         public E next() {
           if(lastMod != modifyCtr)
             throw new ConcurrentModificationException();
160
           if(!hasNext())
             throw new NoSuchElementException();
           E data = current.data;
           current = current.next;
           return data;
         }
         public void remove() {
           throw new UnsupportedOperationException();
170
       }
     } //End UnorderedList
```