

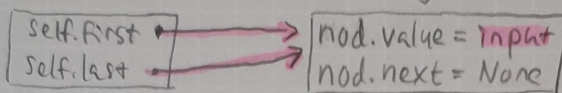
d1 Array-metoder (givet $X \rightarrow [1|5|3]$) *varje punkt*

- Append: $X.append(4) \Rightarrow X \rightarrow [1|5|3|4]$
- Insert: $X.insert(1, 0) \Rightarrow X \rightarrow [0|1|5|3|4]$
- Remove: $X.remove(5) \Rightarrow X \rightarrow [0|1|3|4]$
- Pop: $X.pop(2) \Rightarrow X \rightarrow [0|1|4]$

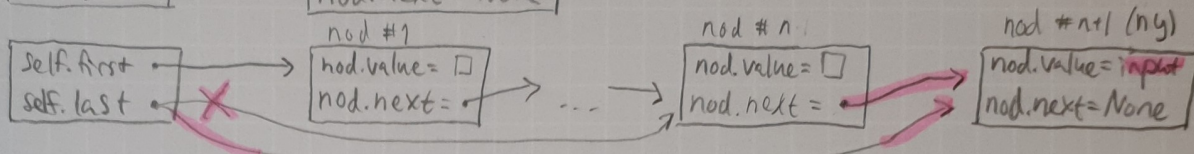
Linked Q

• Enqueue: (det rosa är förändringen som måste implementeras)

- Tom:



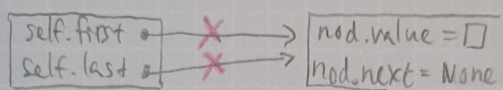
- Ej tom:



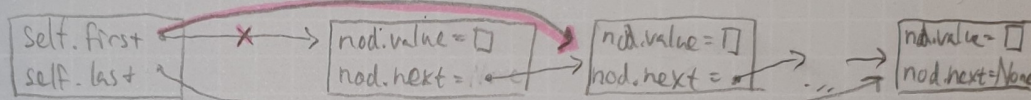
• Dequeue:

- Tom: \Rightarrow None

- En nod



- Flera noder



Minnesbild

Givet klassen LinkedQ och en kö Q med elementen 1, 2, 3, 4, 5 skissar jag en minnesbild då datorn söker fram 3 och raderar denna nod mha remove(3)

Frames

Global frames

Node \square

LinkedQ \square

Q \square

remove

Self \square

input 3

nod \square

Objects

Node class

`__init__` function `__init__(self)`

LinkedQ class

`__init__` function `__init__(self)`

`dequeue` function `dequeue(self)`

`enqueue` function `enqueue(self, input)`

`isEmpty` function `isEmpty(self)`

`remove` function `remove(self, input)`

LinkedQ instance

- LinkedQ - first

- LinkedQ - last

Node instance

next

value 1

Node instance

next

value 2

Node instance

next

value 3

Node instance

next

value 4

Node instance

next None

value 5

①

②

③