

# IMPERATIVE PROGRAMMING HT2018

## SHEET 5

GABRIEL MOISE

### Question 1

```
object Question1
```

```
{
```

```
  var myList : Node = null
```

```
  class Node (var datum : Int, var next : Node)
```

```
  {
```

```
    // (b)
```

```
    override def toString : String =
```

```
    {
```

```
      var str = ""
```

```
      var pos = myList
```

```
      // Invariant I : the string str contains numbers from the head of the list until pos.datum
```

```
      while (pos != null)
```

```
      {
```

```
        if (pos.next != null) str = str + pos.datum + " -> "
```

```
        else str = str + pos.datum // The last element doesn't have a "->"
```

```
        pos = pos.next
```

```
      }
```

```
      // I && pos = null => str contains every number from the list
```

```
      str
```

```
    }
```

```
  // >scala Question1.scala
```

```
  // List is 12 -> 11 -> 10 -> 9 -> 8 -> 7 -> 6 -> 5 -> 4 -> 3 -> 2 -> 1.
```

```
}
```

```
// (c)
```

```
def reverse =
```

```
{
```

```
  // Reversing the order of the linked list by reversing the direction in which the list is linked
```

```
  var prev : Node = null
```

```
  var current = myList
```

```
  var next : Node = null
```

```
// Invariant : the linked list is reversed up to prev
while (current != null)
{
    /* Store next node */
    next = current.next

    /* Change the direction of the current node */
    current.next = prev // the linked list is reversed up to prev.next

    /* Move prev to point to the next node */
    prev = current // the linked list is reversed up to prev && prev = current

    /* Continue the procedure for the next node */
    current = next // I
}

// The invariant holds => current = null and because prev.next = null,
// the list is fully reversed, therefore we begin the list from prev:
myList = prev
}
```

```
def main (args: Array[String]) =
{
    // (a) Here, we add each element to the head of myList
    for (i <- 1 to 12) myList = new Node(i,myList)

    // (c)
    //reverse
    println("List is "+myList.toString+".")

    // >scala Question1.scala
    // List is 1 -> 2 -> 3 -> 4 -> 5 -> 6 -> 7 -> 8 -> 9 -> 10 -> 11 -> 12.
}
}
```

## Question 2

```
/** Add the maplet name -> number to the mapping */

def store (name: String, number: String) =
{
    val n = find(name)

    if (n.next == null) // store the name at the end of the list
        n.next = new Node (name, number, null)
```

```

else n.next.number = number // modify the number associated to the found name
}

```

### Question 3

// Representing the phone book using a linked list with a dummy header and keeping the names in alphabetical order

// Abstraction function :  $book = \{(n.name \rightarrow n.number) \mid n \text{ is in } L(list.next)\}$ , where  $L(a,b) = []$  if  $a=b$  and  $L(a,b) = a : L(a.next,b)$ , otherwise. Also,  $L(a) = L(a,null)$  as an abbreviation (from the lecture)

// DTI :  $L(list.next)$  is finite, and the names are distinct and sorted alphabetically

class LinkListHeaderBookOrd extends Book

```

{

```

```

    private class Node (var name : String, var number : String, var next: Node)

```

```

    private var list = new Node ("?", "?", null)

```

// list represents the mapping composed of  $(n.name \rightarrow n.number)$  maplets,

// when  $n$  is a node reached by following 1 or more next references and

// the names in list are sorted alphabetically.

/\*\* Return the node before the one containing name.

\* Post:  $book = book\_0$  && returns  $n$  s.t.  $n$  in  $L(list)$  &&

\*  $(n.next.name=name \text{ or } n.next=null \text{ if no such Node exists})$ \*/

// Since we cannot use binary search on a linked list (we can, but it is slightly more inefficient than the usual finding method in  $O(n)$ ), we will stick to a usual linear search

```

    private def find (name: String) : Node =

```

```

    {

```

```

        var n = list

```

// Invariant: name does not appear in the nodes up to and including  $n$ ; we suppose that "?" will never be introduced as a name in the phone book

```

        // i.e., for all  $n1$  in  $L(list.next, n.next)$ ,  $n1.name \neq name$ 

```

```

        while (n.next != null && n.next.name != name) n = n.next

```

```

        n

```

```

    }

```

/\*\* Is name in the book?

\* Post:  $book = book\_0$  && returns if we found  $n$  such that  $n.next.name = name$  \*/

```

    def isInBook(name: String): Boolean = find(name).next != null

```

/\*\* Return the number stored against name \*/

```

def recall(name: String) : String = {

    val n = find(name); assert(n.next != null); n.next.number

}

/** Add the maplet name -> number to the mapping maintaining the alphabetical order */

def store (name : String, number : String) =

{

    val n = find(name) // We have n.next.name = name or n.next = null

    // If the name we want to add is not in the list, we must add it in the correct place to maintain the DTI

    if (n.next == null)

    {

        // We will search for the position of where the name should be put so that we maintain the DTI

        var prev = list

        var current = list.next

        // We will consider that "?" is smaller than any name we would want to add

        // Invariant I : name is bigger than every name up to, but not including current.name && current = prev.next

        while ((current != null) && (name > current.name))

        {

            prev = prev.next

            current = current.next

        }

        // From the invariant, we know that name is bigger than every name up to, but not including the current node, so we should put the name in
a node that will be introduced between prev and current.

        var n1 = new Node (name, number, current)

        prev.next = n1

    }

    else n.next.number = number

    // Finding the node that have node.next.name = name and then skipping node.next

def delete (name : String) : Boolean =

{

    val n = find(name)

    if (n.next != null) {n.next = n.next.next ; true}

    else false

}

}

```

## Question 4

/\*

(a)

The expected amount of work done by a recall function is  $E$ , given by the formula sum from  $i=0$  to  $(n-1)$  of  $\text{work}(i) * p(i)$ , where  $\text{work}(i)$  is the number of operations needed to reach the  $i^{\text{th}}$  node of the linked list, which, in our case of a linear algorithm of searching, will be  $(i+1)$  and  $p(i)$  is the probability that the  $i^{\text{th}}$  name would be recalled. Also, we have to add to  $E$  the work needed in the case when we recall a name that doesn't exist in the list, and that is  $w(\text{none}) = n$  and the probability to recall such a name,  $q = 1 - (p(0) + p(1) + \dots + p(n-1))$

Therefore, we have  $E = p(0) + 2*p(1) + 3*p(2) + \dots + (n-1)*p(n-2) + n*p(n-1) + n*q$ , which would obviously be minimized when  $p(0) \geq p(1) \geq \dots \geq p(n-1)$ .

\*/

// (b)

// The interface to the phone book

// When a name is recalled, we search for it, and then we save its data separately, create a new node that will be put at the head of the list, and then the node where we found the name will be deleted.

// Abstraction function :  $\text{book} = \{(n.\text{name} \rightarrow n.\text{number}) \mid n \text{ is in } L(\text{list.next})\}$ , where  $L(a,b) = []$  if  $a=b$  and  $L(a,b) = a : L(a.\text{next},b)$ , otherwise. Also,  $L(a) = L(a,null)$  as an abbreviation (from the lecture)

// DTI :  $L(\text{list.next})$  is finite, the names are distinct and sorted according to the "most recently used" rule (the last recalled is at the head of the list)

```
class LinkedListProbabilityBook extends Book{
```

```
  private var list = new LinkedListProbabilityBook.Node("?", "?", null)
```

```
  private def find(name:String) : LinkedListProbabilityBook.Node = {
```

```
    var n = list
```

```
    while(n.next != null && n.next.name != name) n = n.next
```

```
    n
```

```
  }
```

```
  def isInBook(name: String): Boolean = find(name).next != null
```

```
  // When we recall name, we move the node which contains it to the head of the list
```

```
  def recall(name: String) : String = {
```

```
    val n = find(name);
```

```
    require (n.next != null)
```

```
    // Preserving the recalled number
```

```
    val number = n.next.number
```

```
    // Deleting the node from the current position
```

```
    n.next = n.next.next
```

```
// Adding the node to the head of the list

list.name = name; list.number = number

list = new LinkedListProbabilityBook.Node("?", "?", list)

// Returning the desired number

return number

}
```

```
/** Add the maplet name -> number to the mapping */

def store(name: String, number: String) = {

  val n = find(name)

  if(n.next == null){ // store new info in current list header

    list.name = name; list.number = number

    list = new LinkedListProbabilityBook.Node("?", "?", list)

  }

  else n.next.number = number

}
```

```
/** Delete the number stored against name (if it exists);

 * return true if the name existed. */

def delete(name: String) : Boolean = {

  val n = find(name)

  if(n.next != null){ n.next = n.next.next; true }

  else false

}

}
```

```
// Companion object

object LinkedListProbabilityBook{

  private class Node(var name:String, var number:String, var next:Node)

}
```

## Question 5

```
class ArrayQueue extends Queue[Int]

{

  val MAX = 100 // max number of pieces of data

  // The implementation using a "circular array"

  // Abstraction function : queue = data [head..(out+In)) if out+In < MAX
```

```
//          queue = data [head..MAX) ++ [0..(head+ln)%MAX) if out+ln>=MAX

// DT1 : 0 <= ln <= MAX  var data = new Array [Int] (MAX)


var head = 0 // where the queue begins

var ln = 0 // the length of the queue


// If ln < MAX, then we can add x in data()(head+ln)%MAX) and then increase ln by 1, but if we get to ln = MAX, then the queue is full, so we
cannot add more elements to it

def enqueue (x : Int) =

{

  require (ln < MAX) // or we can say require (!isFull)

  data((head+ln)%MAX) = x

  ln = ln + 1

}


// The head of the list is data(head) if the list is not empty, and it doesn't exist if ln = 0

def dequeue : Int =

{

  require (ln > 0) // or we can say require (!isEmpty)

  val result = data(head)

  head = (head + 1) % MAX

  ln = ln - 1

  result

}


// The queue is empty if ln = 0, therefore we have no elements in the queue

def isEmpty : Boolean = (ln == 0)


// The queue is full when we get to ln = MAX, therefore we reached the maximum size allowed for the queue

def isFull : Boolean = (ln == MAX)

}
```

## Question 6

```
class IntQueue

{

  // Abstraction function : queue = L(list.next), L(null) = {}, L(x) = x.datum:L(x.next)

  // DT1 : L(list.next) is finite and ends in end

}
```

```
private type Node = IntQueue.Node
```

```
private def Node(datum:Int, next:Node) = new IntQueue.Node(datum,next)
```

```
private var list = Node(0,null)
```

```
private var end = Node(0,null)
```

```
list.next = end
```

```
// Instead of the dummy end we place the new node and we create a new dummy end afterwards, updating end
```

```
def enqueue (x : Int) =
```

```
{  
    end.datum = x  
    end.next = Node(0,null)  
    end = end.next  
}
```

```
// First, we need that the queue is not empty, which happens when isEmpty = true. Then, if not, we keep the data of the first node after the dummy header, and then we delete it.
```

```
def dequeue : Int =
```

```
{  
    require (! isEmpty)  
    var result = list.next.datum  
    list.next = list.next.next  
    result  
}
```

```
// The queue is empty if we have list.next = end
```

```
def isEmpty : Boolean = (list.next == end)
```

```
}
```

```
// Companion object
```

```
object IntQueue{
```

```
    private class Node(var datum:Int, var next:Node)
```

```
}
```



## Question 7

```
class DoubleEndedQueue
{
  // Abstraction function : queue = L(list.next), L(null) = {}, L(x) = x.datum:L(x.next)
  // DTI: L(list.next) is finite and ends in end (we do not count the dummy end)

  private type Node = DoubleEndedQueue.Node
  private def Node(datum:Int, prev:Node, next:Node) = new DoubleEndedQueue.Node(datum,prev,next)

  private var list = Node (0,null,null)
  private var end = Node (0,null,null)

  list.next = end
  end.prev = list

  // state : s: seq Int
  // init : s = {}

  /** Is the queue empty? */
  // Post: list = list_0 && return list.next == end
  def isEmpty : Boolean = (list.next == end)

  /** add x to the start of the queue. */
  // Post : list = x : list_0
  def addLeft(x:Int) =
  {
    list.datum = x
    list.prev = Node(0,null,list)
    list = list.prev
  }

  /** get and remove element from the start of the queue. */
  // Pre : list is non-empty
  // Post : list = tail list_0 && return head list_0
  def getLeft : Int =
  {
    require (! isEmpty)
```

```

    var result = list.next.datum

    list.next = list.next.next

    list.next.prev = list

    result
}

/** add element to the end of the queue. */
// Post : list = list_0 ++ [x]
def addRight(x: Int) =
{
    end.datum = x
    end.next = Node (0,end,null)
    end = end.next
}

/** get and remove element from the end of the queue. */
// Pre : list is non-empty
// Post : list = init list_0 && return last list_0
def getRight : Int =
{
    require (! isEmpty)

    var result = end.prev.datum

    end.prev = end.prev.prev
    end.prev.next = end

    result
}
}

// Companion object
object DoubleEndedQueue{
    private class Node(var datum:Int, var prev:Node, var next:Node)
}

```