

## ADT List

### Domain:

$L = \{ l \mid l \text{ is a list with elements of type } TElem, \text{ each element having a unique position of type } TPosition \text{ in } l \}$

### Operations:

- **init(l)**  
*pre:* true  
*post:*  $l \in L, l = \phi$
- **element(l, p, e)**  
*pre:*  $l \in L, p \in TPosition, valid(p)$   
*post:*  
 $e \in TElem$   
 $e = \text{the element on position } p \text{ in } l$   
@throws exception if  $p$  is not valid
- **position(l, e)**  
*pre:*  $l \in L, e \in TElem$   
*post:*  
$$p = \begin{cases} \text{position} \leftarrow p \in TPosition, \\ \text{first position of } e \text{ from } l, \\ \text{if } e \in l \\ \perp, \text{otherwise} \end{cases}$$
- **modify(l, p, e)**  
*pre:*  $l \in L, p \in TPosition, valid(p), e \in TElem$   
*post:* the element from position  $p$  from  $l'$  =  $e$   
@ throws exception if  $p$  is not valid
- **addFirst(l, e)**  
*pre:*  $l \in L, e \in TElem$   
*post:*  $e$  was added to the beginning of  $l$
- **addEnd(l, e)**  
*pre:*  $l \in L, e \in TElem$   
*post:*  $e$  was added to the end of  $l$
- **addAfter(l, p, e)**  
*pre:*  
 $l \in L, p \in TPosition, valid(p), e \in TElem$   
*post:*  $e$  was inserted in  $l'$  after position  $p$   
@throws exception if  $p$  is not valid
- **addBefore(l, p, e)**  
*pre:*  
 $l \in L, p \in TPosition, valid(p), e \in TElem$   
*post:*  $e$  was inserted in  $l'$  before position  $p$   
@ throws exception if  $p$  is not valid
- **remove(l, p, e)**  
*pre:*  $l \in L, p \in TPosition, valid(p)$   
*post:*  $e \in TElem$ , element  $e$  from position  $p$  was removed from  $l'$ .  
@ throws exception if  $p$  is not valid
- **search(l, e)**  
*pre:*  $l \in L, e \in TElem$   
*post:*  $search = \begin{cases} \text{true, if } e \text{ is in } l \\ \text{false, otherwise} \end{cases}$
- **isEmpty(l)**  
*pre:*  $l \in L$   
*post:*  $isEmpty = \begin{cases} \text{true, if } l = \phi \\ \text{false, otherwise} \end{cases}$
- **size(l)**  
*pre:*  $l \in L$   
*post:*  $size = n, n \in Natural$   
 $n = \text{the number of elements of } l$
- **destroy(l)**  
*pre:*  $l \in L$   
*post:*  $l$  was “destroyed” (allocated memory was freed)
- **iterator(l, it)**  
*pre:*  $l \in L$   
*post:*  $it \in I$ ,  $it$  is an iterator on list  $l$

## ADT Sorted MultiMap

### Domain

$SMM = \{smm \mid smm \text{ is a Sorted Multimap with pairs } TKey, TValue, \text{ where we can define a relation } R \text{ on the set of all possible keys}\}$

### Operations:

- **init(smm, R)**  
*pre:*  $R$  – relation on the set of all possible keys  
*post:*  $smm \in SMM, smm = \phi$
- **destroy(smm)**  
*pre:*  $smm \in SMM$   
*post:*  $smm$  was destroyed (allocated memory was freed)
- **add(smm, k, v)** – can be called put or insert  
*pre:*  $smm \in SMM, k \in TKey, v \in TValue$   
*post:* the pair  $\langle k, v \rangle$  was added into  $smm$ .
- **remove(smm, k, v)**  
*pre:*  $smm \in SMM, k \in TKey, v \in TValue$   
*post:* the pair  $\langle k, v \rangle$  was deleted from  $smm$  (if it was in  $smm$ ).
- **search(smm, k, l)**  
*pre:*  $smm \in SMM, k \in TKey$   
 $l \in L,$   
*post:*  $\rightarrow \begin{cases} \text{true and } l \text{ is the list of values associated with } c, \\ \text{if } c \text{ is in } smm \\ \text{false and } l = \phi, \text{ otherwise} \end{cases}$
- **iterator(smm, it)**  
*pre:*  $smm \in SMM$   
*post:*  $it \in I$ , it is an iterator over  $smm$

Other possible operations:

- **keySet(smm, m)**  
*pre:*  $smm \in SMM$   
*post:*  $m \in M$ ,  $m$  is the set of all keys from  $smm$
- **valueBag(smm, b)**  
*pre:*  $smm \in SMM$   
*post:*  $b \in B$ ,  $b$  is the collection of all values from  $smm$