

## Singly Linked List 3

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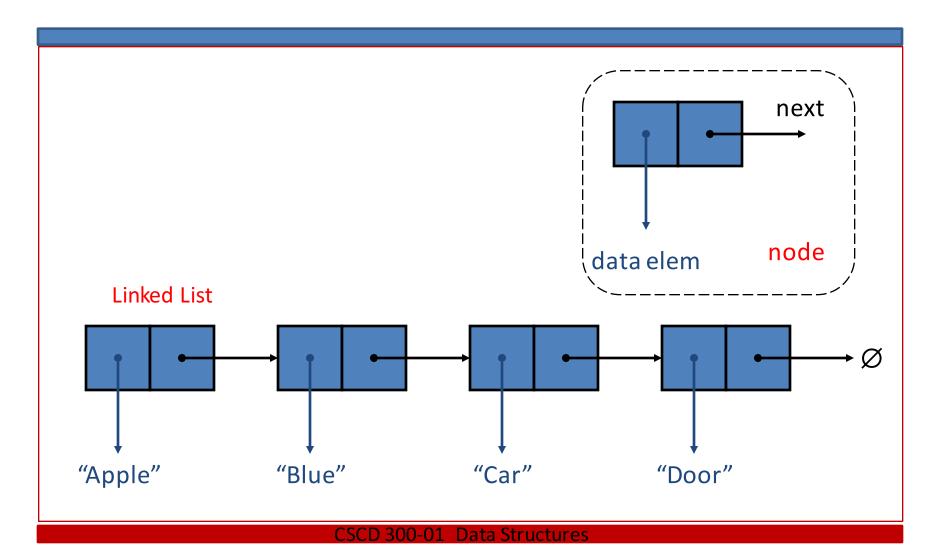


#### Review

- Concept of Singly Linked List
- How to implement it?
  - LinkdList Class
  - Inner Node Class
  - addFirst()
  - addLast()
  - remove(index)



# Concept of Singly Linked List





```
public class LinkedList implements Iterable<Object> {
    private class Node {
        private Object data;
        private Node next;
        private Node( Object data, Node next ) {
              this.data=data;
             this.next = next;
        private Node( Object data ) {
             this(data, null);
        private Node() {} // Can we leave out this empty constructor?
    }//end of node
    private Node head;
    private int size;
    //....to be continued on next page
```



## **Today Class**

- More operation on LinkedList
  - toString()
  - Remove(Object obj)



```
public LinkedList() {
      this.head = null;
      this.size = 0;
public String toString() {
   String result = "";
   //walk through the list
   //explain how cur changes,
   for ( Node cur = this.head; _____; cur = cur.next ) {
     result += cur.data + ",\n";
   return result;
```



#### Remove data element

- public boolean remove (Object dataToRemove)
- We have to go through each list node to check whether the data in the current node equals to the dataToRemove or not.
  - We need a loop to do this.
- The loops stops at the node if we find one.
- Otherwise, the iterator goes through all nodes and reach the end of the list, the walker reference variable becomes null.



#### Remove data element

- public boolean remove (Object dataToRemove)
- At least several cases to handle
  - If the target dataToRemove is not found in the list. (edge case)
  - If the first list node contains the target data that we like to delete.(edge case)
  - The target node is in the middle of the list, or is the last node in the list. (normal case)





```
public boolean remove ( Object dataToRemove ) {
       if( isEmpty() || dataToRemove == null)
            return false;
        Node cur = this.head, prev = null;
       while ( cur != null &&! cur.data.equals(dataToRemove)
            prev = cur;
            cur = cur.next;
           cur == null
                          )// not existing
           return false;
       //edge case
             prev == null
                             ) //remove from front
            this.head = this.head.next;
            this.size --;
            return true;
        prev.next = cur.next;
       this.size --;
       return true;
```



```
public boolean remove ( Object dataToRemove ) {
       if( isEmpty() || dataToRemove == null)
            return false;
        Node cur = this.head, prev = null;
       while ( cur != null &&! cur.data.equals(dataToRemove)
                                                                          What if we forget
            prev = cur;
                                                                         to handle this edge
            cur = cur.next;
                                                                               case?
                              not existing
        //edge case
             prev == null
                              //remove from front
            this.head = this.head.next;
            this.size --;
            return true;
       prev.next = cur.next;
       this.size --;
       return true;
```



```
public boolean remove ( Object dataToRemove ) {
       if( isEmpty() || dataToRemove == null)
            return false;
        Node cur = this.head, prev = null;
       while ( cur != null &&! cur.data.equals(dataToRemove) )
            prev = cur;
                                                                           What if we forget
            cur = cur.next;
                                                                          to handle this edge
                                                                                 case?
       if( cur == null ) // not existing
            return false;
                                      ve from front
        prev.next = cur.next;
       this.size --;
       return true;
```



```
public boolean removeAll ( Object dataToRemove ) {
   if( isEmpty() || dataToRemove == null )
             return false;
   Node cur = this.head, prev = null;
   boolean deleted = false;
   while (cur!= null) {
        if(cur.data.equals(dataToRemove)) {
             if(cur == this.head) {
                 this.head = this.head.next;
             else {
                 prev.next = cur.next;
             cur = cur.next;
             this.size --;
             deleted = true;
        else {
             prev = cur;
             cur = cur.next;
  }//end of while
   return deleted;
```



### Summary

- toString()
- Remove first occurrance of a data element from linked list.
- Remove all occurrence of a data element.



#### Next class

- List Iterator
- List with Dummy Node( aka head node )