

- Abstract Data Types = contain the list of operations and data structures (containers)
- Data Structures = implementation of the container;
- Containers = something that holds data

BAG (multiset) - ADT

- allows duplicates;
- doesn't care about order or positions. (informally)

T_{Elem} - the type of the elements it contains

$B = \{ b \mid b \text{ is a bag with elements of type } T_{Elem} \}$

$i = \{ i \mid i \text{ is an iterator over elements of a bag} \}$

$init(b);$

preconditions: -

postconditions: $b \in B$, b is empty

$add(b, e);$

preconditions: e is of type T_{Elem} , $b \in B$

postconditions: $b' \in B$, $b' = b \cup \{e\}$

$remove(b, e);$

preconditions: e is of type T_{Elem} , $b \in B$

postconditions: $\begin{cases} b' \in B, b' = b \cup \{e\}, \text{remove} \leftarrow \text{true}, \text{ if } e \in b \\ \text{remove} \leftarrow \text{false}, \text{ if } e \notin b \end{cases}$

$search(b, e);$

preconditions: e is of type T_{Elem} , $b \in B$

postconditions: $\begin{cases} \text{search} \leftarrow \text{true}, \text{ if } e \in b \\ \text{search} \leftarrow \text{false}, \text{ if } e \notin b \end{cases}$

destroy(b);

preconditions: $b \in B$

postconditions: b is destroyed

size(b);

preconditions: $b \in B$

postconditions: $\text{size} \leftarrow$ number of elements in b

iterator(b, i);

preconditions: $b \in B$

postconditions: $i \in I$, i is an iterator over b

number-of-occurrences(b, e);

preconditions: e is of type $TElem$, $b \in B$

postconditions: $\text{number-of-occurrences} \leftarrow$ number of times e appears in b

ITERATOR:

init(i, b);

preconditions: $b \in B$

postconditions: $i \in I$, i is an iterator over b , i refers to the first element in b or is invalid if b is empty

next(i, b);

preconditions: $i \in I$, i is valid

postconditions: $\left\{ \begin{array}{l} i' \in I, i' \text{ refers to the next element referred by } i \\ \text{throws error if } i \text{ is not valid (exception)} \\ i' \text{ is invalid, if } i \text{ referred to the last element} \end{array} \right.$

get-current(i, e);

preconditions: $i \in I$, i is valid

postconditions: $\left\{ \begin{array}{l} e \text{ is of type } TElem, e \text{ is the element } i \text{ refers to} \\ \text{if } i \text{ is not valid} \end{array} \right.$

| throws exception of error if i is not valid.

`valid(i);`
preconditions: $i \in \hat{I}$
postconditions: $\begin{cases} \text{valid} \leftarrow \text{true}, \text{ if } i \text{ refers to a valid element} \\ \text{valid} \leftarrow \text{false}, \text{ otherwise.} \end{cases}$

`destroy(i);`
preconditions: $i \in \hat{I}$
postconditions: i is destroyed

`first(i, b);`
preconditions: $i \in \hat{I}$
postconditions: $\begin{cases} i' \in \hat{I}, i' \text{ refers to the first element} \\ i' \text{ is invalid, if } b \text{ is empty} \end{cases}$

Data Structure : Dynamic Array

3	2	4	2	3	3
---	---	---	---	---	---

$\left\{ \begin{array}{l} \text{[3 | 2 | 4]} \\ \text{[3 | 2 | 1]} \end{array} \right.$

(3, 3)	(2, 2)	(4, 1)
--------	--------	--------

[] (lists in Python) - dynamic arrays
Implementation (list of pairs (element, frequency of element)):

class Bag:

def __init__(self):

```

    self.__data = L,

def add(self, e):
    for p in self.__data:
        if p[0] == e:
            p[1] += 1
        else:
            self.__data.append([e, 1])

def remove(self, e):
    for p in self.__data:
        if p[0] == e:
            if p[1] > 1:
                p[1] -= 1
            else:
                del p # inefficient
    return true

return false

```

```

class BagIterator:
    def __init__(self, b):
        self.__b = b
        self.__i = 0
        self.__j = 0

```