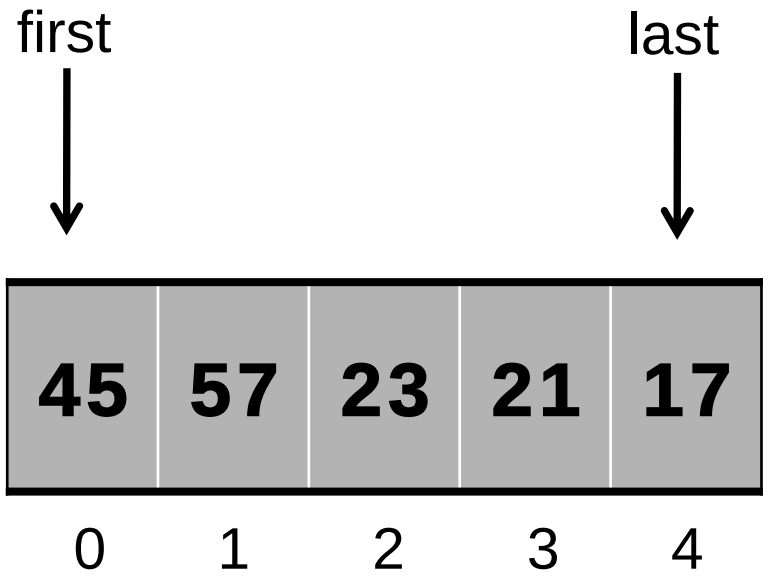
Implementing ADTs

Abstract Data Types

List

Interface:

```
void append(int x)
void prepend(int x)
void put(int x, int slot)
void remove(int x)
int getFirst()
int getLast()
int get(int slot)
boolean isEmpty()
```



```
public class FixedLengthList{

    final int MAXSIZE = 100;
    int[] m_list= new int[100];
    int lastElement= -1;

    // Add new key to the list
    void append(int key){
        lastElement++;
        m_list[lastElement] = key;
    }

    // Search the list
    boolean contains(int key){
        // Linear search
        for (int i=0; i<=lastElement; i++){
            if (m_list[i] == key) return true;
        }
        return false;
    }
```

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```

```
public class FixedLengthList{
        final int MAXSIZE = 100;
        int[] m_list= new int[100];
        int lastElement= -1;

        // Add new key to list
        void append(int key) {
            if (lastElement<MAXSIZE-1) {
                lastElement++;
                m_list[lastElement] = key;
            }
            else {
                System.out.println("Error: overfull list.");
            }
        }
        // Search list
        boolean contains(int key){
            // Linear search
            for (int i=0; i<=lastElement; i++){
                if (m_list[i] == key) return true;
            }
            return false;
        }
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        }
        // Search list
        boolean contains(int key) {
            // Linear search
            for (int i=0; i<=lastElement; i++){
                if (m_list[i] == key) return true;
            }
            return false;
        }
```

```
// Remove key in specified slot
public void remove(int elementNumber){

    // Do error checking
    ...

    // Move every item over by one
    for (int i=elementNumber; i<lastElement; i++){
        m_list[i] = m_list[i+1];
    }

    // Decrement lastElement and return
    lastElement--;
    return;
}
```

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void append(int x)
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void remove(int x)
int getFirst()
int getLast()
int get(int slot)
boolean isEmpty()
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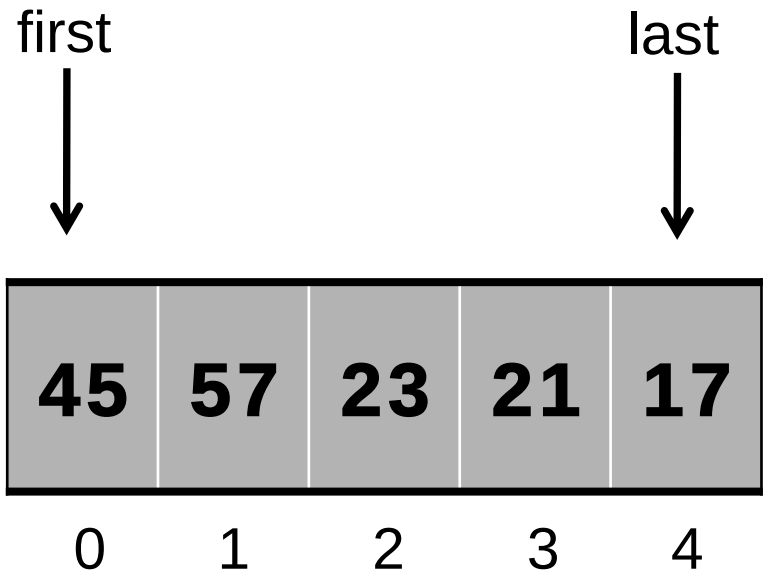
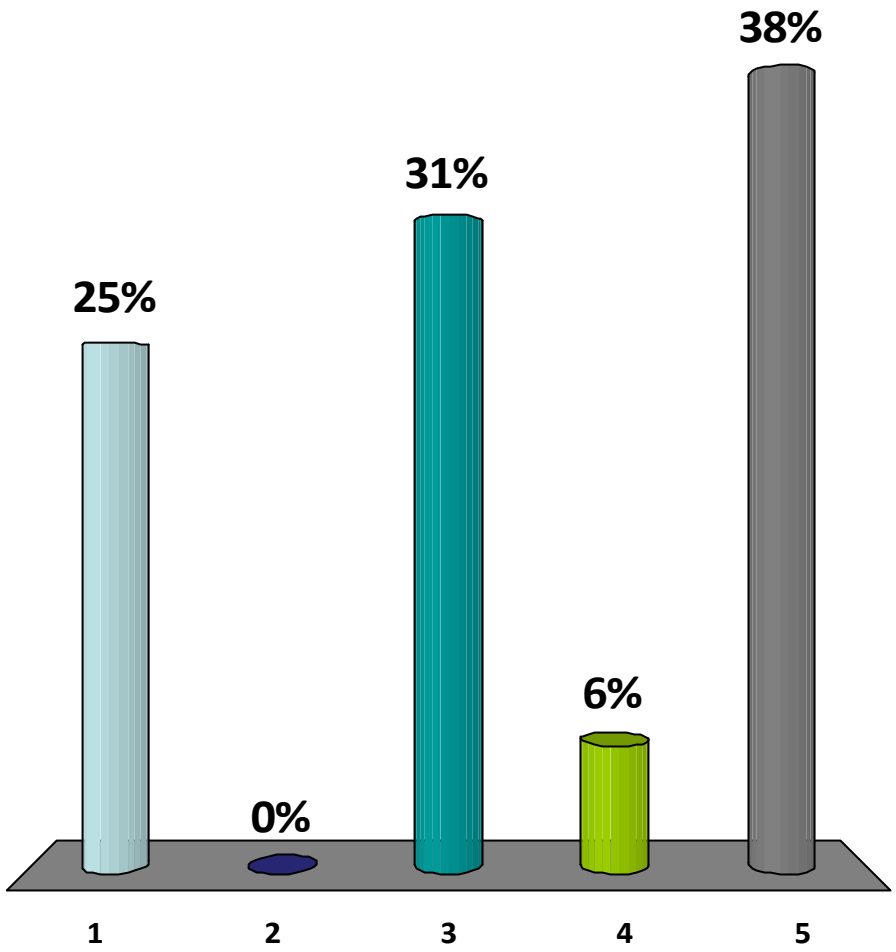


What is the cost of adding an item to the beginning of the list in this implementation?

1. O(log n)
2. ✓ O(n)
3. O(n log n)
4. $O(n^2)$
5. $O(2^n)$



Implementing a Stack

Stack (of integers) :

```
class Stack{
    int[1000] stackArray;
    int top = 0;
```

```
boolean empty()
    return (top==0);
```

```
void push(int x)
    top++;
    stackArray[top] = x;
```

```
int pop()
    int i = stackArray[top];
    top--;
    return i;
```

Implementing a Stack

Stack (of integers) :

```
class Stack{
    int[1000] stackArray;
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```

```
boolean empty()
   return (top==0);
```

```
void push(int x)
   top++;
   stackArray[top] = x;
```

What if stack is empty?

```
int pop()
   int i = stackArray[top];
   top--;
   return i;
```

Implementing a Stack

Stack (of integers) :

What if stack has 1001 elements?

```
class Stack{
   int[1000] stackArray;
   int top =0;
```

```
boolean empty()
   return (top==0);
```

```
void push(int x)
   top++;
   stackArray[top] = x;
```

```
int pop()
   int i= stackArray[top];
   top--;
   return i;
```

Implementing a Queue…

Queue

Interface:

- void enqueue(element x)
- element dequeue()

Exercise…