Linked List Solutions

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Defining the `Node` class is straightforward.

```
class Node {
public:
    Node(double val, Node *next):
        val_(val), next_(next) { }
    double val_;
    Node *next_;
};
```

The explicitly defined constructor simplifies the code in the `LinkedList` class, which is given below.

```
class LinkedList {
public:
    LinkedList():
        head_(NULL), size_(0) { }

    double head() const { return head_->val_; }

    int size() const { return size_; }

    void insert(double val) {
        Node *new_node  = new Node(val, head_);
        head_           = new_node;
        size_++;
    }

    void remove() {
        Node* temp  = head_;
        head_       = head_->next_;
        delete temp;
        size_--;
    }

    void print() const {
        Node *ptr = head_;
        while(ptr != NULL) {
            Rcpp::Rcout << ptr->val_ << " ";
            ptr = ptr->next_;
        }
        Rcpp::Rcout << std::endl;
    }

private:
    Node *head_;
    int size_;
```

```
};
```

This linked list object is initialised to an empty list, whereby `head_` is a null pointer. We have provided a simple accessor `LinkedList::head()` to the data of the node pointed to by `head_`. **This method is unsafe**: if called when `head_` is null, it will lead to a segfault. We do not implement validation here, and instead do this at the R level. We assume the class is used by a competent developer (you), and not by the end user. Similarly, `LinkedList::Remove()` is unsafe for the same reasons (check the code).

Exposing this class to R using Rcpp modules is straightforward. Consider the code below.

```
RCPP_MODULE(LinkedList_module) {
    Rcpp::class_<LinkedList>("LinkedList")

    .constructor()
    .method("insert", &LinkedList::insert, "Adds a double value to the list.")
    .method("remove", &LinkedList::remove, "Deletes current head of the list.")
    .method("head", &LinkedList::head, "Returns value of the head node of the list.")
    .method("print", &LinkedList::print, "Simple printing of all values in the list")
    .method("size", &LinkedList::size, "Returns total number of elements in the list.")
    ;
}
```

This defines an R class, which will be called "LinkedList" in R. It also defines an S4 class called "Rcpp_LinkedList" in R. This is useful for S4 dispatch - a topic we will come to later. All public methods of the `LinkedList` class are exposed, in addition to the constructor.

Assume all of the above code is in a module called "linkedlist.cpp". We can make the class available in R using the following code in the R script.

```
Rcpp::sourceCpp("scripts/linkedlist.cpp")
```

```
## Warning: package 'Rcpp' was built under R version 3.5.2
```

Lets verify the class works as expected.

```
# Verify functionality
x <- new(LinkedList)
for (i in 1:5)
  x$insert(runif(1))
x$head()
```

```
## [1] 0.3906921
```

```
x$size()
```

```
## [1] 5
```

```
x$print()
```

```
## 0.390692 0.122198 0.629038 0.692184 0.478018
```

```
x$remove()
x$print()
```

```
## 0.122198 0.629038 0.692184 0.478018
```

As mentioned, we do not want the user to use `new()` directly. Instead, we write a helper constructor function `LinkedList()` to create a new object. Instead of accessing methods using `obj$method()`, we will use R's *generic function* system to write code that is more R-like. This is S4 dispatch. See more on this here.

```
# Helper function
LinkedList <- function() new("Rcpp_LinkedList")

# Want print(obj) to result in obj$print(). We use the generic function 'show' for this.
setMethod("show", "Rcpp_LinkedList", function(object) object$print())

# create generic function size() and implement method for class "Rcpp_LinkedList
setGeneric("size", function(obj) standardGeneric("size"))
```

```
## [1] "size"
```

```
setMethod("size", "Rcpp_LinkedList", function(obj) obj$size())

# same for head and insert
setGeneric("head", function(obj) standardGeneric("head"))
```

```
## Creating a new generic function for 'head' in the global environment
```

```
## [1] "head"
```

```
setMethod("head", "Rcpp_LinkedList", function(obj) obj$head())

setGeneric("insert", function(obj, ...) standardGeneric("insert"))
```

```
## [1] "insert"
```

```
setMethod("insert", "Rcpp_LinkedList", function(obj, val) obj$insert(val))
```

Also want a generic for remove. However, we need to ensure safety. Currently if `size(x) == 0` then `obj$remove()` will cause a segfault. We can implement safety from the R side as follows:

```
setGeneric("remove", function(obj) standardGeneric("remove"))
```

```
## Creating a new generic function for 'remove' in the global environment
```

```
## [1] "remove"
```

```
setMethod(
  "remove",
  "Rcpp_LinkedList",
  function(obj) {
    if(!size(obj))
    obj$remove()
  }
)
```

Demonstrating final use of linked list:

```
y <- LinkedList()
insert(y, 1.0)
print(y)
```

```
## 1
```

```
remove(y)
print(y)
```

```
## 1
```

```
remove(y)
```