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List Maps

Normally, computer scientists don't even speak of "list maps" since they are so inefficient that we don't even bother with them. However, I use them to illustrate the idea of **map as an Abstract Data Type**: that it can be implemented using many other data structures.

Essentially, a list map is the dumbest possible implementation of a map: it stores all the **Pairs** in a list. I can hear you screaming about efficiency already. Calm down. The main point of this example is to show you how the **Pair** class figures into maps.

List Map

//ListMap.java

```
import java.util.LinkedList;

public class ListMap<K extends Comparable<? super K>, V> implements Map<K, V> {
    private LinkedList<Pair<K, V>> list;

    public ListMap() {
        list = new LinkedList<Pair<K, V>>();
    }

    @Override
    public void put(K key, V value) {

    }

    @Override
    public V get(K key) {

    }
}
```

We create an empty **ListMap** class that simply instantiates a new linked list within its constructor. It implements the **Map** interface. Here's the important part: **the linked list holds on to Pairs**. Read that again and let it sink in. The dictionary always holds on to **Pairs**. Now since the linked list holds on to **Pairs**, and in **Pair**, we stipulated that **K** must be comparable, that restriction carries over to the generic definition in **ListMap**. Hence, the class declaration

reads: `public class ListMap<K extends Comparable<? super K>, V>` with the extra interface implementing bit at the end.

This solves a convenient problem: in maps, we are always dealing with a pair of variables. A linked list cannot hold two variables. For example, we cannot make a linked list hold **both a word and its definition** in the form of, say, `LinkedList<String, String> list = new LinkedList<>()`;. Most data structures are designed to hold a single type. This is why `Pair` is so useful – it encapsulates the **key** and the **value** into a single class.

put()

Remember that `put(K key, V value)` should:

- Add a new `Pair` consisting of the given **key** and **value** if the **key** does not currently exist
- Replace the existing **value** associated with **key** if **key** already exists

Doing so with a linked list is rather straightforward, albeit inefficient. We simply iterate through the entire list. If we find a **key** that matches the **key** given, we overwrite the **value**. Otherewise, if we have finished iterating the entire list and we still have not found any matching **key**, we can be certain that the **key** does not exist. Hence, we can add the **key** and **value** to the linked list by instantiating a new `Pair`.

// ListMap.java

```
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public class ListMap<K extends Comparable<? super K>, V> implements Map<K, V> {
    private LinkedList<Pair<K, V>> list;

    public ListMap() {
        list = new LinkedList<Pair<K, V>>();
    }

    @Override
    public void put(K key, V value) {
        for (Pair<K, V> pair : list) {
            if (pair.key.equals(key)) {
                pair.value = value;
                // we don't need to keep looking anymore.
                // we simply exit the method by returning
                // since the method is void, we don't need to
                // return anything
                return;
            }
        }
    }
}
```

```

    }
    list.add(new Pair<K, V>(key, value));
}

@Override
public V get(K key) {

}
}

```

get()

For `get()`, we return the value associated with the key given if the key exists. Otherwise, we return `null`.

// ListMap.java

```

import java.util.LinkedList;

public class ListMap<K extends Comparable<? super K>, V> implements Map<K, V> {
    private LinkedList<Pair<K, V>> list;

    public ListMap() {
        list = new LinkedList<Pair<K, V>>();
    }

    @Override
    public void put(K key, V value) {
        for (Pair<K, V> pair : list) {
            if (pair.key.equals(key)) {
                pair.value = value;
                return;
            }
        }
        list.add(new Pair<K, V>(key, value));
    }

    @Override
    public V get(K key) {
        for (Pair<K, V> pair : list) {
            if (pair.key.equals(key)) {
                return pair.value;
            }
        }
        return null;
    }
}

```

```
}  
}
```

We have a working dictionary! It is inefficient, since every single operation is $O(N)$. However, it does work like a dictionary and shows you how we treat `Pairs` within the dictionary.