Linked-Based Implementation

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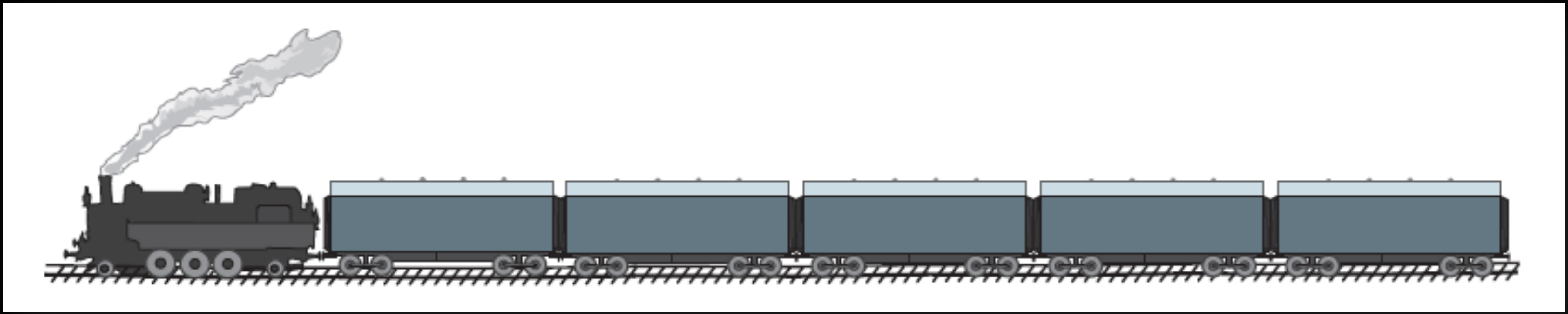
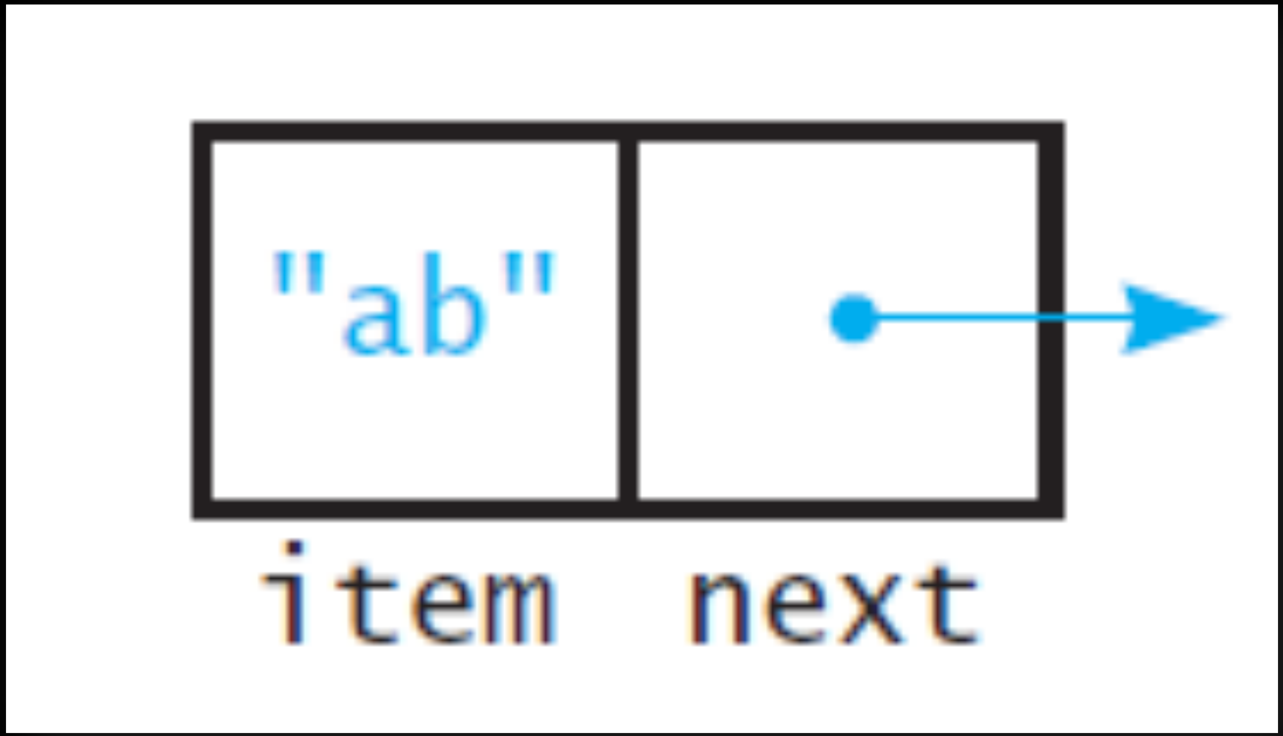
Data Organization

Place data within a Node object

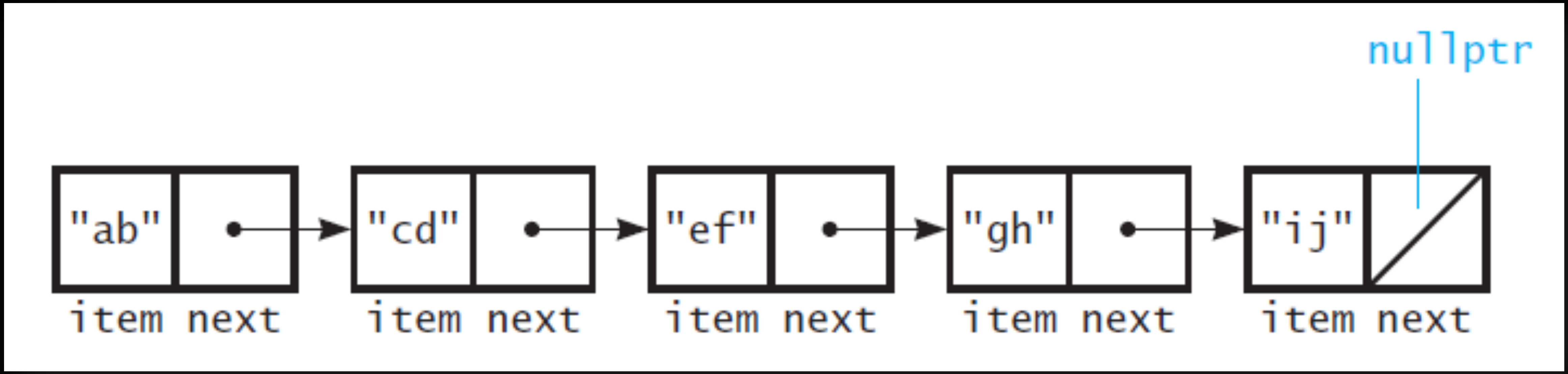
Link nodes into a chain



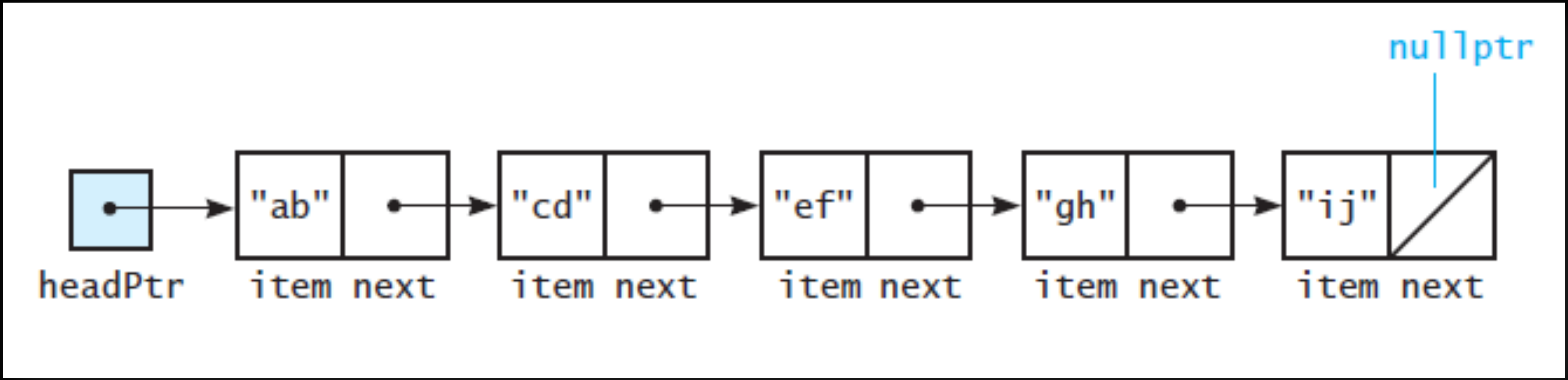
Node



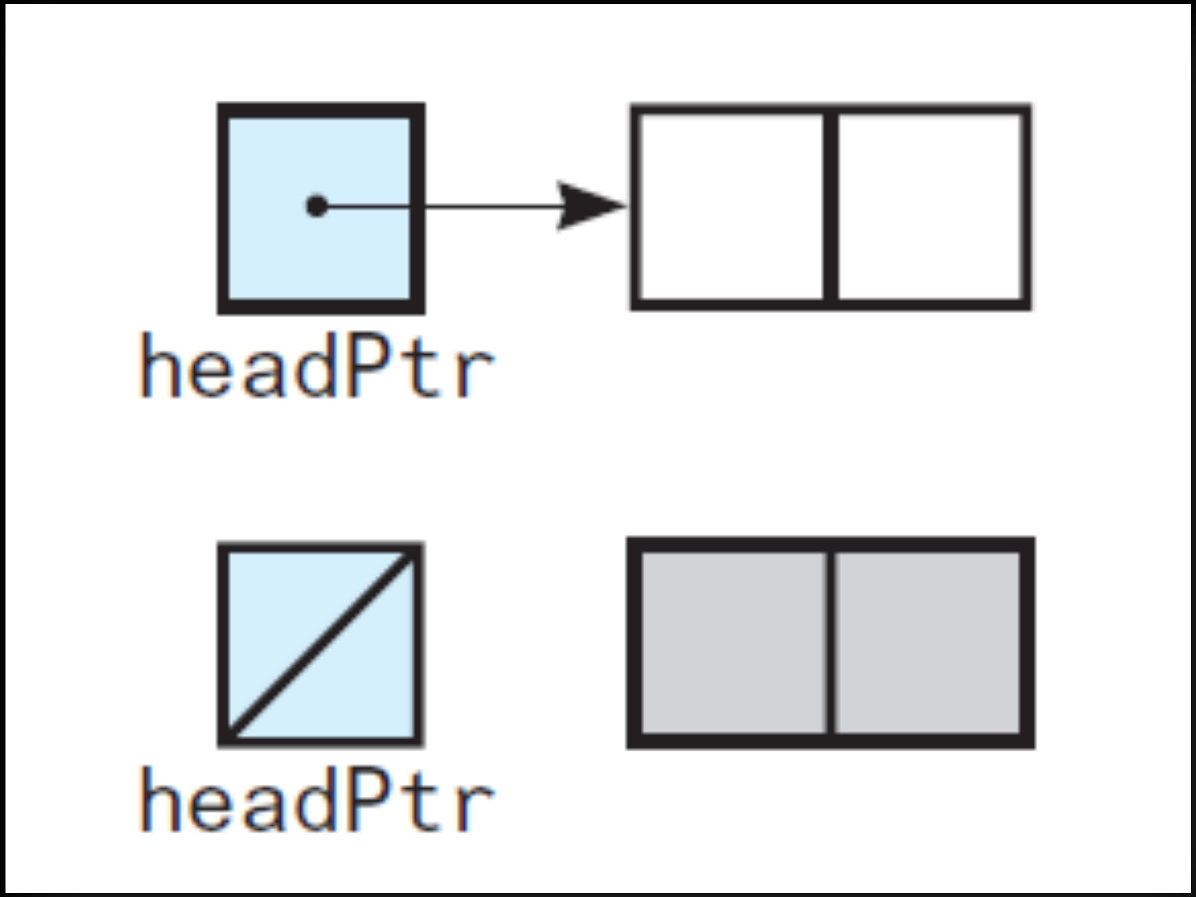
Chain


nullptr
"ab"
"cd"
"ef"
"gh"
"ij"
item next
item next
item next
item next
item next

Entering the Chain

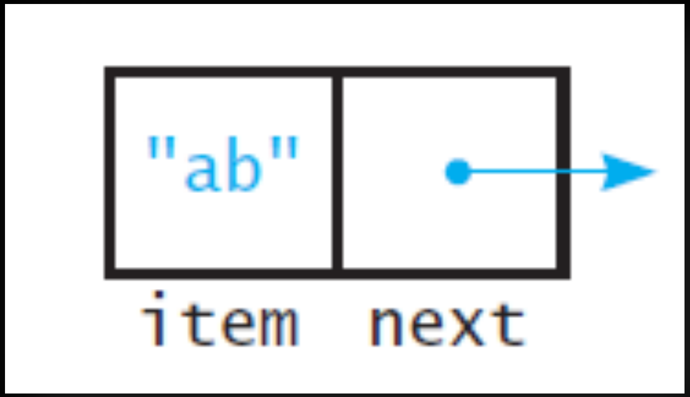


The Empty Chain



The Class Node

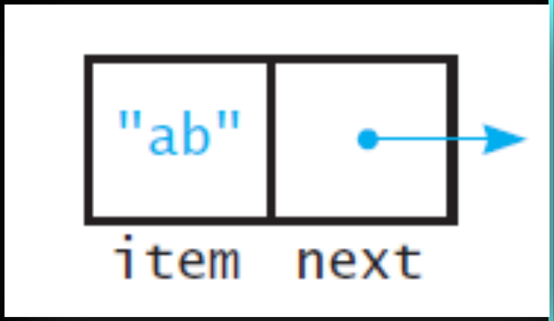
```
#ifndef NODE_H_
#define NODE_H_

template<class ItemType>
class Node
{

public:
   Node();
   Node(const ItemType& an_item);
   Node(const ItemType& an_item, Node<ItemType>* next_node_ptr);
   void setItem(const ItemType& an_item);
   void setNext(Node<ItemType>* next_node_ptr);
   ItemType getItem() const;
   Node<ItemType>* getNext() const;

private:
   ItemType item_;           // A data item
   Node<ItemType>* next_;    // Pointer to next node
}; // end Node

#include "Node.cpp"
#endif // NODE_H_
```



Node Implementation

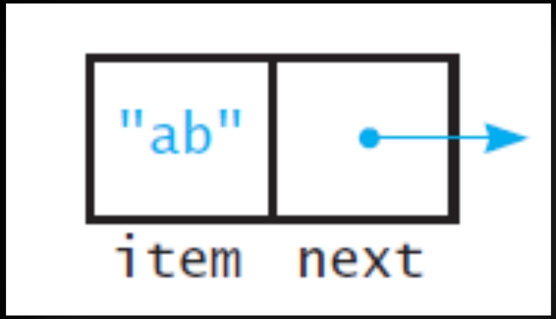
The Constructors

```
#include "Node.hpp"

template<typename ItemType>
Node<ItemType>::Node() : next_(nullptr)
{
} // end default constructor

template<class ItemType>
Node<ItemType>::Node(const ItemType& an_item) :
item_(an_item), next_(nullptr)
{
} // end constructor

template<class ItemType>
Node<ItemType>::Node(const ItemType& an_item,
                     Node<ItemType>* next_node_ptr) :
                     item_(an_item), next_(next_node_ptr)
{
} // end constructor
```



Node Implementation

The "*setData*" members

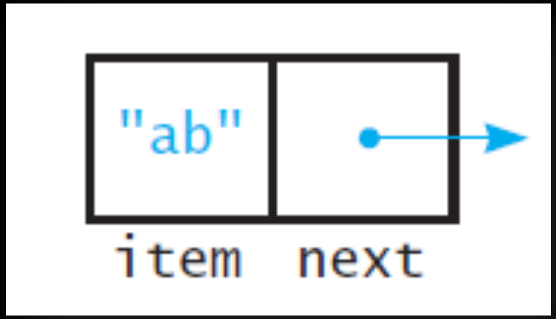


```
#include "Node.hpp"


template<typename ItemType>
void Node<ItemType>::setItem(const ItemType& an_item)
{

   item_ = an_item;

} // end setItem



template<class ItemType>
void Node<ItemType>::setNext(Node<ItemType>* next_node_ptr)
{

   next_ = next_node_ptr;

} // end setNext
```

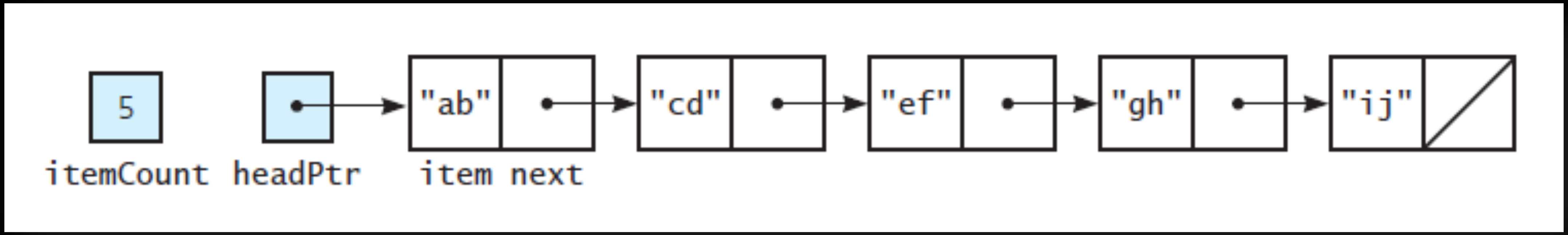
Node Implementation

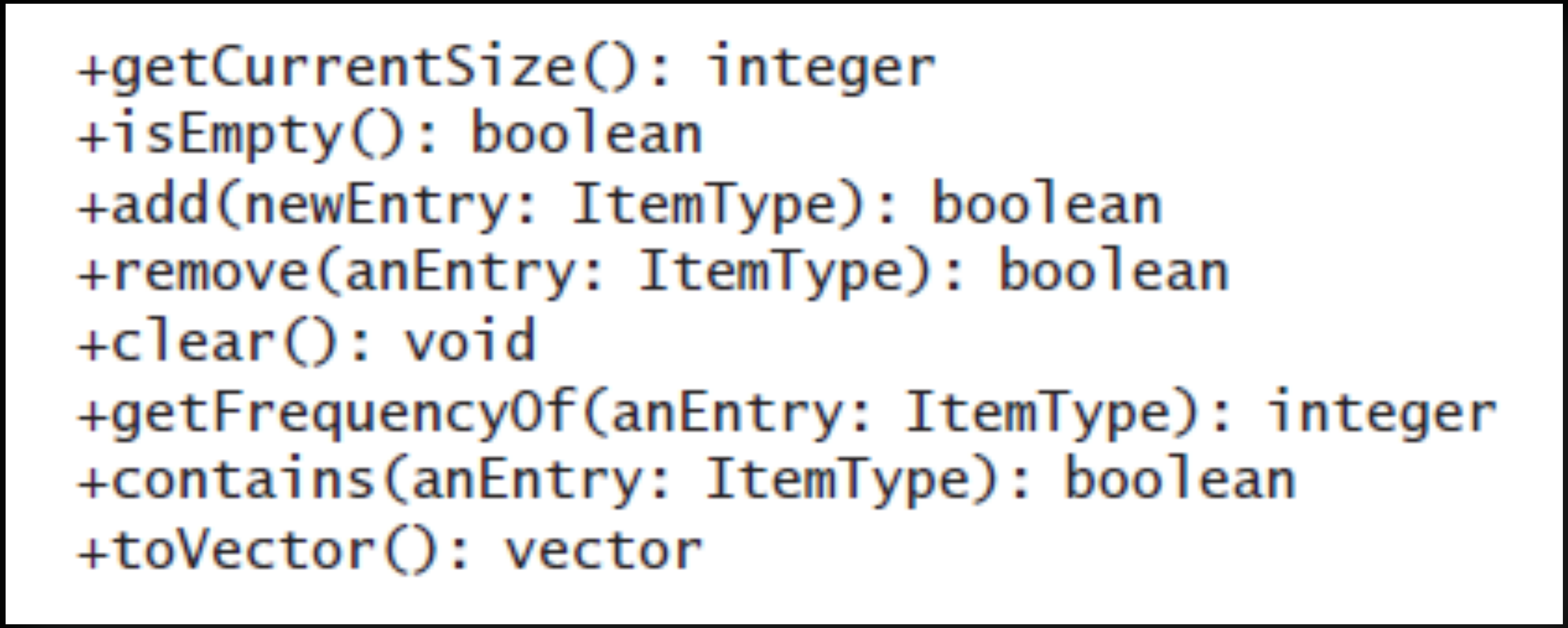
```
#include “Node.hpp”


template<typename ItemType>
ItemType Node<ItemType>::getItem() const
{

   return item_;

} // end getItem



template<class ItemType>
Node<ItemType>* Node<ItemType>::getNext() const
{

   return next_;

} // end getNext
```

The “get*Data*” members



A Linked Bag ADT





```
+getCurrentSize(): integer
+isEmpty(): boolean
+add(newEntry: ItemType): boolean
+remove(anEntry: ItemType): boolean
+clear(): void
+getFrequencyOf(anEntry: ItemType): integer
+contains(anEntry: ItemType): boolean
+toVector(): vector
```

The Class LinkedBag

```
#ifndef LINKED_BAG_H_
#define LINKED_BAG_H_
#include "BagInterface.hpp"
#include “Node.hpp"
template<typename ItemType>
class LinkedBag
{
public:
   LinkedBag();
   LinkedBag(const LinkedBag<ItemType>& a_bag); // Copy constructor
   ~LinkedBag();                               // Destructor
   int getCurrentSize() const;
   bool isEmpty() const;
   bool add(const ItemType& new_entry);
   bool remove(const ItemType& an_entry);
   void clear();
   bool contains(const ItemType& an_entry) const;
   int getFrequencyOf(const ItemType& an_entry) const;
   std::vector<ItemType> toVector() const;
private:


 ???

}; // end LinkedBag
#include “LinkedBag.cpp"
#endif //LINKED_BAG_H_
```

The Class LinkedBag

```cpp
#ifndef LINKED_BAG_H_
#define LINKED_BAG_H_
#include “Node.hpp"
template<typename ItemType>
class LinkedBag
{
public:
   LinkedBag();
   LinkedBag(const LinkedBag<ItemType>& a_bag); // Copy constructor
   ~LinkedBag();                         // Destructor
   int getCurrentSize() const;
   bool isEmpty() const;
   bool add(const ItemType& new_entry);
   bool remove(const ItemType& an_entry);
   void clear();
   bool contains(const ItemType& an_entry) const;
   int getFrequencyOf(const ItemType& an_entry) const;
   std::vector<ItemType> toVector() const;
private:
   Node<ItemType>* head_ptr_; // Pointer to first node
   int item_count_;           // Current count of bag items
      // Returns either a pointer to the node containing a given entry
    // or the null pointer if the entry is not in the bag.
    Node<ItemType>* getPointerTo(const ItemType& target) const;
}; // end LinkedBag
#include “LinkedBag.cpp"
#endif //LINKED_BAG_H_
```

More than one public method will need to know if there is a pointer to a target so we separate it out into a private helper function (similar to ArrayBag but here we get pointers rather than indices)

LinkedBag Implementation

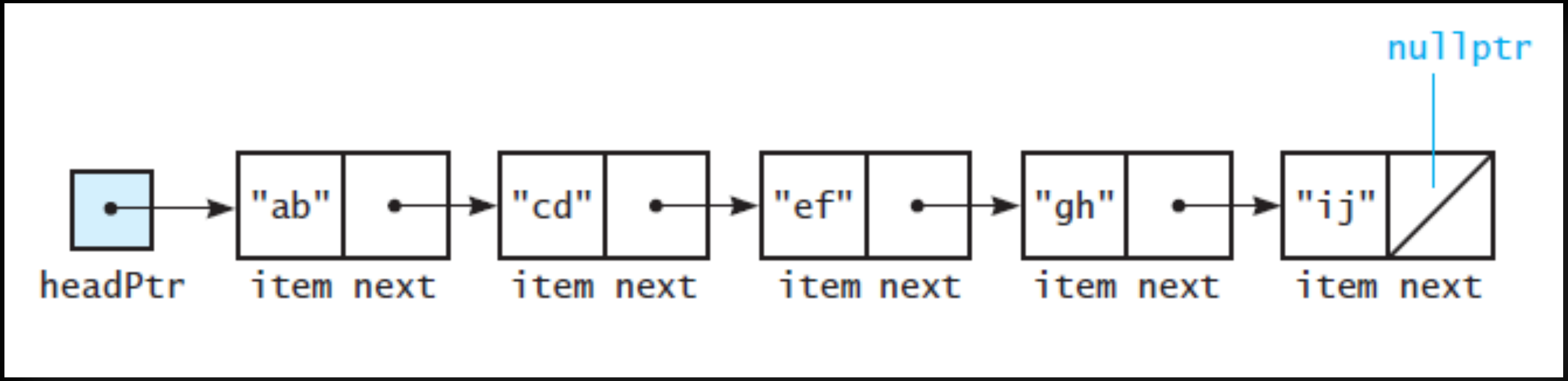
The default constructor

```
#include "LinkedBag.hpp"


template<typename ItemType>
LinkedBag<ItemType>::LinkedBag() : head_ptr_(nullptr),
item_count_(0)
{

}  // end default constructor
```

Private data member initialization

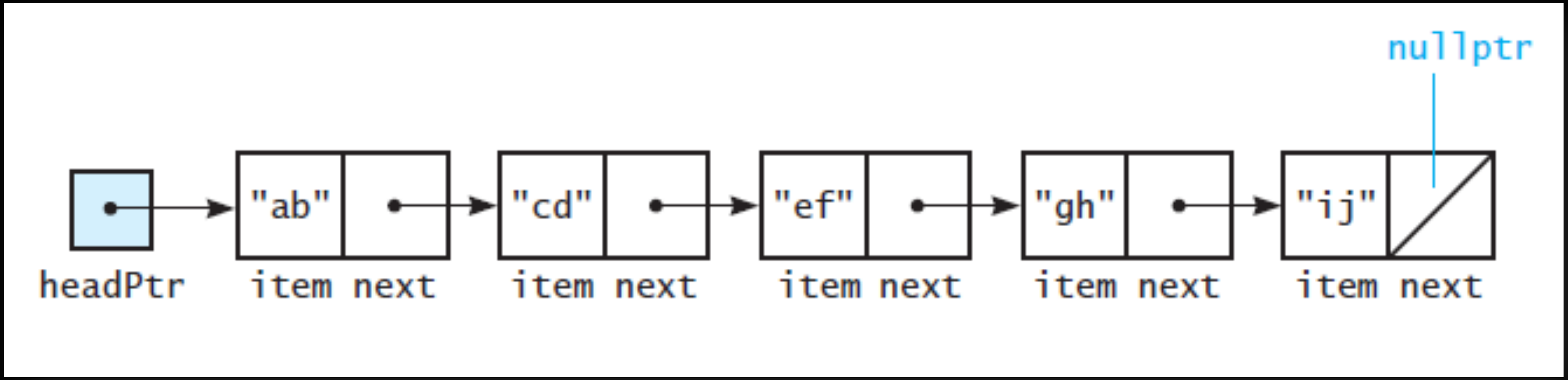
`add(const ItemType& new_entry)`

Where should we add?

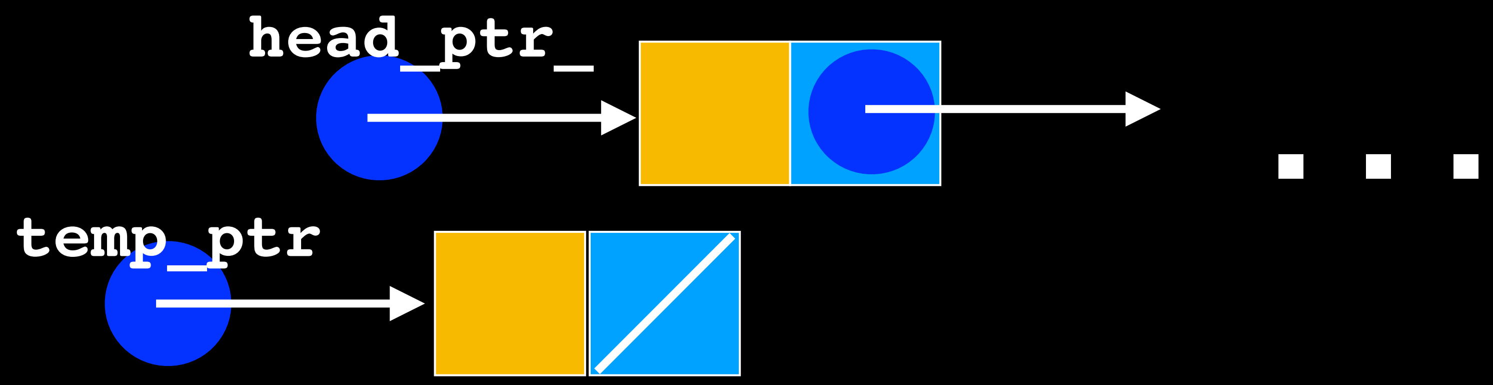


Lecture Activity

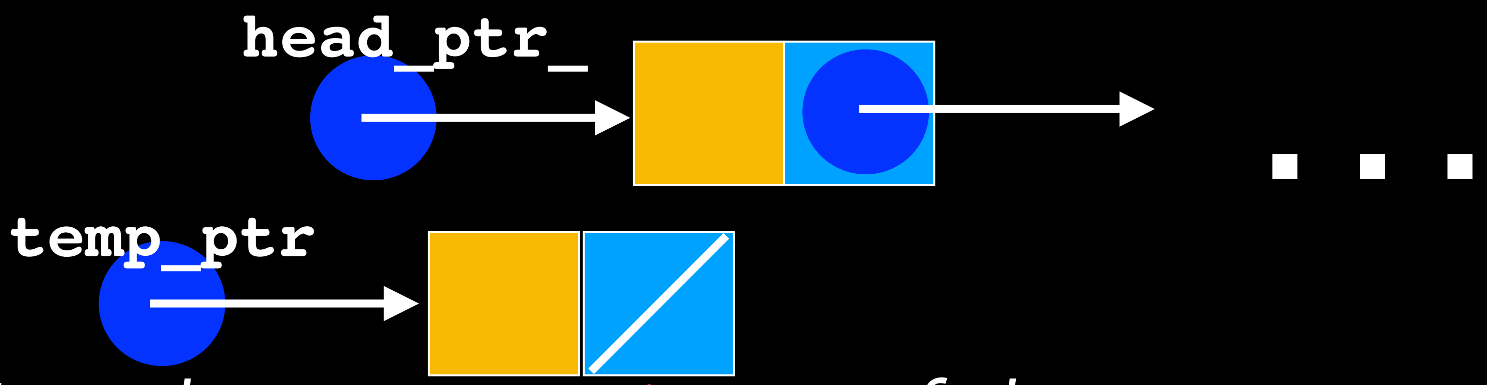
Write **pseudocode** for a sequence of steps to add to the **front** of the chain



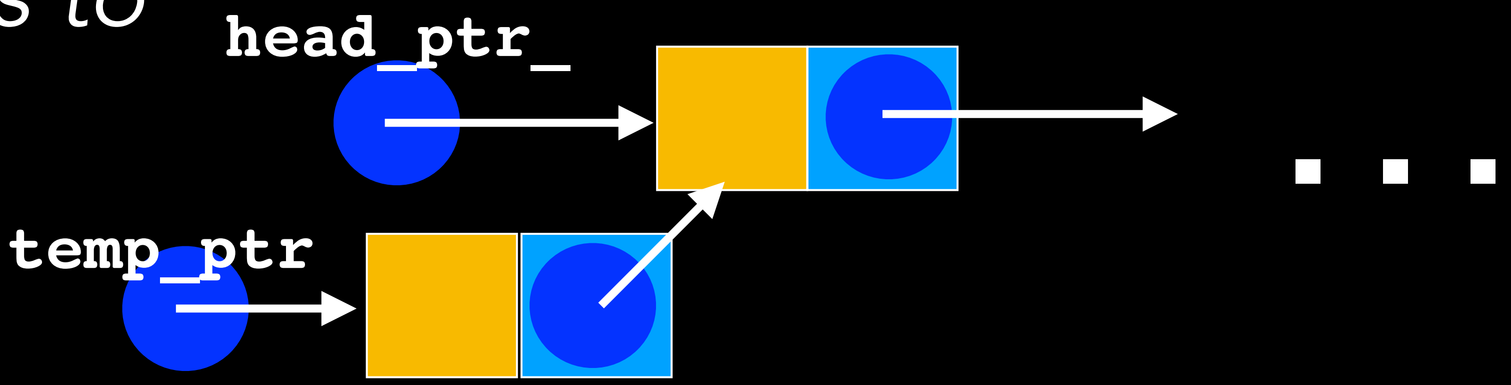
Instantiate a new node and let a temp pointer point to it



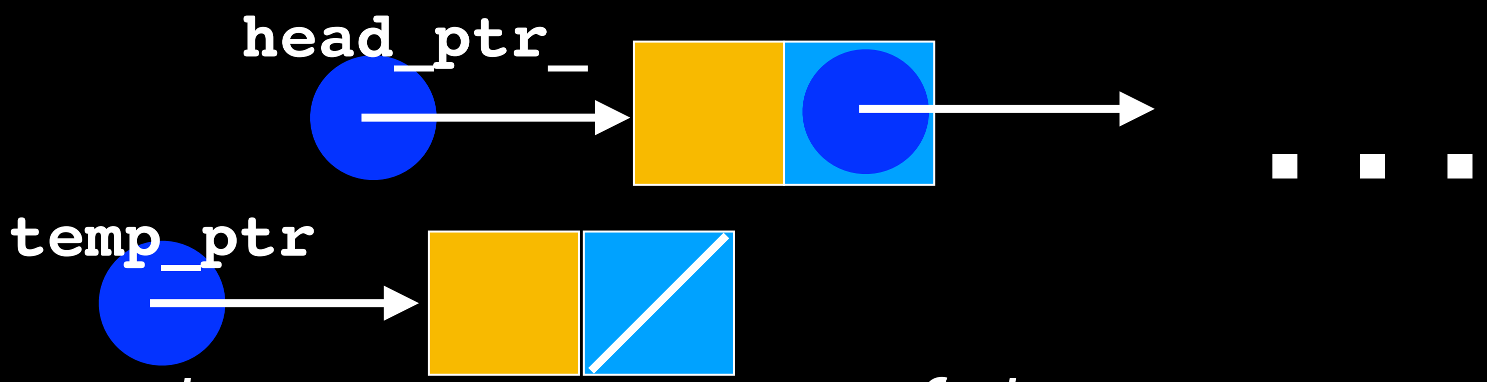
Instantiate a new node and let a temp pointer point to it



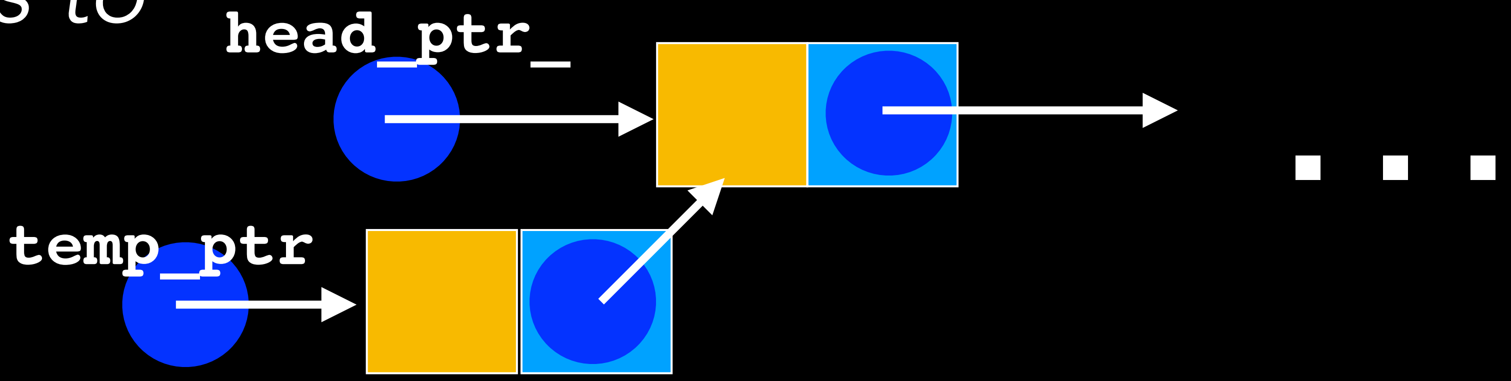
Let the next pointer of the new node point to the same node head_ptr_ points to



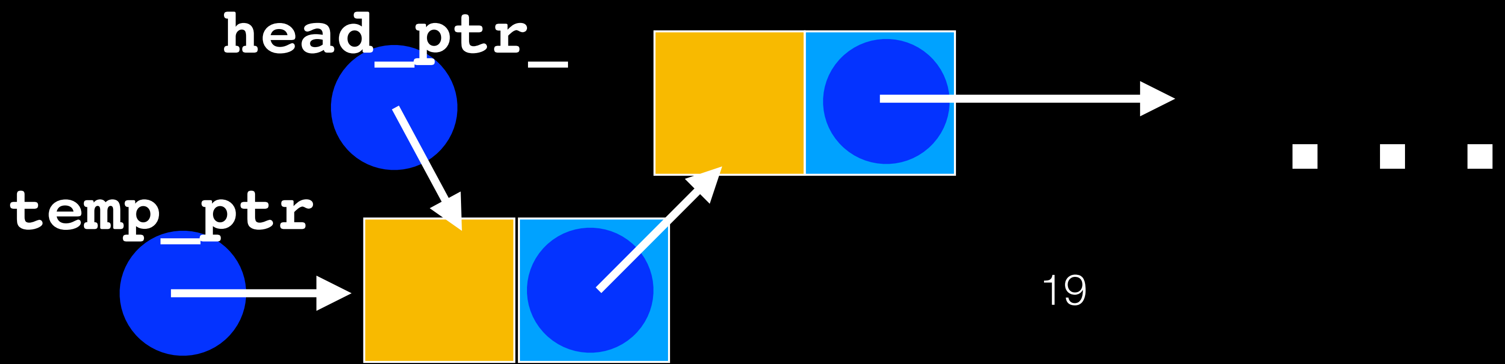
Instantiate a new node and let a temp pointer point to it



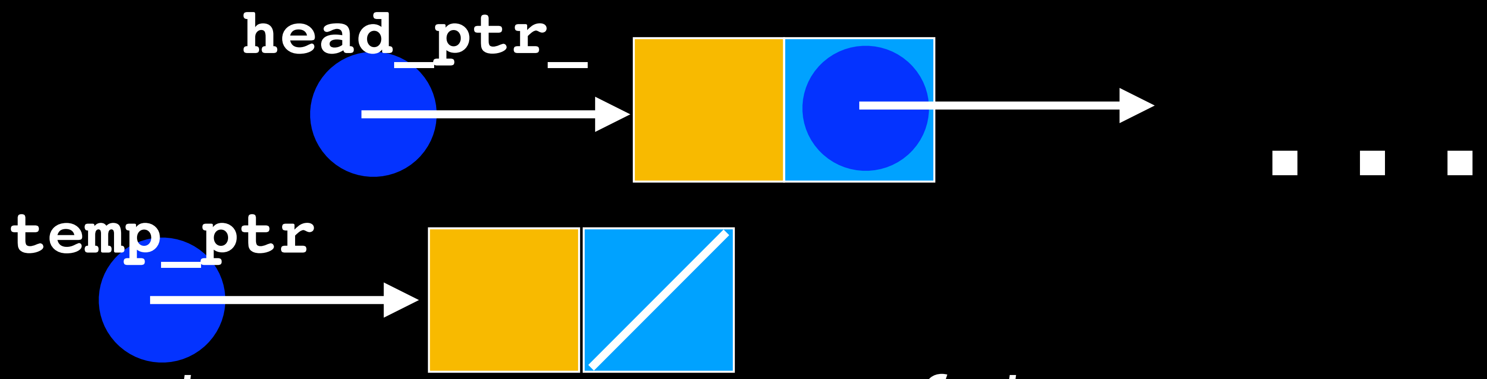
Let the next pointer of the new node point to the same node head_ptr_ points to



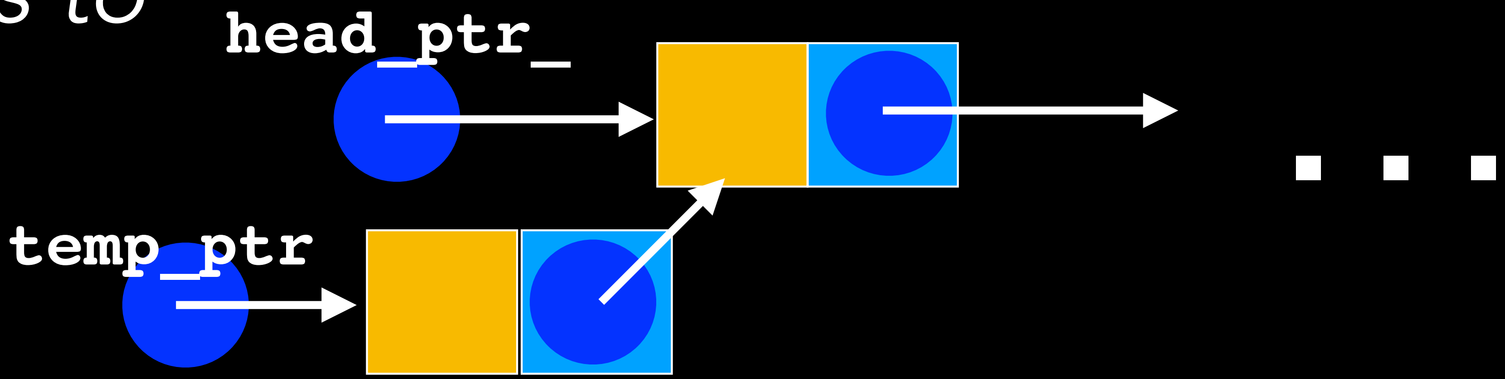
Let head_ptr_ point to the new node



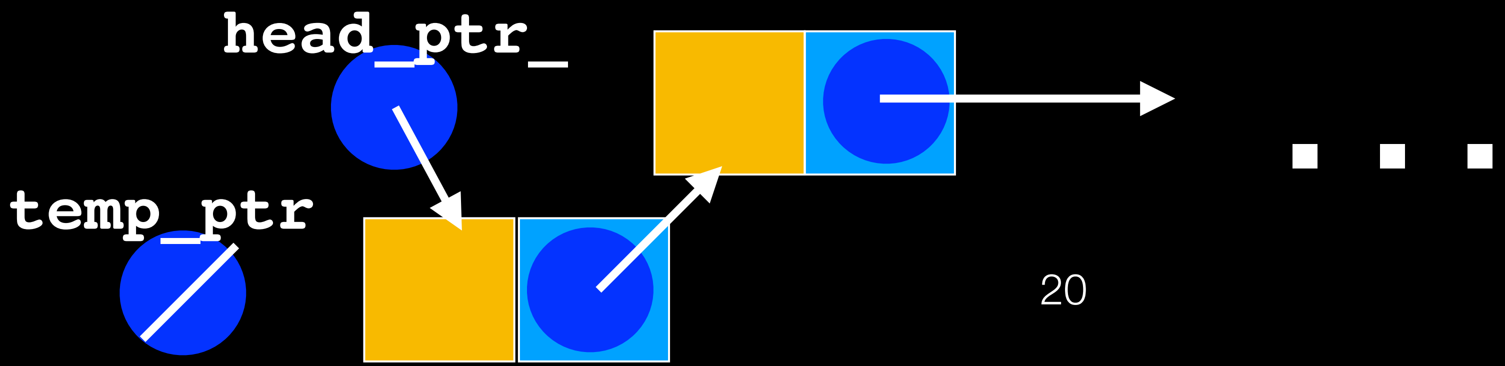
Instantiate a new node and let a temp pointer point to it



Let the next pointer of the new node point to the same node head_ptr_ points to



Let head_ptr_ point to the new node



Pseudocode (English-like)

- Instantiate a new node and let `temp_ptr` point to it
- Set `temp_ptr->next` to point to the same node `head_ptr_` points to
- Set `head_ptr` to point to the same node `temp_ptr` points to
- Set `temp_ptr` to `nullptr`

Pseudocode (Code-like)

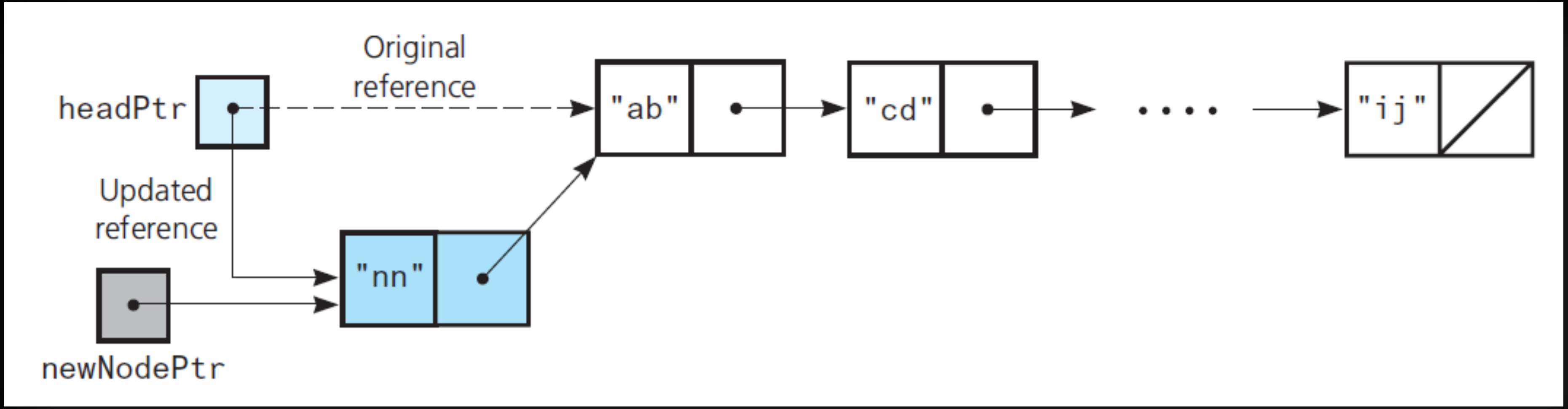
```
temp_ptr = new node
temp_ptr->next = head_ptr_
head_ptr = temp_ptr
temp_ptr = nullptr
```

LinkedBag Implementation

```
#include "LinkedBag.hpp"


template<typename ItemType>
bool LinkedBag<ItemType>::add(const ItemType& new_entry)
{
   // Add to beginning of chain: new node references rest of chain;
   // (head_ptr_ is null if chain is empty)
   Node<ItemType>* new_node_ptr = new Node<ItemType>;
   new_node_ptr->setItem(new_entry);
   new_node_ptr->setNext(head_ptr_);   // New node points to chain

   head_ptr_ = new_node_ptr;// New node is now first n
   item_count_++;

   return true;
}  // end add
```

The add method
Add at beginning of chain is easy because we have head_ptr_

Dynamic memory allocation
Adding nodes to the heap!

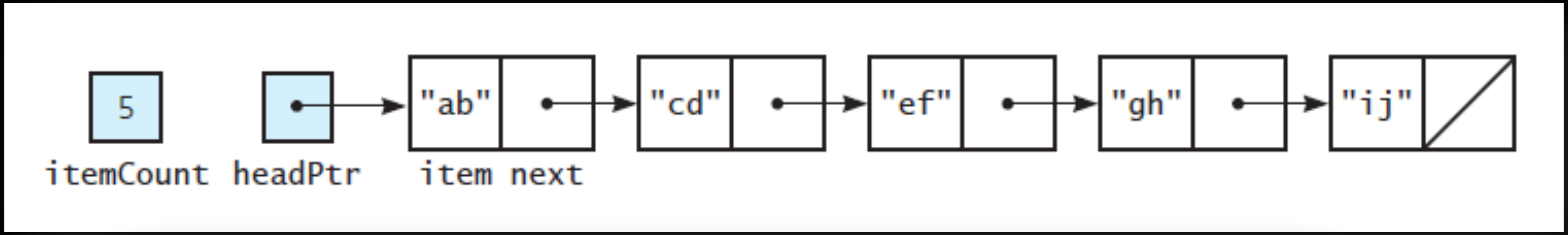


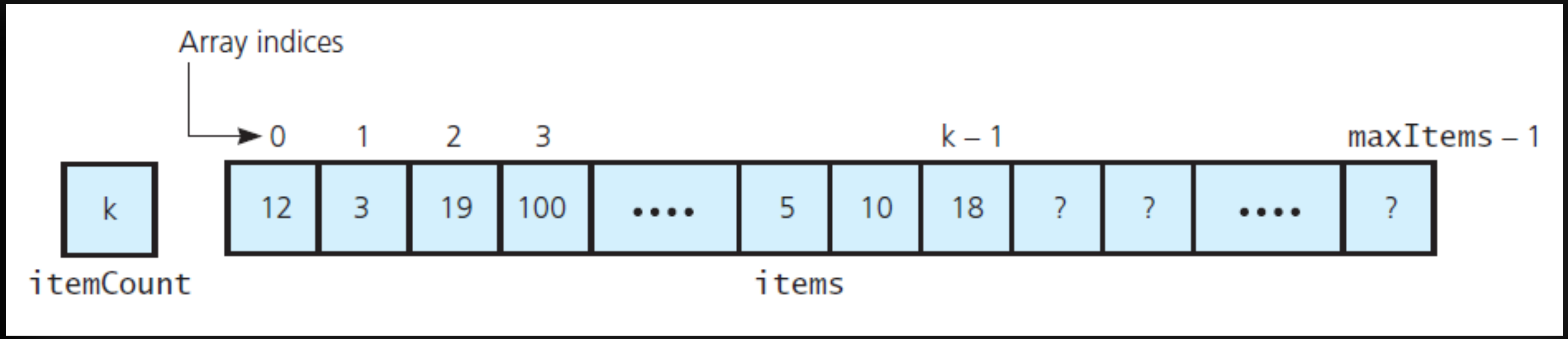
Efficiency

Create a new node and assign two pointers

What about adding to end of chain?

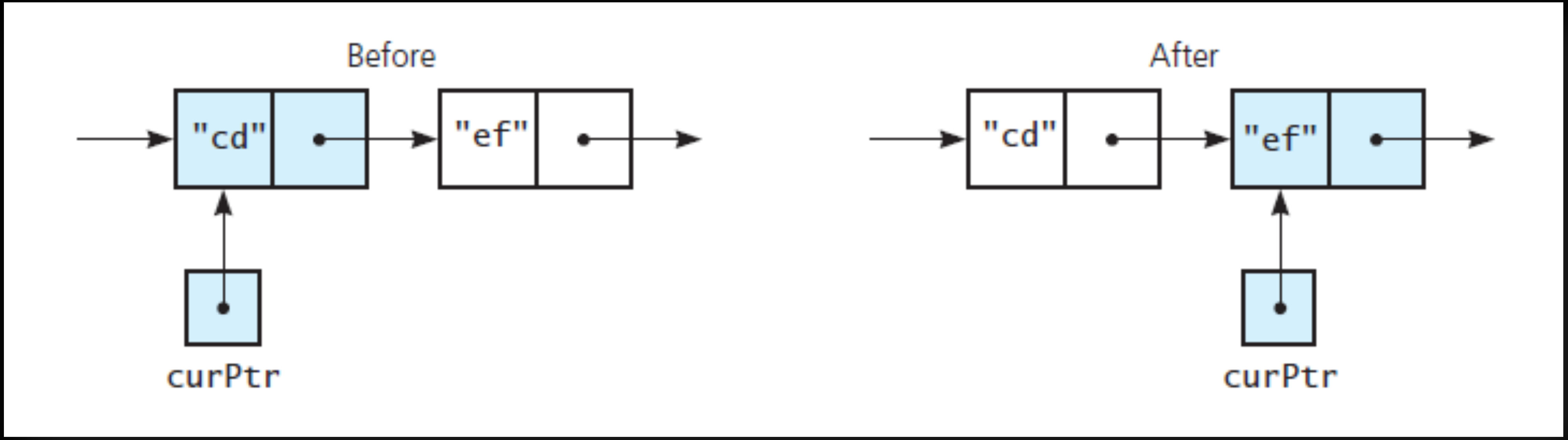
What about adding to front of array?





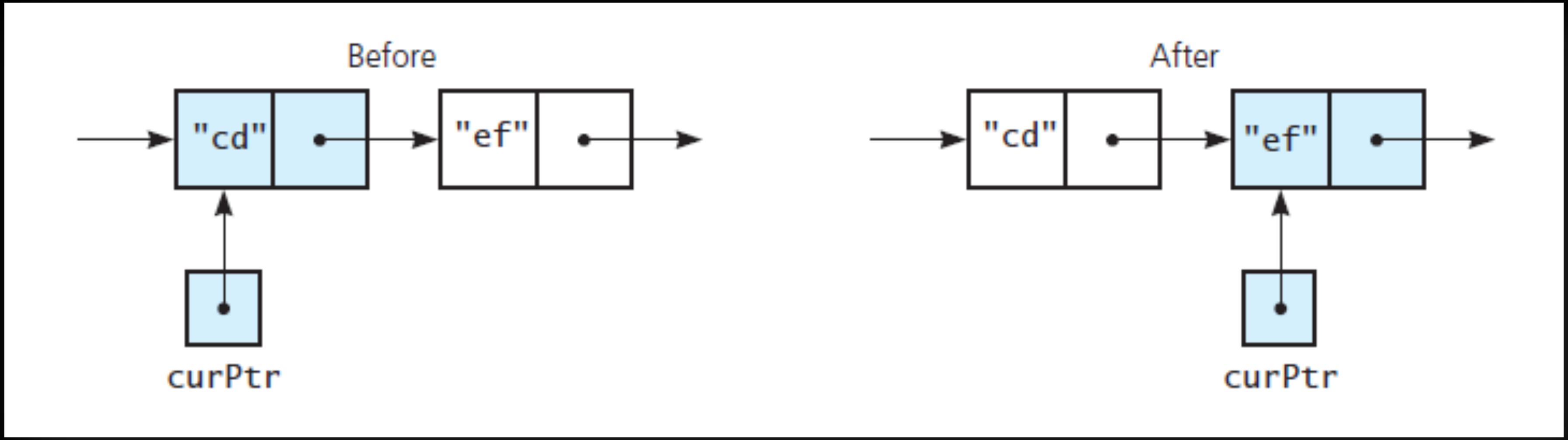
Lecture Activity

Write ***Pseudocode*** to traverse the chain from first node to last



Traversing the chain

```
Let a current pointer point to the first node in the
chain
while(the current pointer is not the null pointer)
{
   "visit" the current node
   set the current pointer to the next pointer of the
         current node
}
```

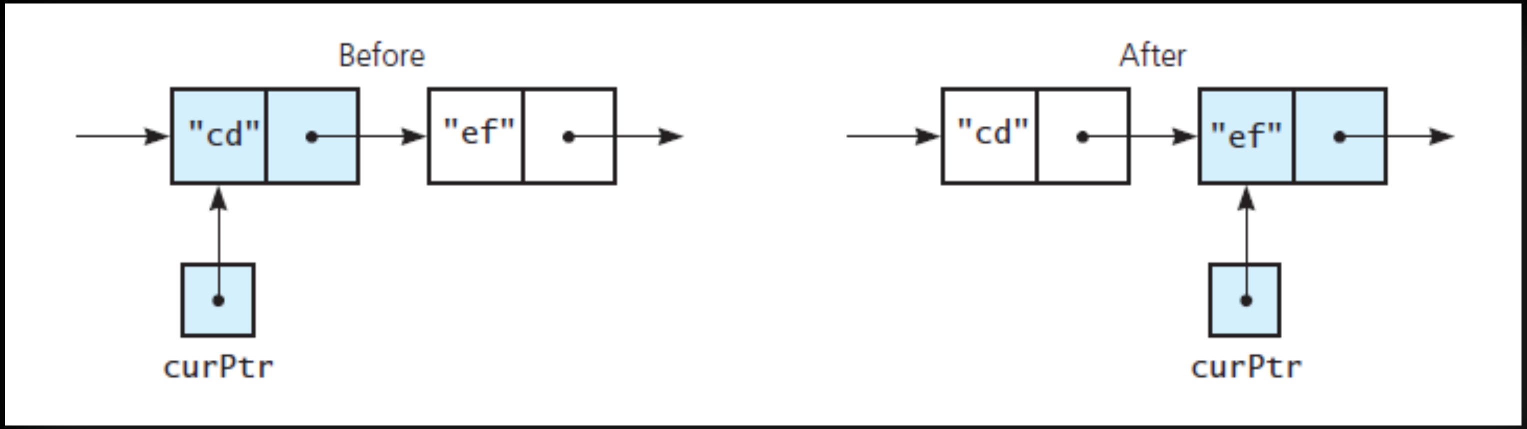


LinkedBag Implementation

The toVector method

```
#include “LinkedBag.hpp”


template<typename ItemType>
std::vector<ItemType> LinkedBag<ItemType>::toVector() const
{
   std::vector<ItemType> bag_contents;
   Node<ItemType>* cur_ptr = head_ptr_;

   while ((cur_ptr != nullptr))
   {
      bag_contents.push_back(cur_ptr->getItem());
       cur_ptr = cur_ptr->getNext();
   }  // end while


   return bag_contents;
}  // end toVector
```

Traversing:
- Visit each node
- Copy it



LinkedBag Implementation

Similarly `getFrequencyOf` will:

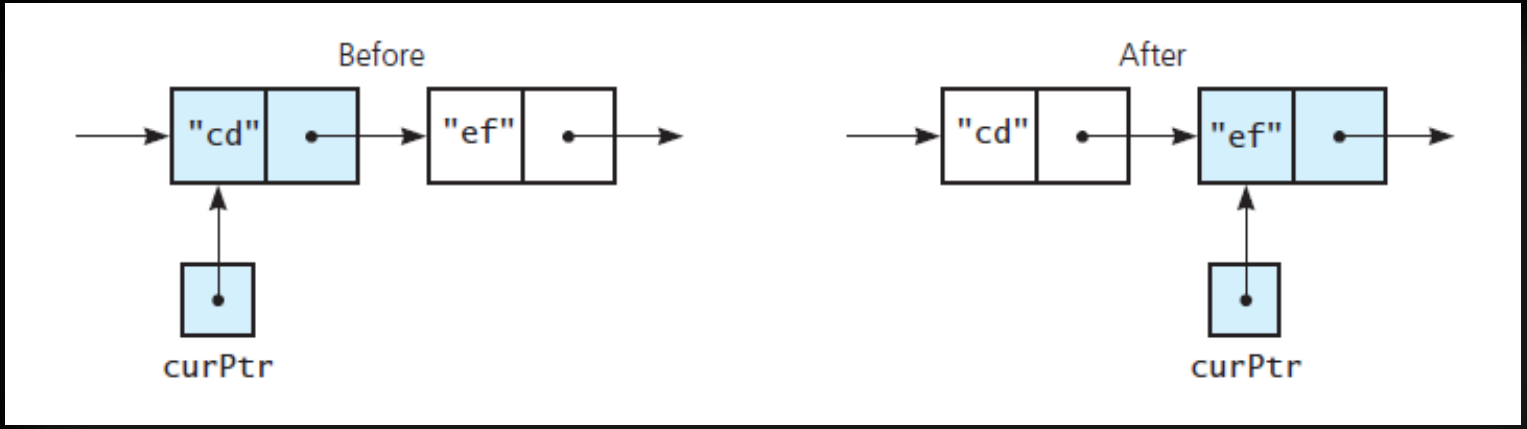
    traverse the chain and
    count frequency of (count each) `an_entry`

LinkedBag Implementation

```
#include “LinkedBag.hpp”


template<typename ItemType>
Node<ItemType>* LinkedBag<ItemType>::getPointerTo(const ItemType& an_entry) const
{
   bool found = false;
   Node<ItemType>* cur_ptr = head_ptr_;


   while (!found && (cur_ptr != nullptr))
   {
      if (an_entry == cur_ptr->getItem())
         found = true;
      else
         cur_ptr = cur_ptr->getNext();
   } // end while


   return cur_ptr;
} // end getPointerTo
```

The `getPointerTo` method

Traversing:
- visit each node
- if found what looking for
  - return



Efficiency

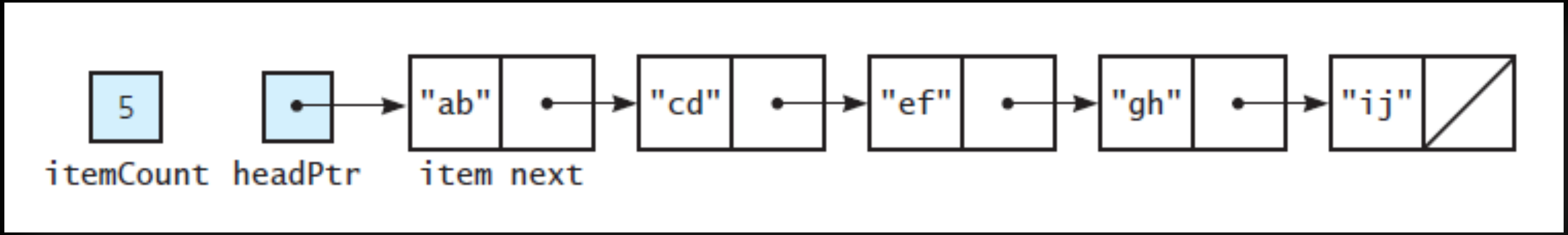
No fixed number of steps

Depends on location of `an_entry`

- 1 "*check*" if it is found at first node (best case)
- n "*checks*" if it is found at last node (worst case)
- approximately n/2 on average if random?

Purposely vague
Some fixed amount of work

What should we do to remove?



LinkedBag Implementation

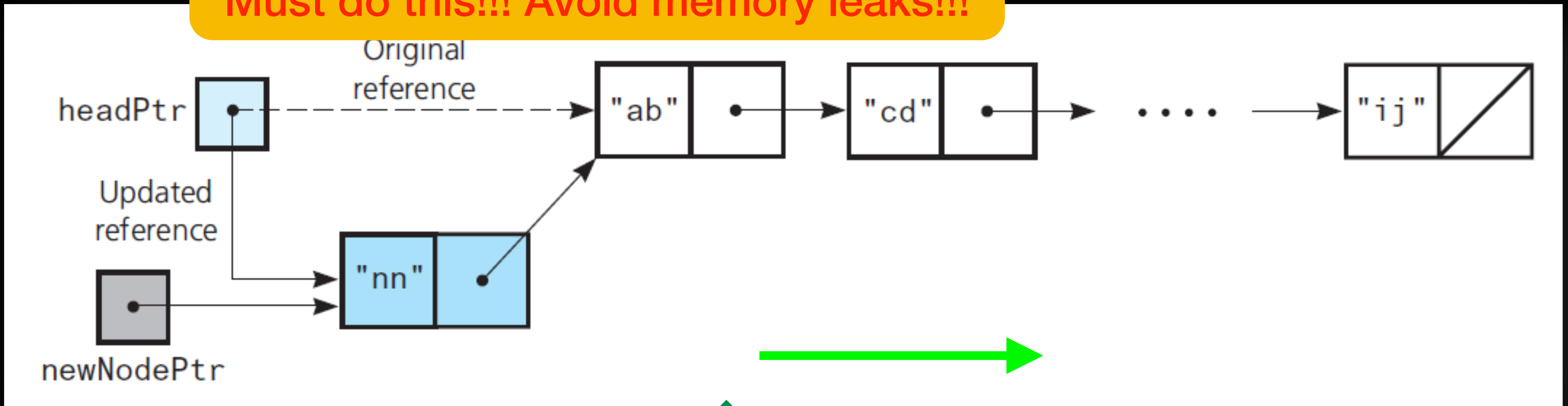
The remove method

```
#include "LinkedBag.hpp"
template<typename ItemType>
bool LinkedBag<ItemType>::remove(const ItemType& an_entry)
{
   Node<ItemType>* entry_ptr = getPointerTo(an_entry);
   bool can_remove = (entry_ptr != nullptr);
   if (can_remove)
   {
   //Copy data from first node to found node
      entry_ptr->setItem(head_ptr_->getItem());
      // Delete first node
      Node<T>* node_to_delete_ptr = head_ptr_;
      head_ptr_ = head_ptr_->getNext();
      // Return node to the system
      node_to_delete_ptr->setNext(nullptr);
      delete node_to_delete_ptr;
      node_to_delete_ptr = nullptr;
      item_count_--;
   } // end if      return can_remove;
}  // end remove
```

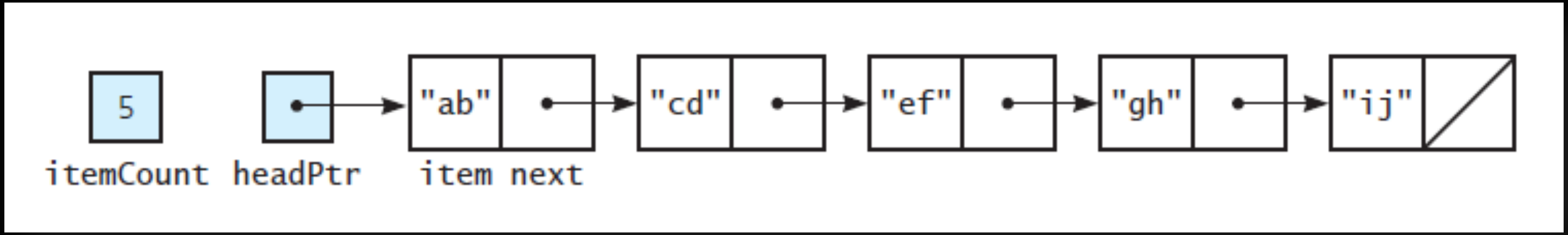
Find an_entry

Deleting first node is easy
Copy data from first node to node to delete
Delete first node

Must do this!!! Avoid memory leaks!!!



How do we clear the bag?



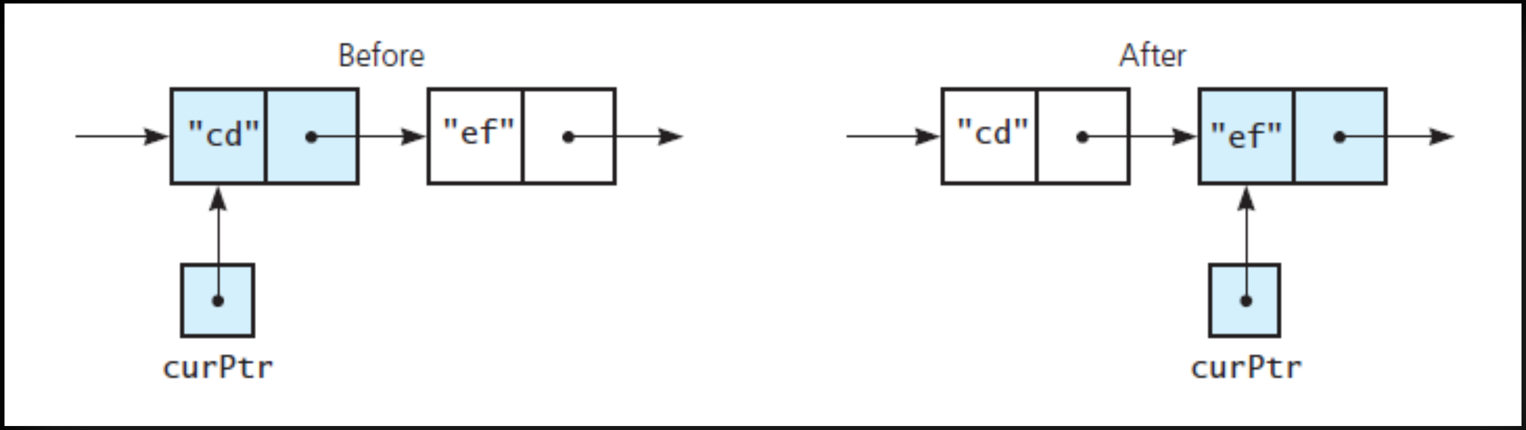
LinkedBag Implementation

```
#include “LinkedBag.hpp”


template<typename ItemType>
void LinkedBag<ItemType>::clear()
{
   Node<ItemType>* node_to_delete_ptr = head_ptr_;
   while (head_ptr_ != nullptr)
   {
      head_ptr_ = head_ptr_->getNext();

      // Return node to the system
      node_to_delete_ptr->setNext(nullptr);
      delete node_to_delete_ptr;

      node_to_delete_ptr = head_ptr_;
   }  // end while
   // head_ptr_ is nullptr; node_to_delete_ptr is nullptr

    item_count_ = 0;
}  // end clear
```

The `clear` method

Once again we are traversing:
  Visit each node
  Delete it

Must do this!!! Avoid memory Leak!!!



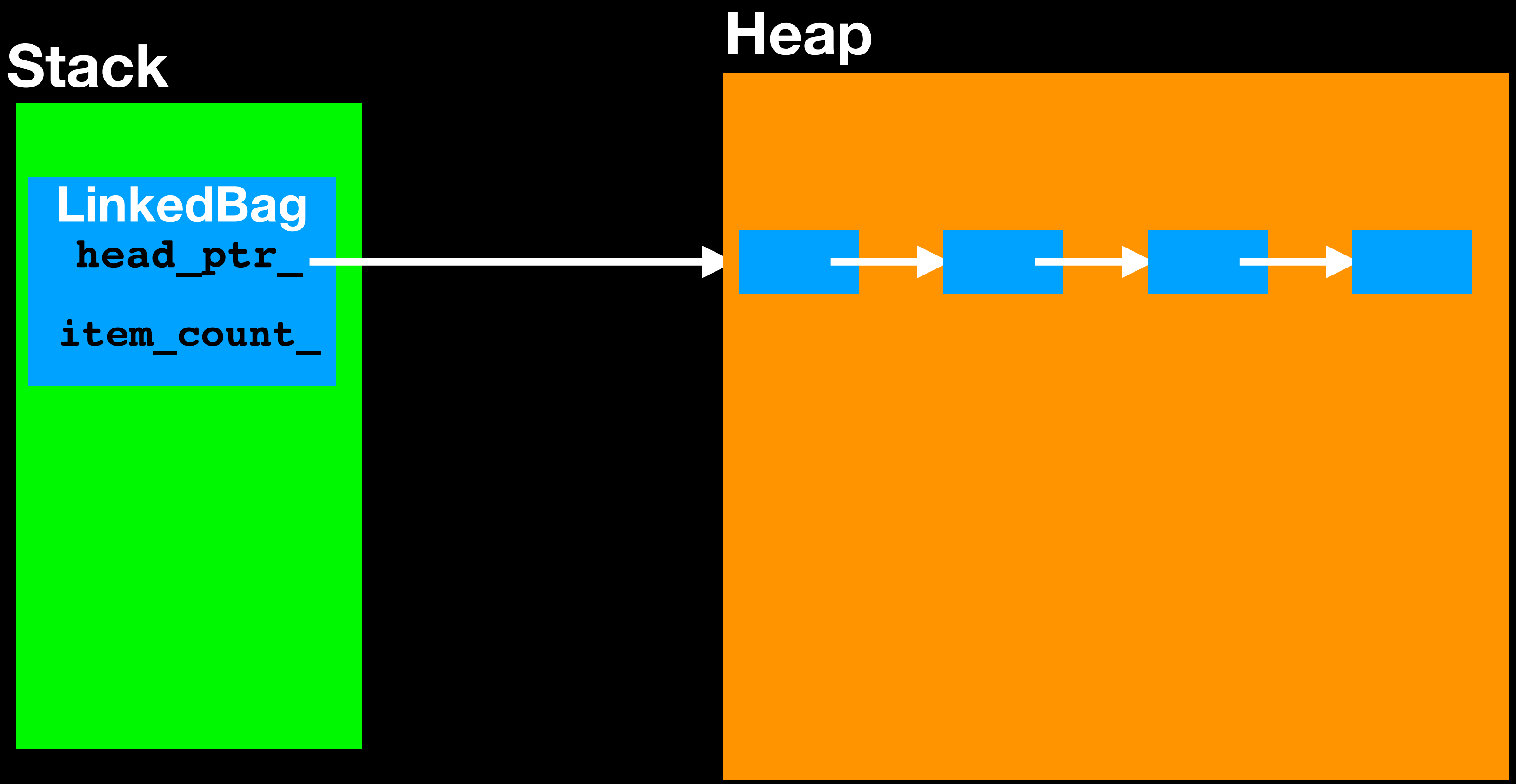
Dynamic Memory Considerations

Each new node added to the chain is allocated dynamically and stored on the heap

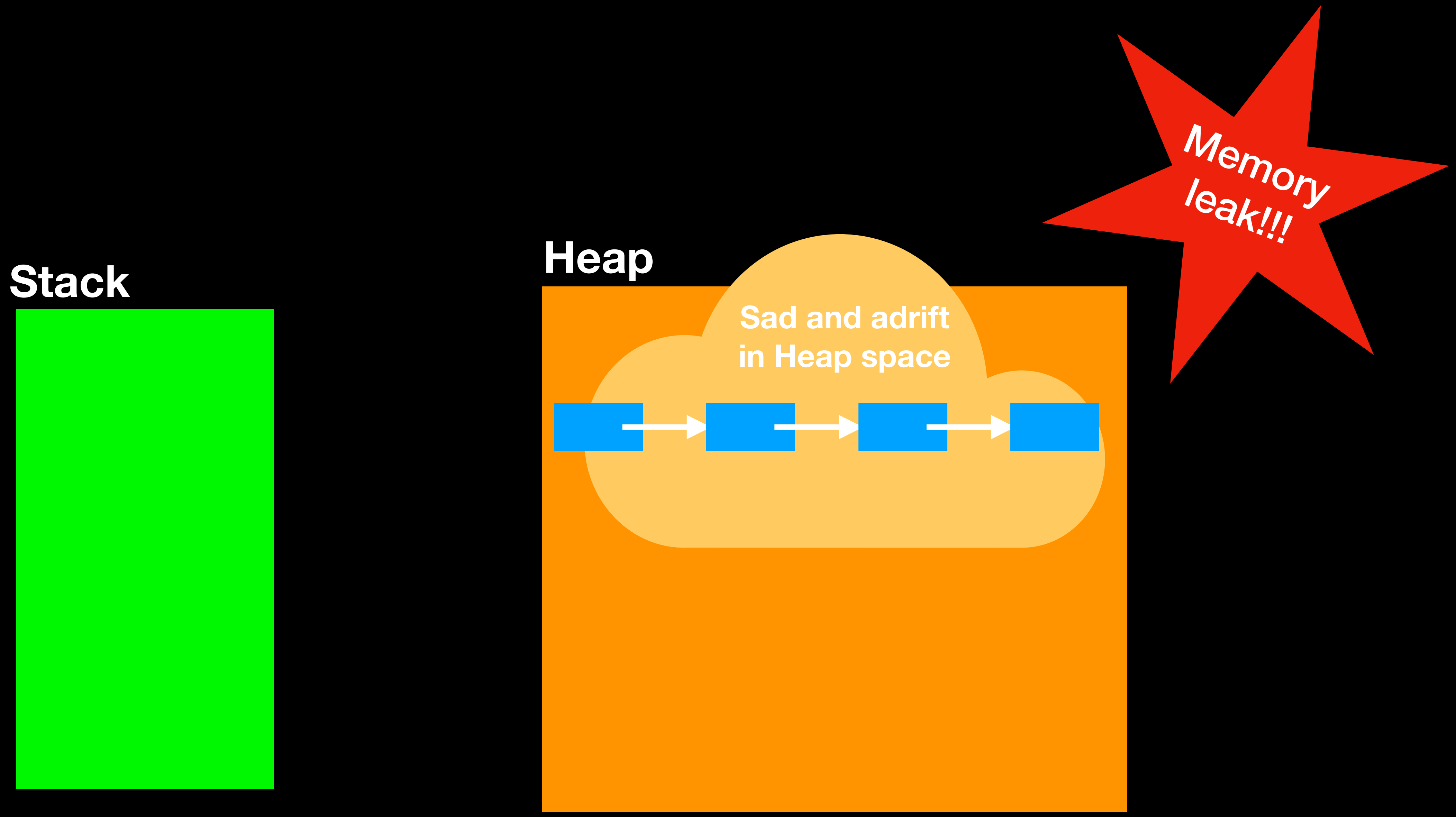
Programmer must ensure this memory is deallocated when object is destroyed!

Avoid memory leaks!!!!

What happens when object goes out of scope?



What happens when object goes out of scope?



LinkedBag Implementation

```
#include "LinkedBag.hpp"


template<typename ItemType>
LinkedBag<ItemType>::~LinkedBag()
{

   clear();

}  // end destructor
```

The destructor

Ensure heap space is returned to the system

Must do this!!! Avoid memory leaks!!!

The Class LinkedBag

✓ Efficient

✗ Expensive

THINK WORST CASE

```
#ifndef LINKED_BAG_H_
#define LINKED_BAG_H_

#include "BagInterface.hpp"
#include “Node.hpp"

template<typename ItemType>
class LinkedBag
{
public:
 ✓LinkedBag();
 ✗LinkedBag(const LinkedBag<ItemType>& a_bag); // Copy constructor
 ✗~LinkedBag();                               // Destructor
 ✓int getCurrentSize() const;
 ✓bool isEmpty() const;
 ✓bool add(const ItemType& new_entry);
 ✗bool remove(const ItemType& an_entry);
 ✗void clear();
 ✗bool contains(const ItemType& an_entry) const;
 ✗int getFrequencyOf(const ItemType& an_entry) const;
 ✗std::vector<ItemType> toVector() const;

private:
   Node<ItemType>* head_ptr_; // Pointer to first node
   int item_count_;           // Current count of bag items

      // Returns either a pointer to the node containing a given entry
    // or the null pointer if the entry is not in the bag.
  ✗ Node<ItemType>* getPointerTo(const ItemType& target) const;
}; // end LinkedBag

#include “LinkedBag.cpp"
#endif //LINKED_BAG_H_
```