

Data structures:

Array, ArrayList, LinkedList

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Review: array

- Array

An *array* is a container that holds a fixed number of values of a single type. An *array* is an indexed data structure, which means *array* elements can be accessed by their index numbers using the *subscript operator* [].

Review: array

- Create an array object

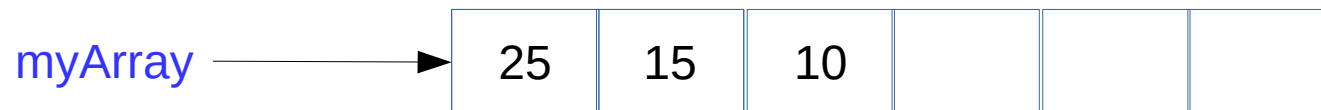
```
int myArray[] = new int[6];
```

- Assign value

```
myArray[0] = 25;
```

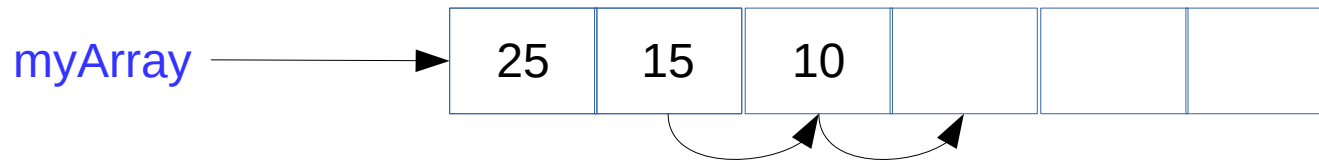
```
myArray[1] = 15;
```

```
myArray[2] = 10;
```

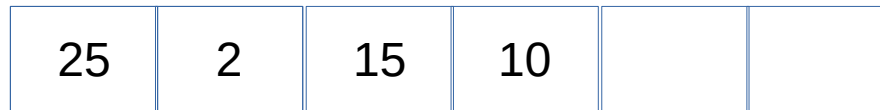
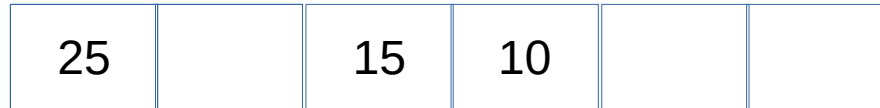


Review: array

- Insert an element



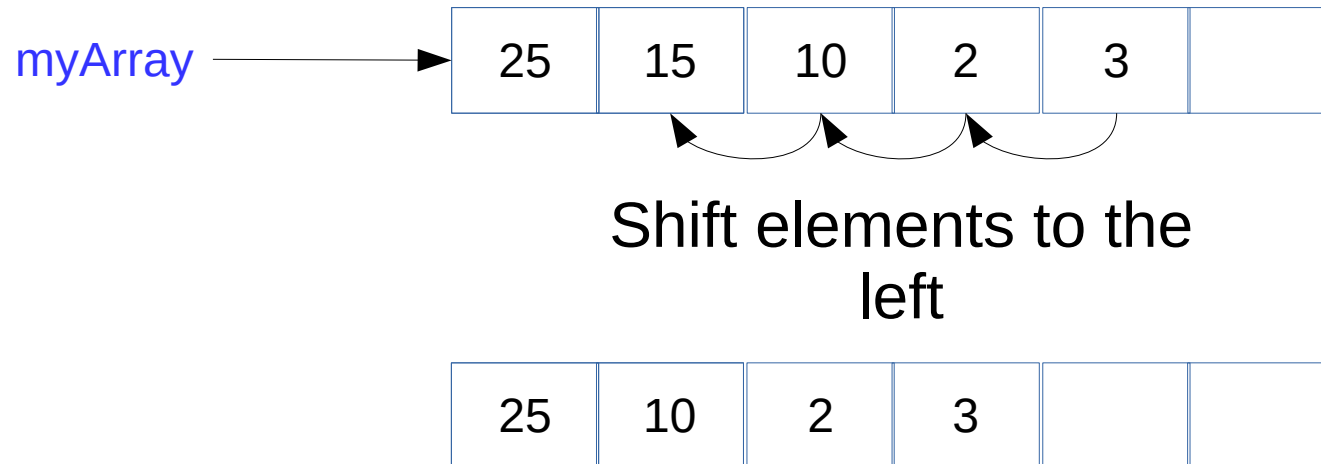
1. Shift elements to the right



2. Assign value
`myArray[1] = 2;`

Review: array

- Delete an element
 - Example: delete an element at index 1



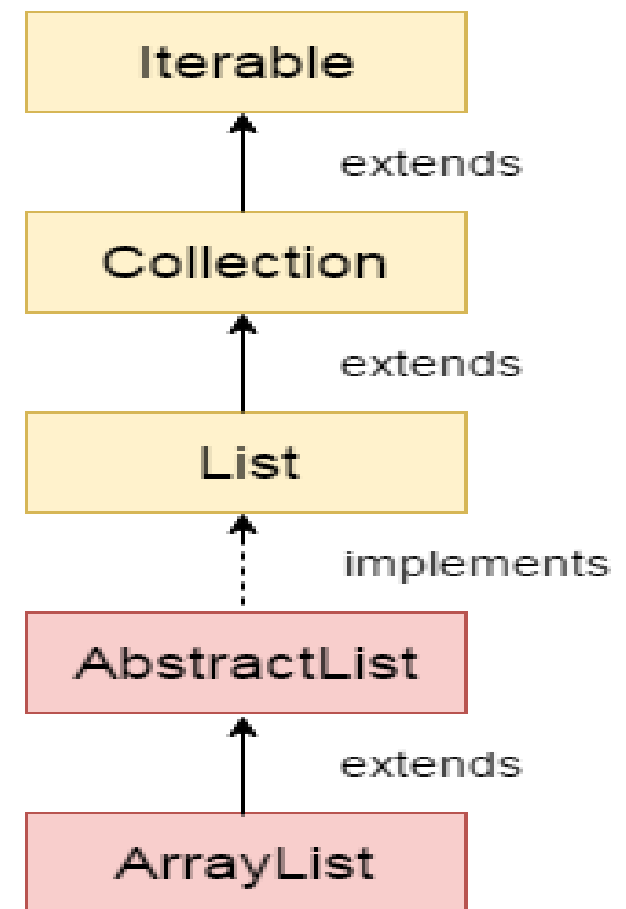
Review: array

- You can't do the following with an array object:
 - Increase or decrease its length, which is fixed
 - Add an element at a specified position without shifting the other elements to make room.
 - Remove an element at a specified position without shifting the other elements to fill in the resulting gap.

Review: ArrayList

ArrayList provides methods to do the operations that cannot be done with array object: add, insert, delete element(s) and more.

However, ArrayList use array object as data structure to store the data. So the operation such as insert and delete element(s) is a time consuming process.



LinkedList

- A LinkedList can be created by connecting different objects using pointers (references)
 - Object is called node

```
/** A Node is the building block for a double-linked list. */
private static class Node<E> {
    /** The data value. */
    private E data;
    /** The link to the next node. */
    private Node<E> next = null;
    /** The link to the previous node. */
    private Node<E> prev = null;

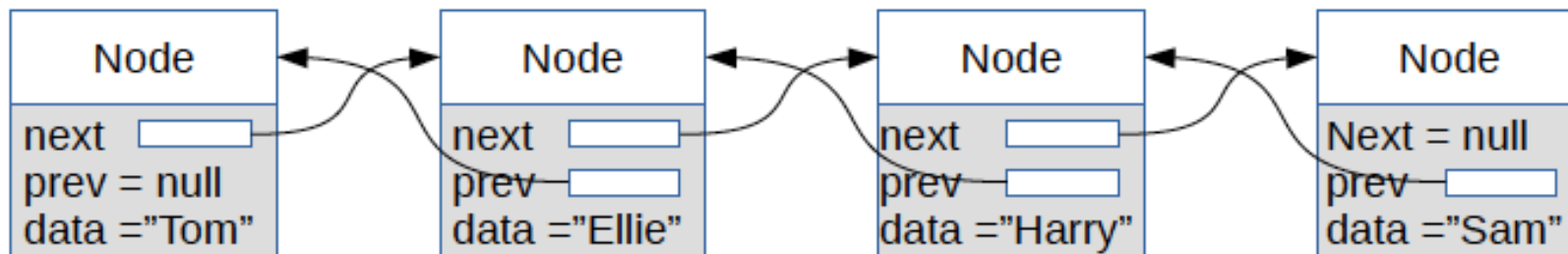
    /** Construct a node with the given data value.
        @param dataItem The data value
        */
    private Node(E dataItem) {
        data = dataItem;
    }
}
```


LinkedList

```
Node<String> tom = new Node<>("Tom");  
Node<String> ellie = new Node<>("Ellie");  
tom.next = ellie;  
ellie.prev = tom;
```

```
Node<String> harry = new Node<>("Harry");  
ellie.next = harry;  
harry.prev = ellie;
```

```
Node<String> sam = new Node<>("Same");  
harry.next = sam;  
same.prev = harry;
```



LinkedList

- Insert an element
 - Insert a new element after the node “ellie”

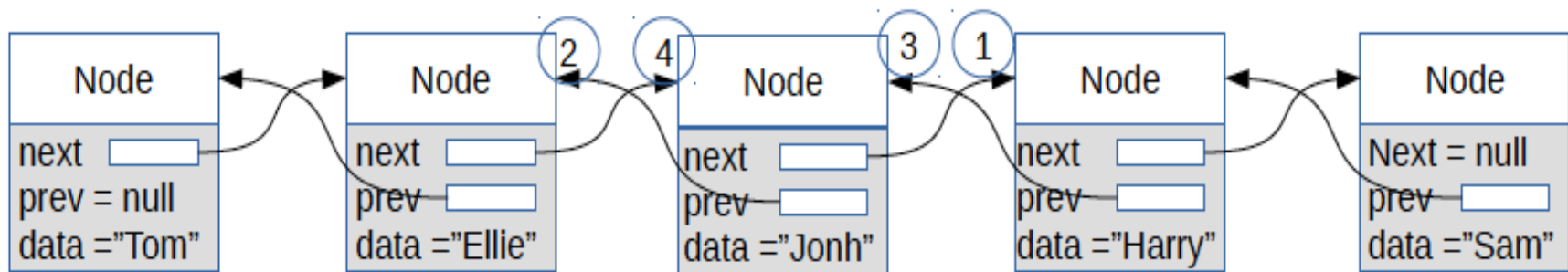
```
Node<String> jonh = new Node<>("Jonh");
```

```
jonh.next = ellie.next; //step 1
```

```
jonh.prev = ellie; //step 2
```

```
ellie.next.prev = jonh; //step 3
```

```
ellie.next = jonh; //step 4
```

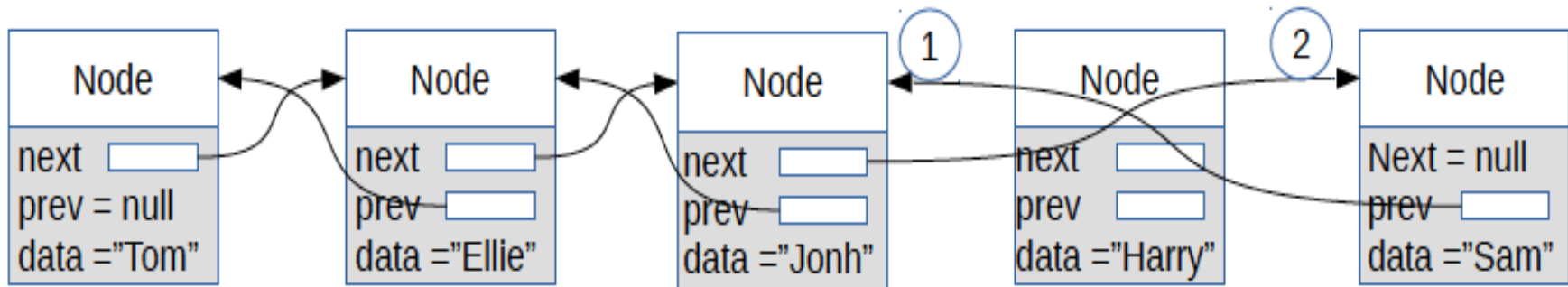


LinkedList

- Delete an element
 - Remove element “harry” from LinkedList

`harry.prev.next = harry.next; // Step 1`

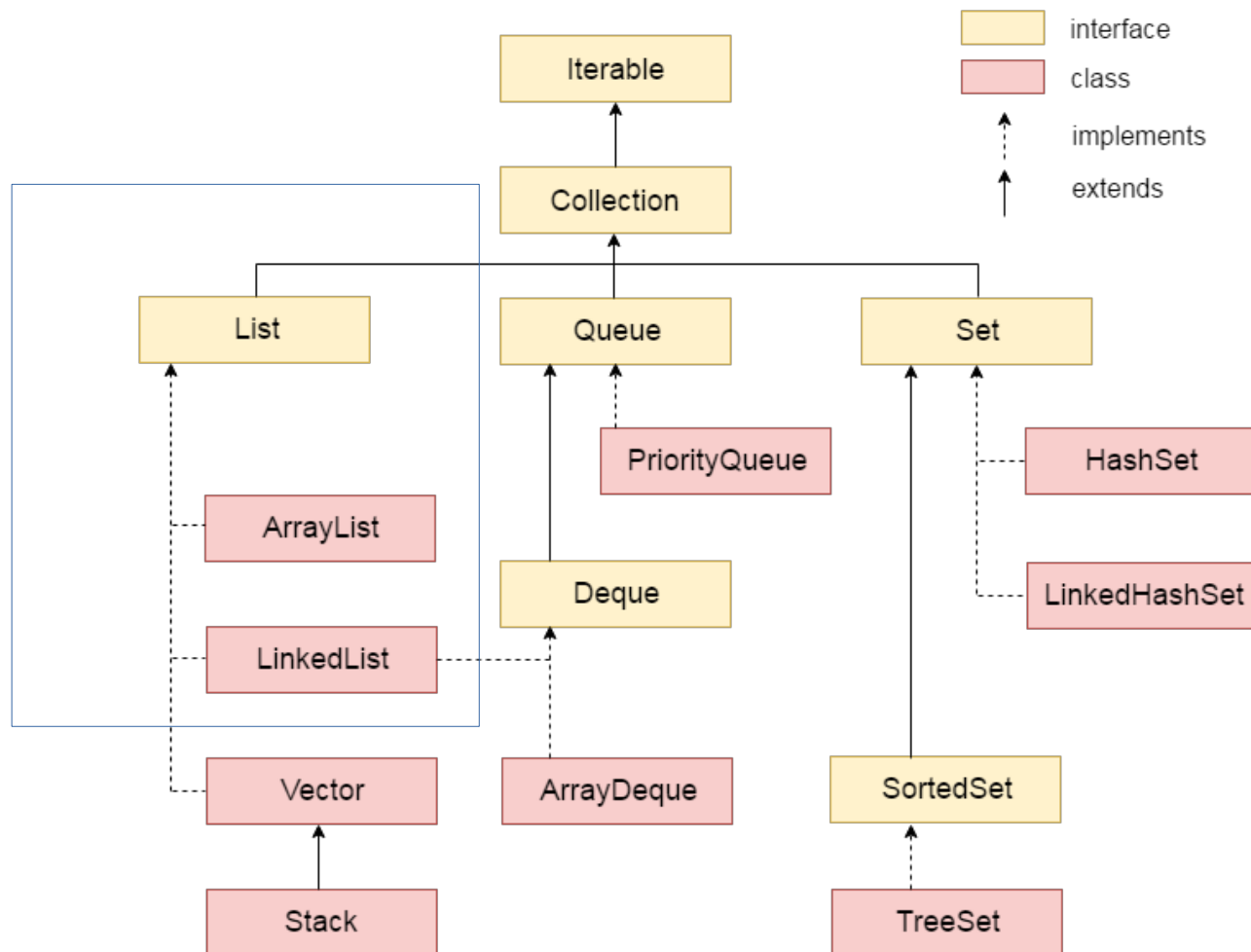
`harry.next.prev = harry.prev; // Step 2`



Node “harry” Doesn't belong to the linkedList anymore

LinkedList Class

Like ArrayList, LinkedList implement **List** interface



LinkedList Class

- Create a LinkedList of String

```
LinkedList<String> linkedlist=new LinkedList<String>();
```

```
linkedlist.add("Apple");
```

```
linkedlist.add("Orange");
```

```
linkedlist.add("Mango");
```

```
linkedlist.add("Banana");
```

```
...
```

LinkedList Class

- Get element at index "i"

String fruit = linkedlist.get(i);

But what really happen when we want to access to an element by index?

- In reality, LinkedList does not provide the possibility to access to a random element by index.
- If we assume that the method `get` begins at the first list node (head), each call to method `get` must advance a local reference (`nodeRef`) to the node at position index using a loop such as:

```
Node<E> nodeRef = head;  
  
for (int j = 0; j < i; j++) {  
    nodeRef = nodeRef.next;  
}
```

LinkedList

- How to loop LinkedList in Java

For loop:

```
for(int num=0; num<linkedlist.size(); num++)  
{  
    System.out.println(linkedlist.get(num));  
}
```

For each:

```
for(String str: linkedlist)  
{  
    System.out.println(str);  
}
```

Using Iterator:

```
Iterator i = linkedlist.iterator();  
while (i.hasNext()) {  
    System.out.println(i.next());  
}
```

LinkedList

- Conclusion
 - Add or delete an element in an ArrayList is slower than LinkedList
 - However, access to an element at index i in an LinkedList is a time consuming process

References

- <https://docs.oracle.com/javase/7/docs/api/java/util/LinkedList.html>
- https://www.tutorialspoint.com/java/java_linkedlist_class.htm
- <http://beginnersbook.com/2013/12/how-to-loop-linkedlist-in-java/>
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