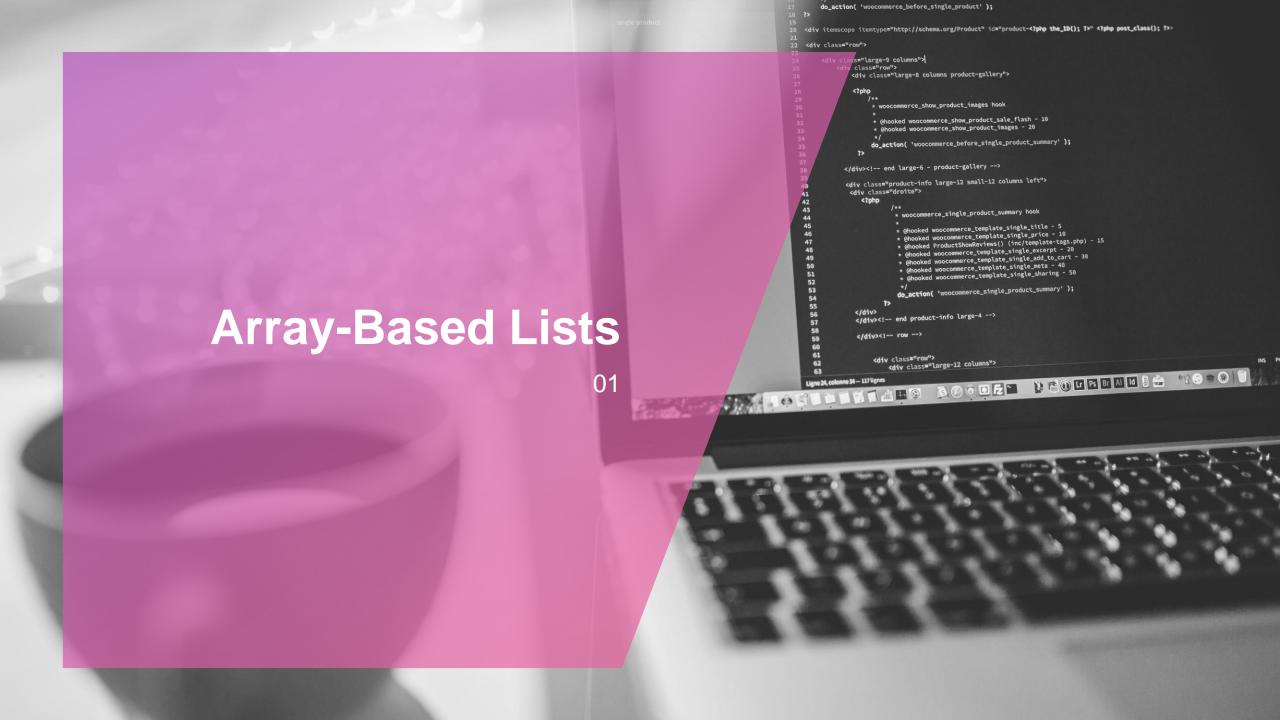
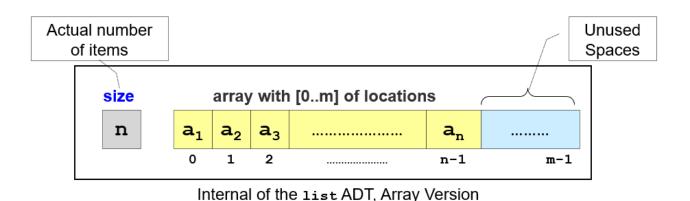
```
dNode children[i]; (childNode.name nodeName childNode.uuid nodeName
                                                                                                      ull[]);Object assign(PropertyBinding prototype,{ getValue unavailable:function| | |
                                                                          | war dest this resolvedProperty; o (var i 0,n dest length; i n; i) | dest i | buffer offset
                                                          langetObject){console.error(" trying to update node for track: " this path " but it wasn't found ");
                                                  mail as node material does not have a materials array', this); return { targetObject targetObject material materials
                                                    (targetObject[i].name objectIndex){objectIndex i;bresk}}bresk;default: (targetObject[objectName]
                                    * while tindex | undefined) (console error(" trying to bind to objectIndex of objectName, but is undefined: ", bis targetObject)
                                       modellame parsedPath.nodellame; console error(" trying to update property for track: " nodellame '.' propertyName " but it wasn't found.
                                   Mywersioning this Versioning NeedsUpdate; this targetObject targetObject}else i/(targetObject.matrixWorldNeedsUpdate outdetimed)(we significantly a control of the control 
                            propertyllame "morphTargetInfluences"){ ( targetObject geometry){console.error(' can not bind to morphTargetInfluences becasuse node
                 to morphlargetInfluences becasuse node does not have a geometry.morphTargets',this); return} for(var i=0;i<this.node.geometry.morphTargets.lengt
                   momenty; was propertyIndex propertyIndex} as I (nodeProperty.fromArray undefinedEnodeProperty.toArray undefined){bindingType chis.BindingType
                         SetterByBindingTypeAndVersioning[bindingType][versioning]],unbind:function(){this.node_null;this.getValue_this.getValue_unbound;this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_this.getValue_
  monthings IndicesByPath {}; var scope this; this.stats {objects:{get total(){|return scope, objects.length}, get inUse(){|return this.total scope.nCachedObjects | | |
                     0,add:function(var args){var objects this. objects nobjects objects.length,nCachedObjects this.nCachedObjects indicesByUUID this. indicesByUUID this.
                   knownObject){console.error("Different objects with the same UUID "+"detected. Clean the caches or recreate your "+"infrastructure when reloading scene
        which objects this objects, nObjects objects.length, nCachedObjects this nCachedObjects , indicesByUUID this indicesByUUID, bindings this bindings , nBindings
        www.dPath)(var indicesByPath this, bindingsIndicesByPath,index_indicesByPath[path],bindings_this, bindings;if(index = undefined) return bindings[index];var
         ##Path this bindingsIndicesByPath,index indicesByPath[path];if(index undefined){var paths this paths,parsedPaths this parsedPaths,bindings this bindings
    interpolants; this propertyBindings new Array(nTracks); this cacheIndex null; this byClipCacheIndex null; this timeScaleInterpolant null; this weight Interpolants
                       activateAction(this); return this}, stop: function(){this.mixer.deactivateAction(this); reset: function(){this.paused 1;this.
                      fadeInAction.crossFadeFrom(this,duration,warp)},stopFading:function(){var_weightInterpolant_this.weightInterpolant; ((weightInterpolant
      mescale timeScale; this. effectiveTimeScale this.paused?0.timeScale; return this.stopWarping()}, getEffectiveTimeScale: function(){return this.effectiveTimeScale}
        | where | 0 | now; times | 1 | now; duration; values | 0 | startTimeScale timeScale; values | 1 | endTimeScale timeScale; values | 1 | now; times | 1 | now; duration; values | 0 | startTimeScale timeScale; values | 1 | endTimeScale; values | 1 | endTimeScale;
polymetion() { mixer. root}, update:function(time,deltaTime,timeDirection,accuIndex) { (
                 (time startTime) timeDirection; (timeRunning) timeDirection = 0){return}this, startTime null; deltaTime timeDirection timeRunning}deltaTime
                 on(rime){var timeScale 0; (this paused){timeScale this timeScale; var interpolant this timeScaleInterpolant; (interpolant null){var interpolantvalue
                  metton(deltaTime)(var time this time deltaTime; (deltaTime 0) eturn time; var duration this, clip duration,loop this loop loop ount this, loop ount
                              handle stop; (this.clampWhenFinished)this.paused 0; else this.enabled 1; this. mixer.dispatchEvent({type: finished ,action: this.direction
                # duration loopDelta;loopCount Math.abs(loopDelta);var pending this repetitions loopCount; (pending 0){ (this clampWhenFinished) this paused
             action this,loopDelta:loopDelta})}} (pingPong&&(loopCount&1) = 1){this.time time; return duration time}}this.time time; return time}, setEndings:function
                         urvatureEnding} {settings.endingEnd WrapAroundEnding}}}, scheduleFading:function(duration,weightNow,weightThen){var mixer this. mixer now
                             times 0 now; values 0 weight Now; times 1 now duration; values 1 weight Then; return this }); function Animation Mixer (root) {this
                                                                                                       Data Structures
                                                                                                             bindings obindings on . nActiveBindings; his
```

```
01 Array-Based Lists
Agenda
                                       How to create array based lists light and full implementations
```



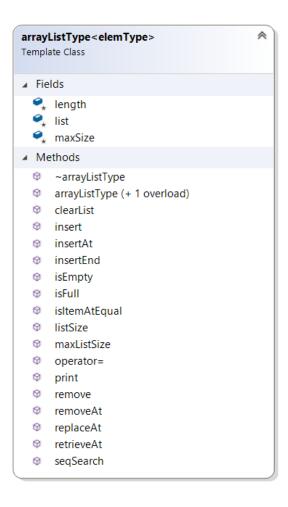
Array-Based Lists

- List is a collection of elements of the same type.
- List has a length which represents the number of elements inside it.
- Array-Based lists implements the lists using arrays.
- In the following diagram, n represents length and m represents max size.



Array-Based Lists Cont.

Our target is to implement Array-Based lists as an ADT.



Array-Based Lists Cont.

- Look at "ArrayBasedList light implementation" folder
- Look at "ArrayBasedList full implementation" folder



Next time Array-Based Stacks