

Computer Science 112

Data Structures

Lecture 04:

More Linked-List Methods

Linked Lists of Strings

Methods

See LLAp.java, rev. 2

- **IntNode addAtFront(int data, IntNode front){**
- **void printList(IntNode front)**
- **IntNode deleteFront(IntNode front)**
- **boolean search(IntNode front, int target)**
- **boolean addAfter(IntNode front,
 int target,
 int item)**
- **IntNode delete (IntNode front, int target)**

Methods

- **addAfterNode**
- **deleteAfterNode**
- **deleteNode**
- **findLast**
- **append**
-

addAtFront

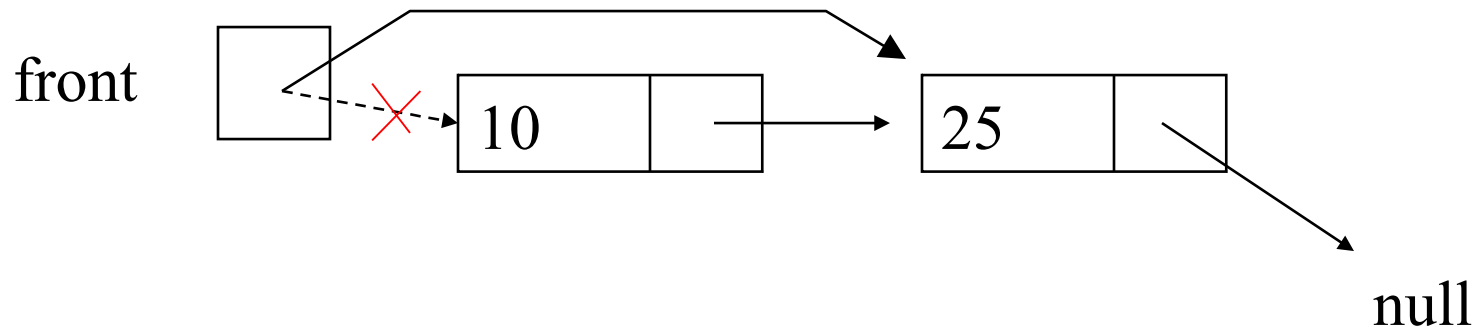
```
public static IntNode addAtFront(int data, IntNode front){  
    front = new IntNode(data, front);  
    return front;  
}
```

printList

```
public static printList(IntNode front){  
    for (IntNode ptr = front; // first node  
        ptr != null; // continue if not at null  
        ptr = ptr . next){ // go to next node  
        System.out.println(ptr . data);  
    }  
}
```

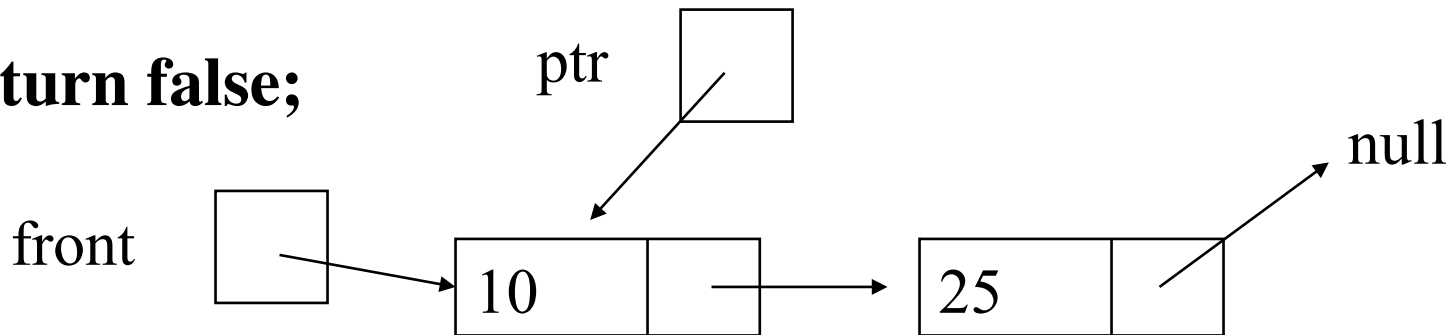
deleteFront

```
IntNode deleteFront(IntNode front) {  
    front = front.next;  
    return front;  
}
```



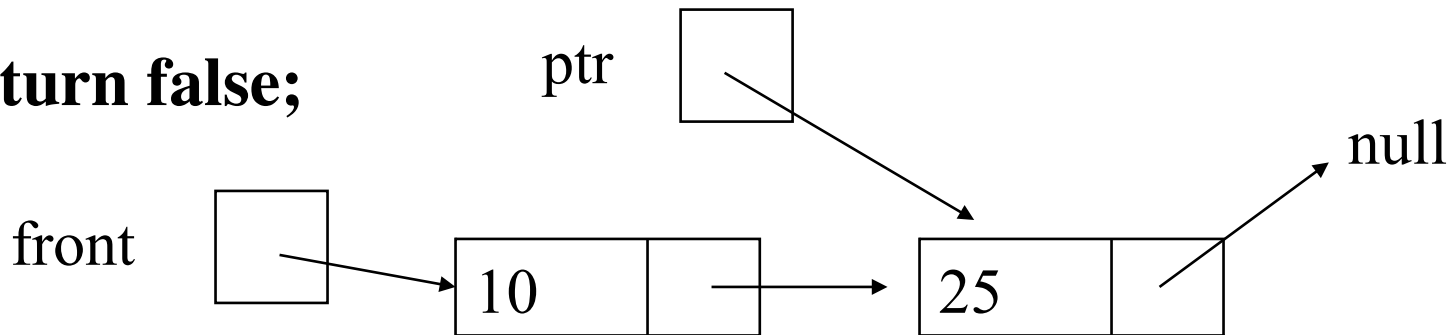
search

```
public static boolean search(IntNode front, int target) {  
    for (IntNode ptr = front; ptr != null; ptr = ptr.next) {  
        if (target == ptr.data) {  
            return true;  
        }  
    }  
    return false;  
}
```



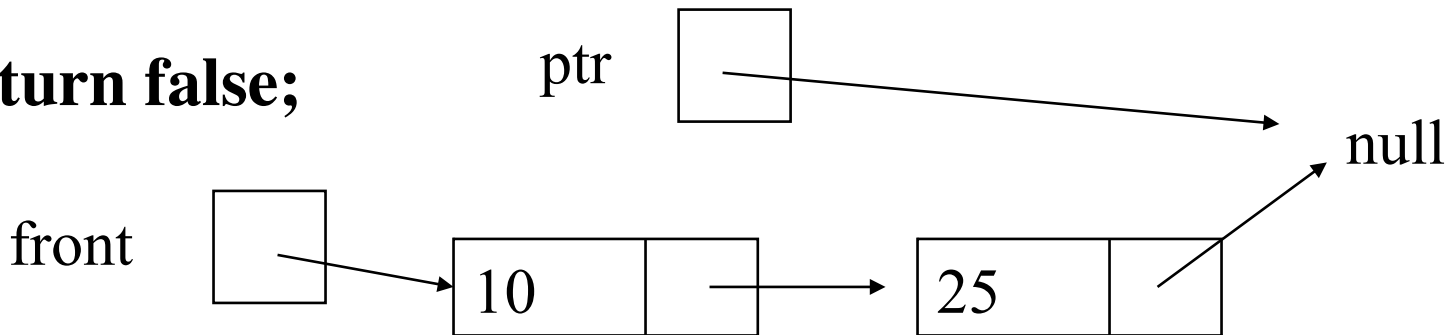
search

```
public static boolean search(IntNode front, int target) {  
    for (IntNode ptr = front; ptr != null; ptr = ptr.next) {  
        if (target == ptr.data) {  
            return true;  
        }  
    }  
    return false;  
}
```



search

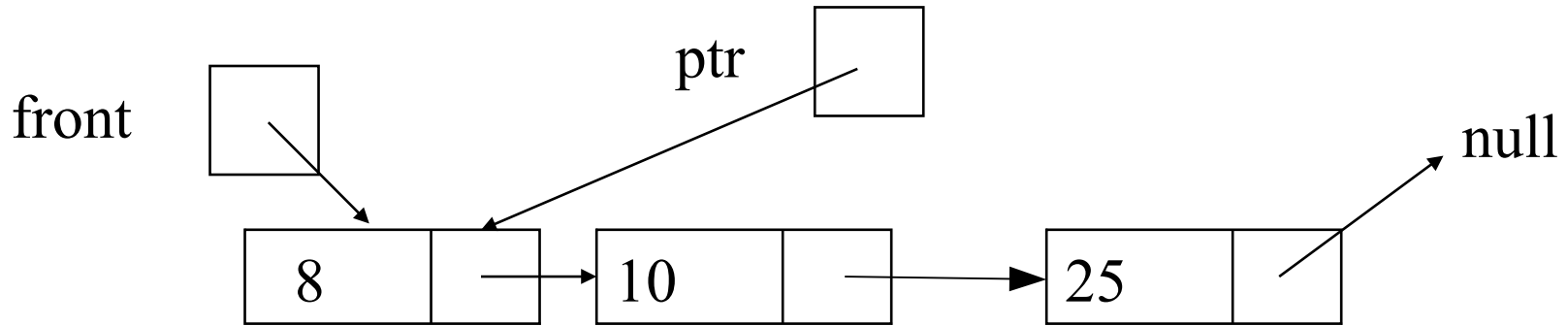
```
public static boolean search(IntNode front, int target) {  
    for (IntNode ptr = front; ptr != null; ptr = ptr.next) {  
        if (target == ptr.data) {  
            return true;  
        }  
    }  
    return false;  
}
```



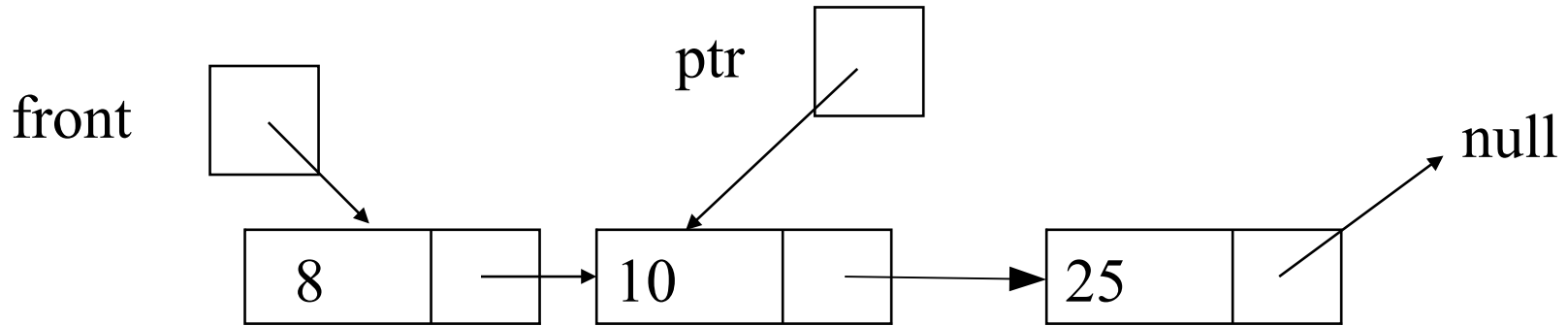
addAfter

```
public static boolean addAfter(IntNode front,  
                                int target,  
                                int item){  
    for (IntNode ptr = front; ptr != null; ptr = ptr.next){  
        if (ptr.data == target){  
            ptr.next = new IntNode(item, ptr.next);  
            return true;  
        }  
    }  
    return false;  
}
```

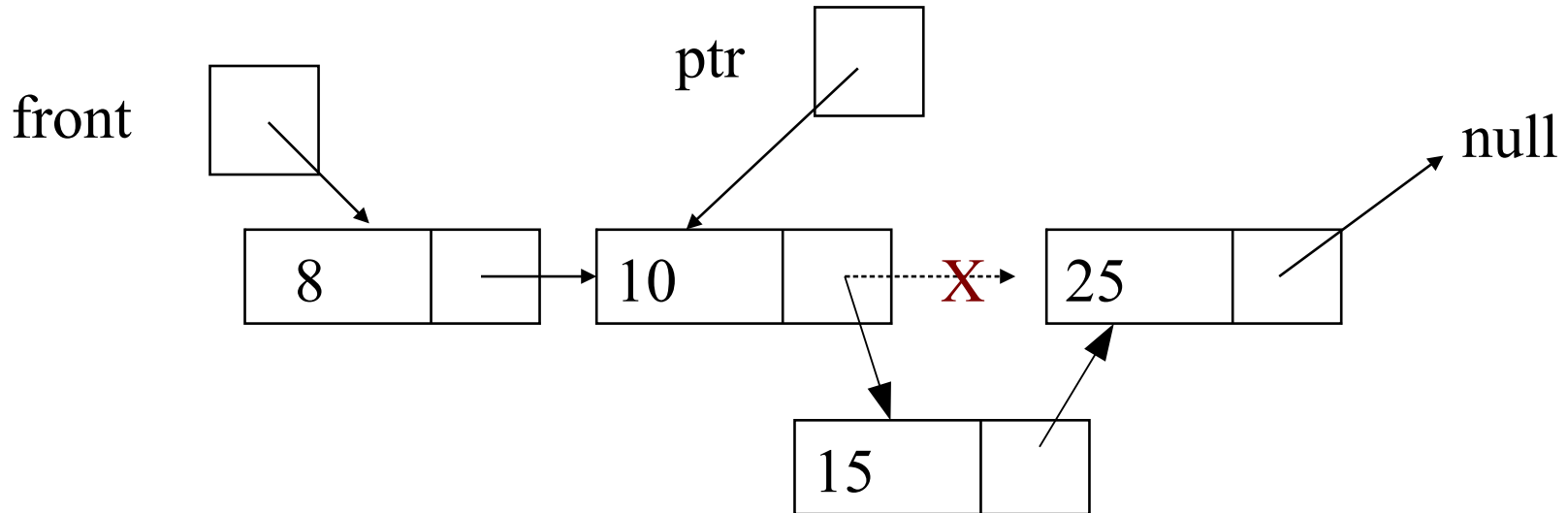
addAfter



addAfter



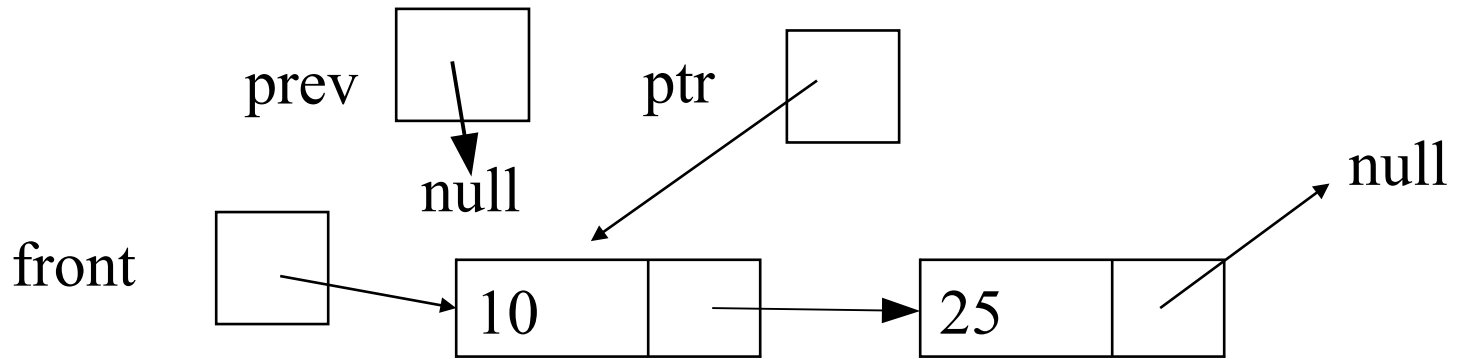
addAfter



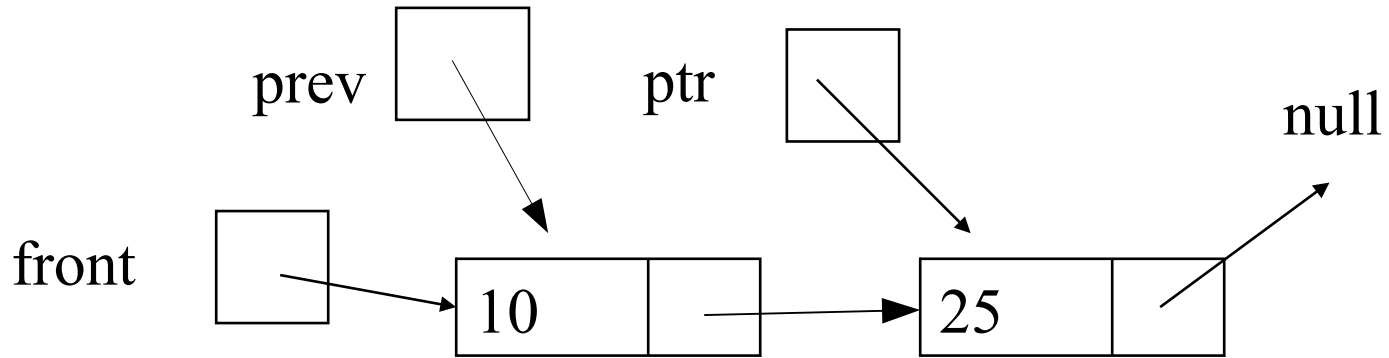
delete

```
public static IntNode delete(IntNode front, int target) {  
    IntNode ptr=front, prev=null;  
    while (ptr != null && ptr.data != target) {  
        prev = ptr;  
        ptr = ptr.next; }  
    if (ptr == null) {  
        return front;  
    } else if (ptr == front) {  
        return ptr.next; }  
    prev.next = ptr.next;  
    return front;}  
}
```

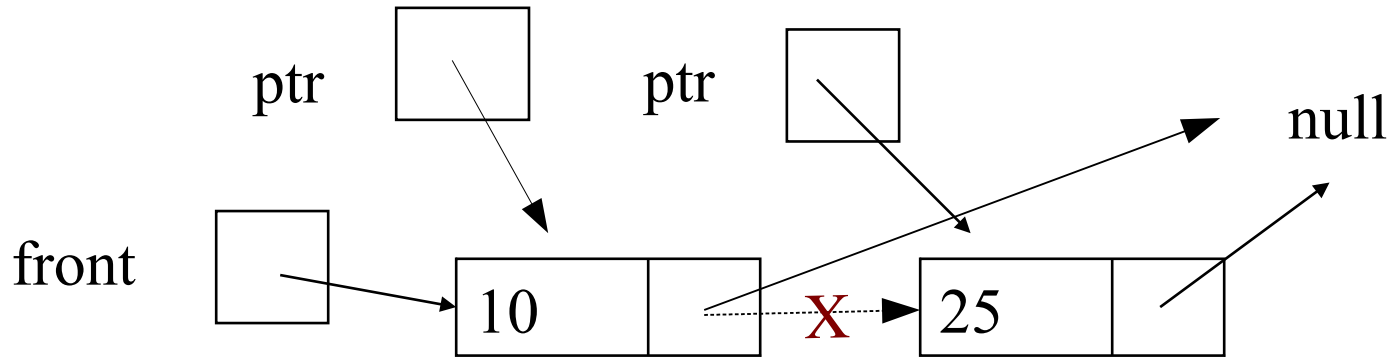
delete



delete

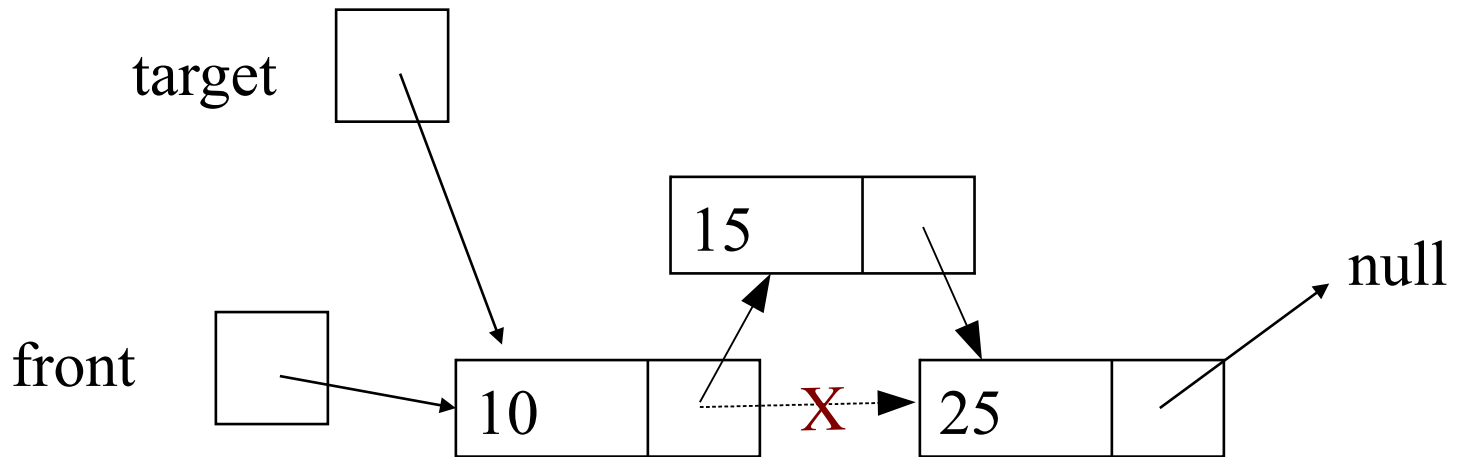


delete



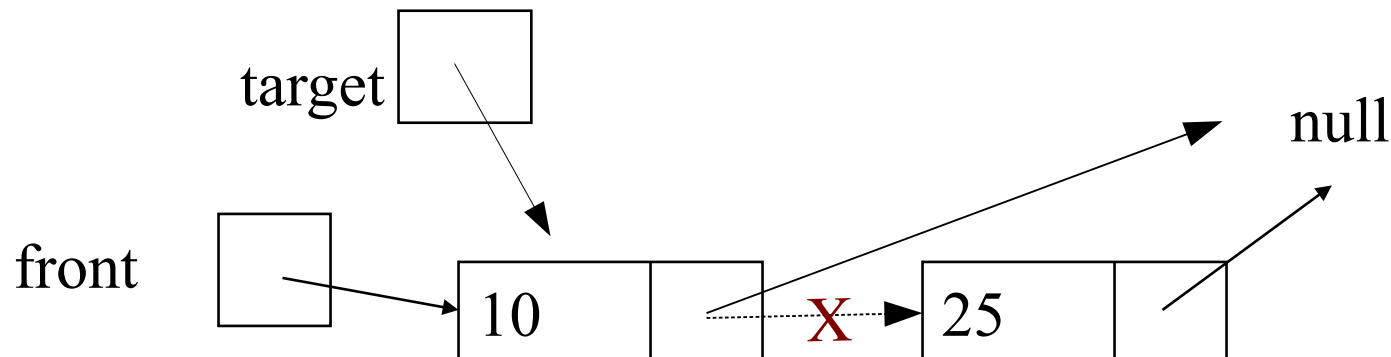
addAfterNode

```
public static void addAfterNode(IntNode front,  
                                IntNode target,  
                                int item){  
    target.next = new IntNode(item, target.next);  
}
```



deleteAfterNode

```
public static void deleteAfterNode(  
    IntNode front,  
    IntNode target)  
    target.next = target.next.next;  
}
```

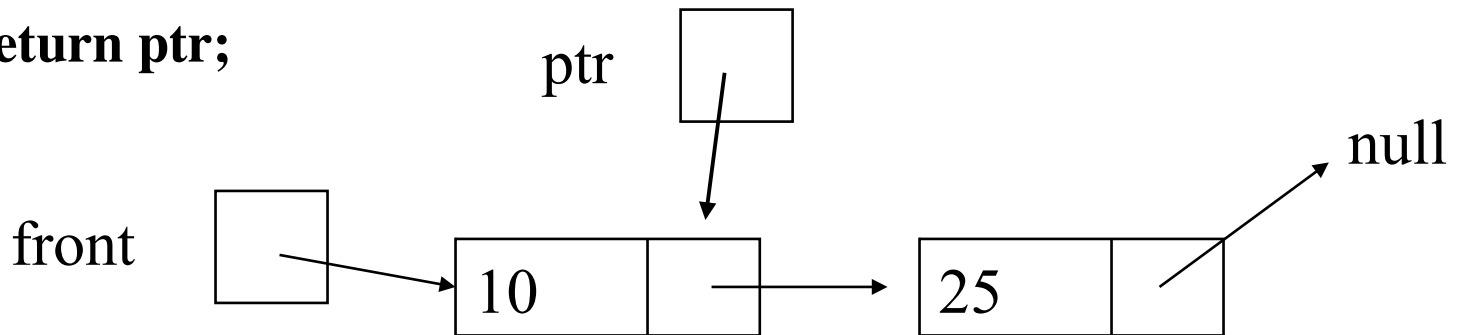


deleteNode

```
public static IntNode deleteNode(IntNode front, IntNode target) {  
    IntNode ptr=front, prev=null;  
    while (ptr != null && ptr != target) {  
        prev = ptr;  
        ptr = ptr.next; }  
    if (ptr == null) {  
        return front;  
    } else if (ptr == front) {  
        return ptr.next; }  
    prev.next = ptr.next;  
    return front;}  
}
```

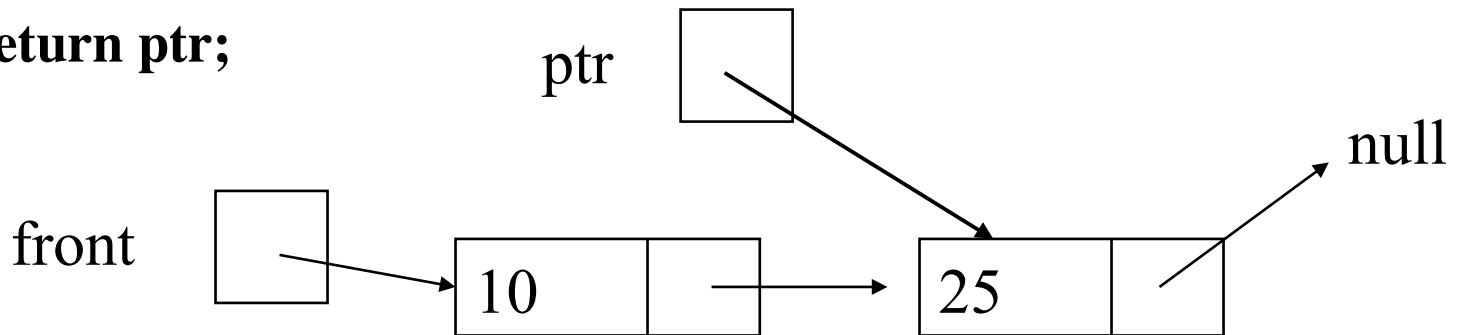
findLast

```
public static IntNode last(IntNode front){  
    if (front == null){  
        return null;  
    } else {  
        IntNode ptr;  
        for (ptr = front; ptr.next != null; ptr = ptr.next){  
        }  
        return ptr;  
    }  
}
```



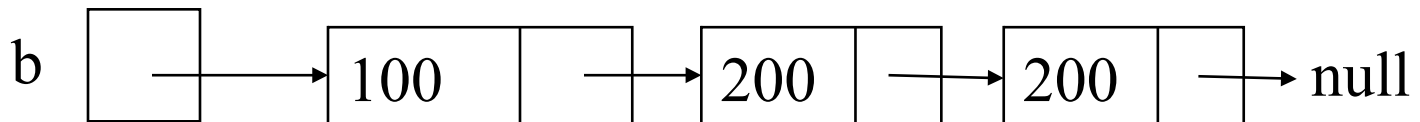
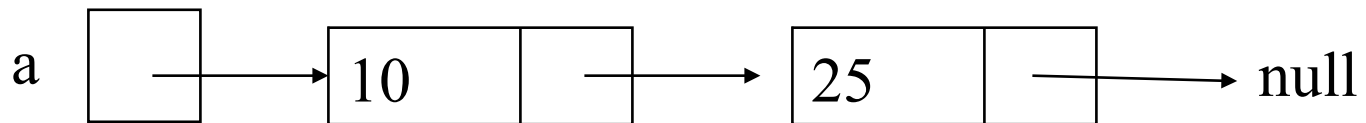
findLast

```
public static IntNode last(IntNode front){  
    if (front == null){  
        return null;  
    } else {  
        IntNode ptr;  
        for (ptr = front; ptr.next != null; ptr = ptr.next){  
        }  
        return ptr;  
    }  
}
```



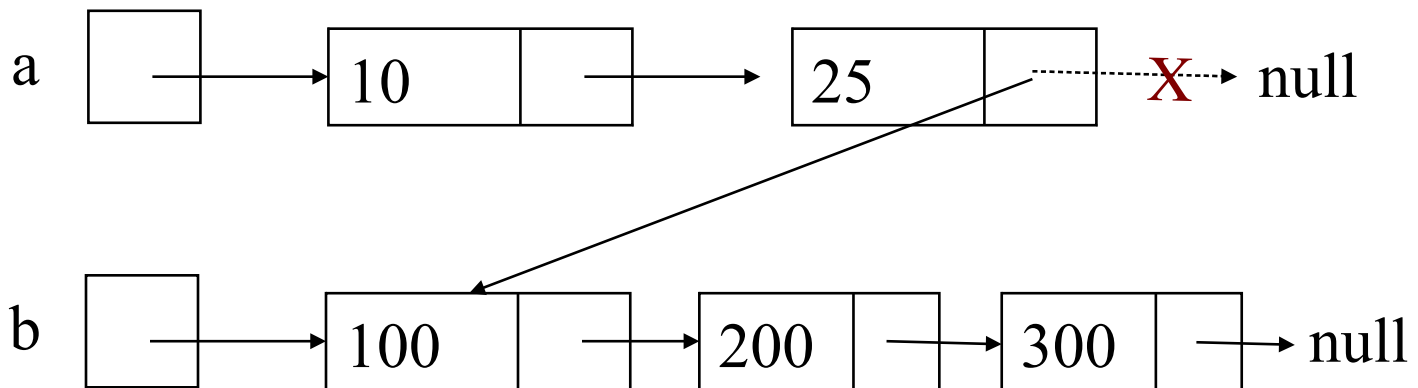
append

```
public static void append(IntNode a,  
                           IntNode b){  
    last(a).next = b;  
}
```



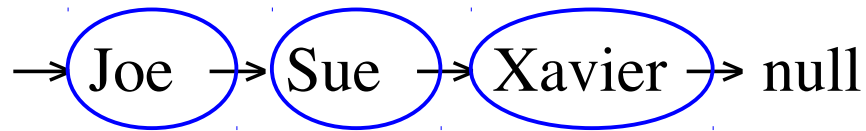
append

```
public static void append(IntNode a,  
                           IntNode b){  
    last(a).next = b;  
}
```



Linked Lists of Strings

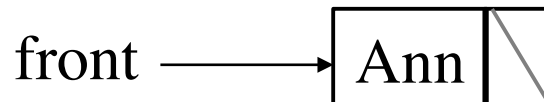
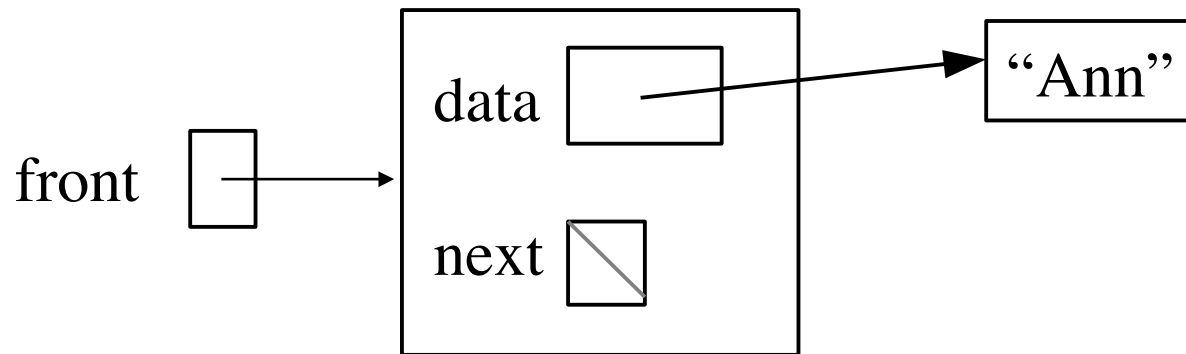
- So far, data has been ints
- What changes if data is Strings?



StringNode

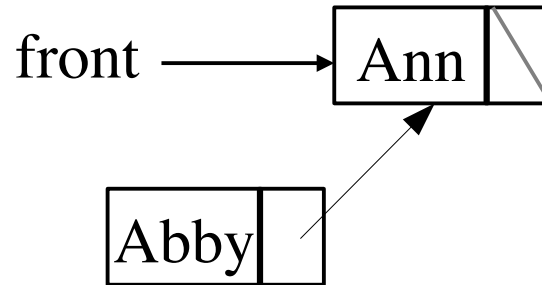
```
public class StringNode{  
    String data;  
    StringNode next;  
    public StringNode(String data, StringNode next){  
        this.data = data;  
        this.next = next;  
    }  
}
```

A One-Element List



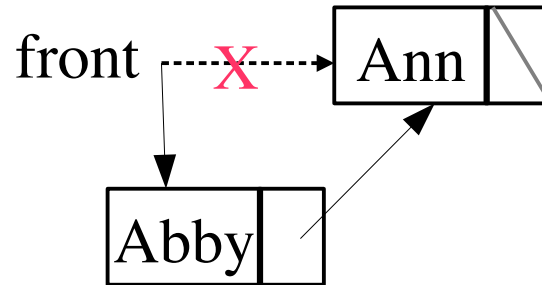
Adding to the front of a list

```
new StringNode("Abby", front);
```

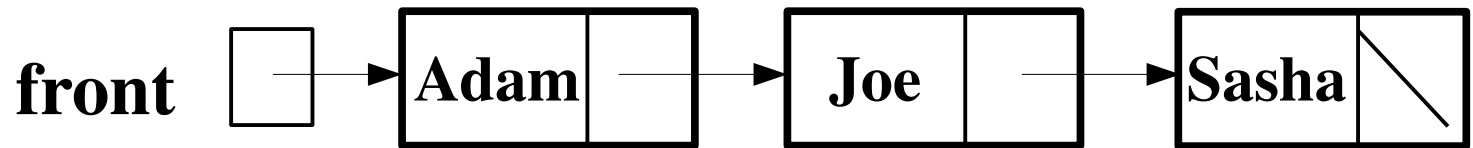


Adding to the front of a list

```
front = new StringNode("Abby", front);
```

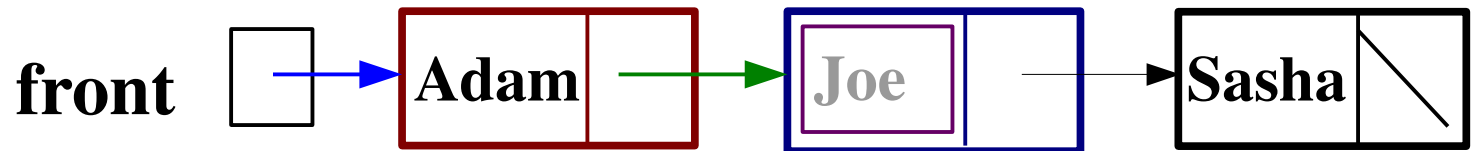


A three-element list



Change second name to Bob

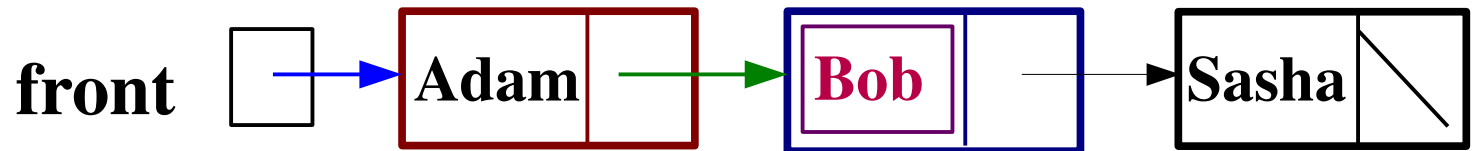
A three-element list



Change second name to Bob

`front . next . data =`

A three-element list



Change second name to Bob

`front . next . data = "Bob"`

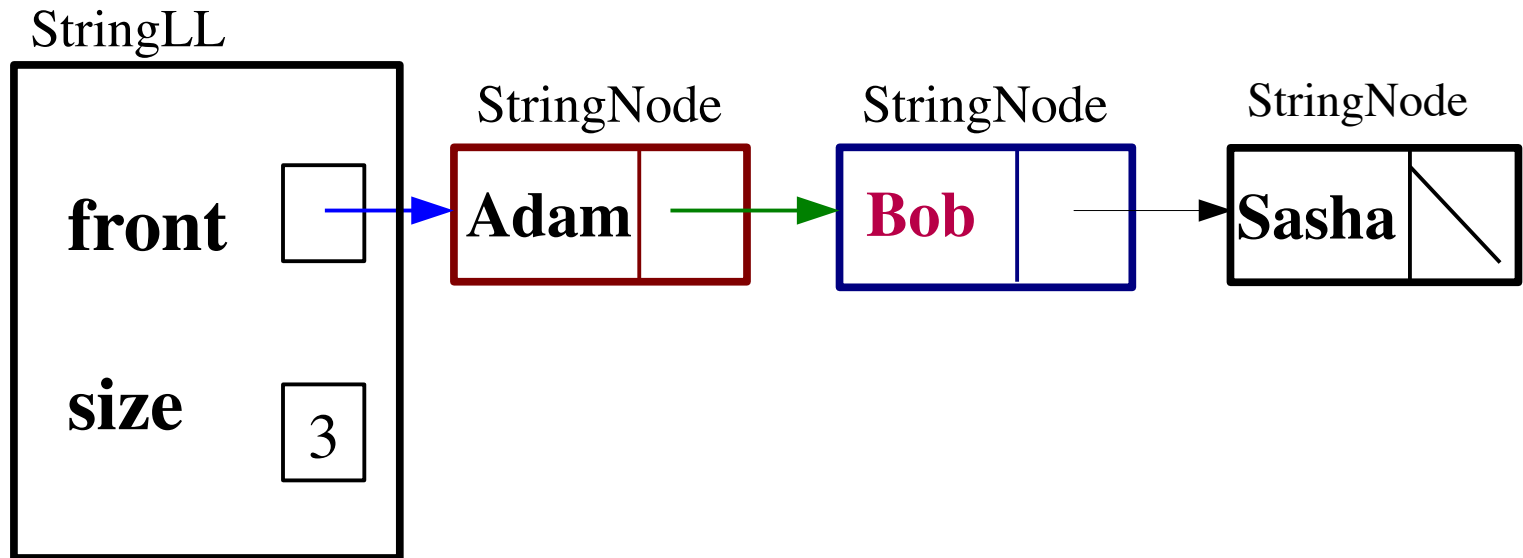
delete

```
public static StringNode delete(StringNode front, String target) {  
    StringNode ptr=front, prev=null;  
    while (ptr != null && ! ptr.data.equals(target)) {  
        prev = ptr;  
        ptr = ptr.next; }  
    if (ptr == null) {  
        return front;  
    } else if (ptr == front) {  
        return ptr.next; }  
    prev.next = ptr.next;  
    return front;}  
}
```

A String Linked List class

- **In order to represent list as a whole**
 - **To have an object that represents the empty list**
 - **To add extra data such as length of list**
- **You also need a class for the nodes – a good place to use a nested class**
- **See StringLL.java**

A String Linked List class



An Empty List

StringLL

