

CS112: Data Structures

Instructor: Prof. Louis Steinberg

- office: Hill 401**
- email: lou@cs.rutgers.edu**
- phone: 848-445-7289**

CS112: Data Structures

TAs:

- **To be announced**

CS112: Data Structures

- **Today's topics:**
 - **Intro to Course**
 - **Intro to Linked lists**

Class Web Site

- **<http://sakai.rutgers.edu>**
 - Log in using Rutgers NetID & password, click on “CS112 – Spring 2015” tab
- **You are assumed to know anything posted.**

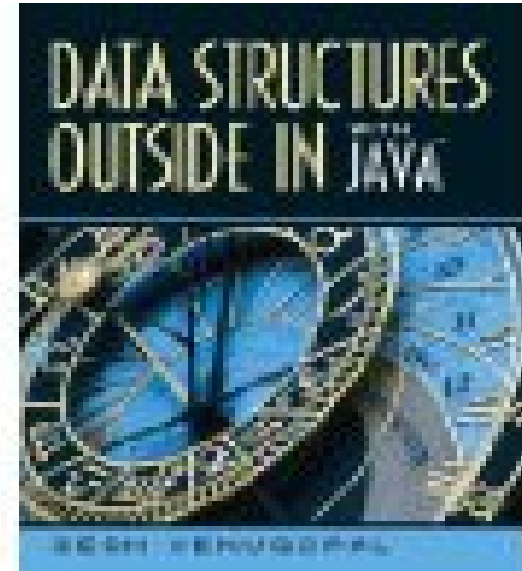
Textbook

- *Data Structures Outside In with Java, 1st Edition.*

by Sesh Venugopal

Prentice-Hall, 2006.

ISBN 978-0131986190.



Three lecture sections

Same syllabus, same assignments, same exams

- **Prof. Venugopal**
 - **Tuesday/Thursday 3:20 pm, TIL 254**
- **Prof. Tjang**
 - **Tuesday/Thursday 5:00 pm, Ph 115**
- **Prof. Steinberg**
 - **Monday/Thursday Noon, TIL 257**

Prerequisite

- **CS 111 or equivalent**
 - **Comfortable writing and debugging Java programs 2 - 3 pages long**
 - **Basic Java (types, control flow, etc.)**
 - **Strings, Arrays**
 - **Searching and sorting arrays**
 - **Recursion**
 - **Using objects** (not designing classes)
 - **Big-O** worst case analysis
- **We will NOT assume exceptions or linked lists**

What You (Should Have) Learned in 111



(Graphic Art from wordle.net)

CS112 01/18/12

Sesh Venugopal

5

Slide from Sesh Venugopal

To Review Objects, Big-O

- **Read DSOI**
 - **Sections 1.1, 1.2**
 - **All of Chapter 3**

Grading

- **Assignments (5): 35%**
- **Midterm 1 (Written): 15%**
- **Midterm 2 (Written): 15%**
- **Final (Written): 30%**
- **Recitation problems (1 per recitation): 5%**

No clicker quizzes

How to succeed in 112

- **COME TO LECTURE and PAY ATTENTION**
- **SPEND TIME outside of class, reviewing concepts and doing problems. Think through the problems before recitation.**
- **READ the textbook and WATCH You Tube videos**
 - See <http://www.cs.rutgers.edu/~venugopa> for a complete list
- **Study with FRIENDS**

What is a data structure

- **A representation scheme that stores**
 - **Multiple pieces of data**
 - **Relationships between pieces of data**
- **E.g.,**
 - **Object**
 - **Array**

What you will learn in 112

Specialized Data Structures:

- **Linear**
 - **Array**
 - **Linked list**
 - **Stack**
 - **Queue**
- **Trees**
 - **Binary Tree**
 - **Binary Search Tree**
 - **AVL Tree**
 - **Heap**
- **Graphs**
 - **Undirected**
 - **Directed**
 - **Weighted**
- **Hash Tables**

What you will learn in 112

- **Algorithms**
 - **Searching**
 - **Sorting**
 - **Graph Algorithms**
- **Analysis of space & time taken by algorithms:**
 - **Best case**
 - **Average case**
 - **Worst case**

What you will learn in 112

- **Programming in Java using Eclipse**

Our first data structure

- **Linked Lists**
 - **Like an array, a linked list stores an ordered list of data items, all of the same type**
 - **But has different time and space costs**

Linked Lists

- When you have data in order in an array

0	1	2	3
75	100	110	...

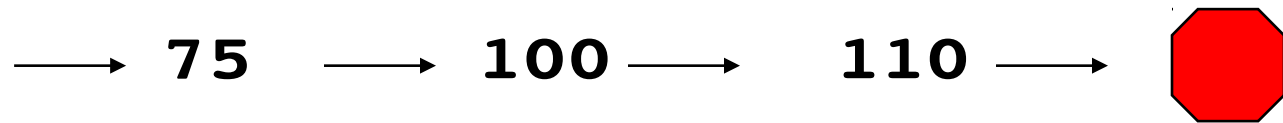
- You are storing who is 1st, 2nd, etc
 - Which largely changes when you insert

0	1	2	3	
75	80	100	110	...

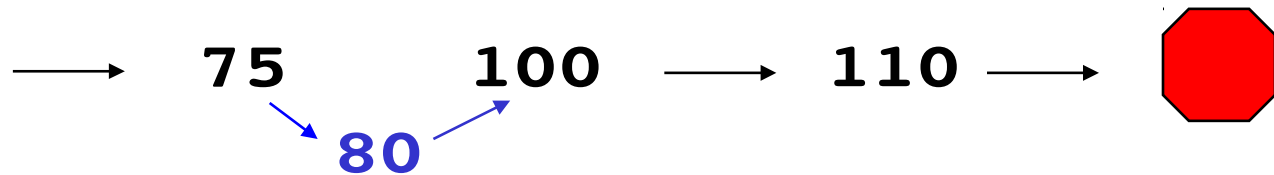
- What if all you care about is what is after what?

Linked Lists

- Suppose what you store is “what comes next”



- When you insert, there is less to change

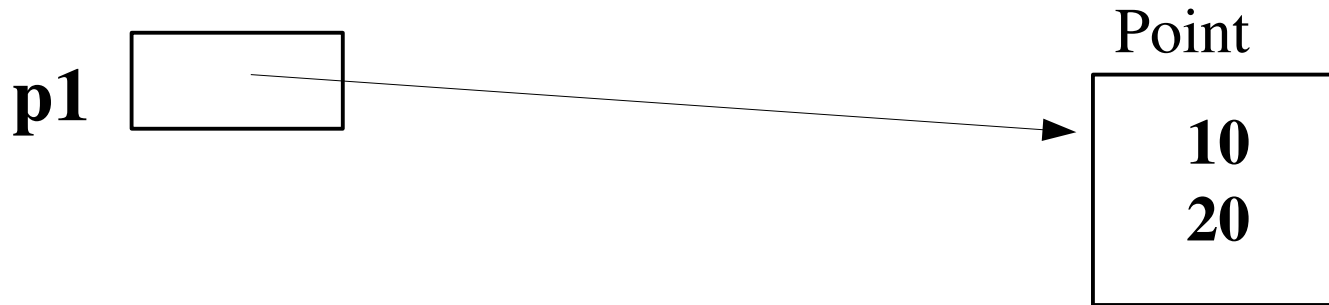


IntNodes

- **A node is an object that has**
 - a field for data
 - a field to refer to the next node in the linked list
- **data is an int \rightarrow IntNode**
- **An IntNode object has an instance variable that contains a *reference to* an IntNode object**

Method variable holds a reference to an object

Point p1 = new Point(10, 20);



Method variable holds a reference to an object

Point p1 = new Point(10, 20);

p1

1004

...				
1000				
1004		10		
1008		20		
1012				
1016				
...				

Consequences of Representing an Object by a Reference

- Assignment copies the reference, not the object

Point p1 = new Point(10, 20);

Point p2 = p1;

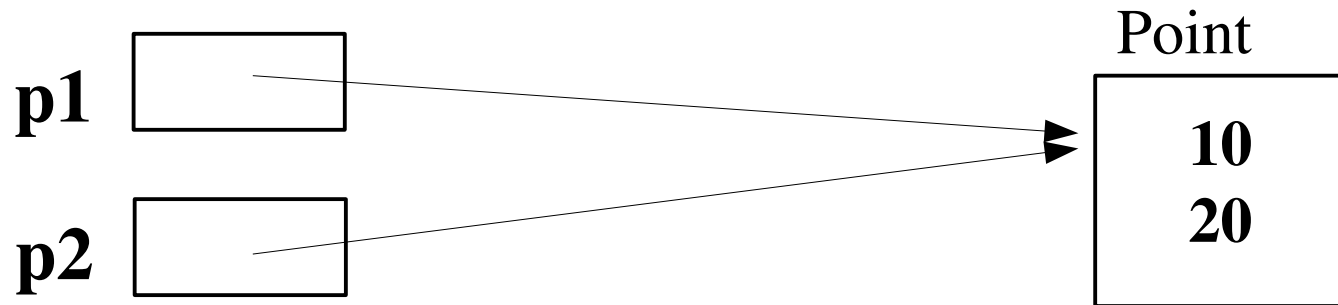


Consequences of Representing an Object by a Reference

- **Assignment copies the reference, not the object**

Point p1 = new Point(10, 20);

Point p2 = p1;



Consequences of Representing an Object by a Reference

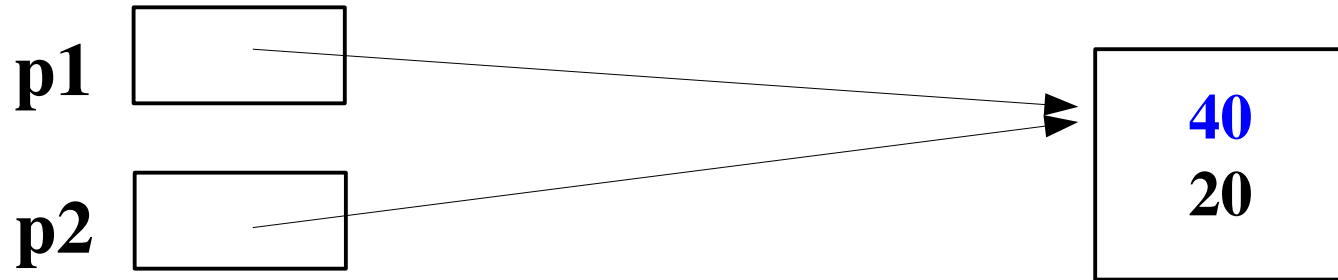
- Change via copied reference is also seen via original reference

Point p1 = new Point(10, 20);

Point p2 = p1;

p2.x = 40;

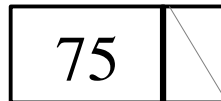
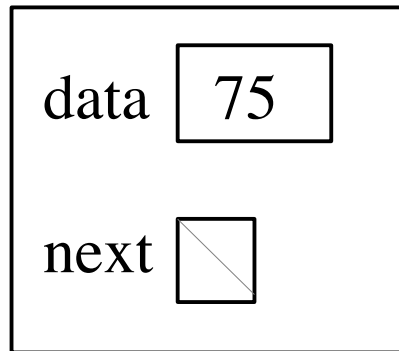
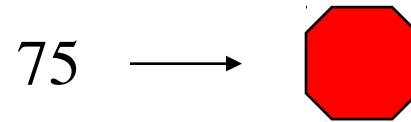
System.out.println(p1.x); // prints 40



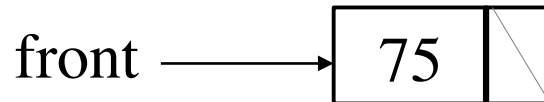
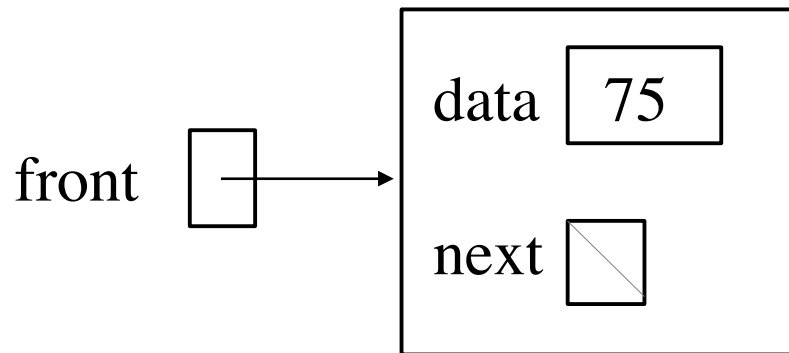
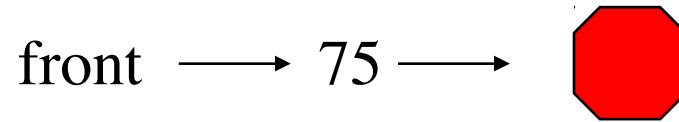
Consequences for method parameters

- See ParamTest.java

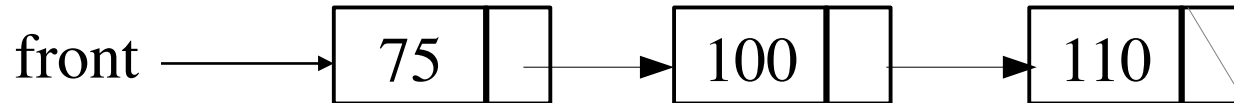
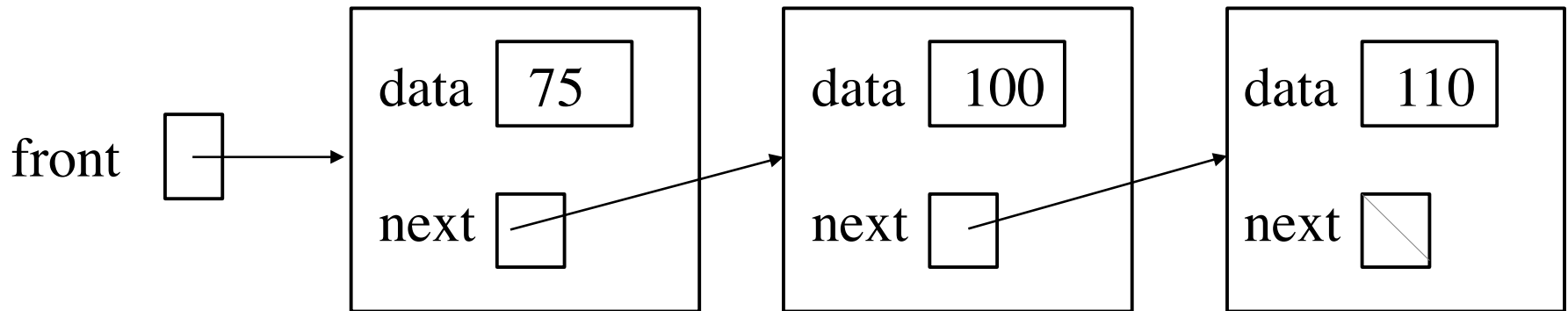
One IntNode



A One-IntNode List



A Three-IntNode List



What is printed?

// assume front is declared and set as in

// previous slide

System.out.println(front.data);

System.out.println(front.next.data);

System.out.println(front.next.next.data);

System.out.println(front.next.next.next);

System.out.println(front.next.next.next.data);

For Monday

- **Read DSOI**
 - Sections 1.1, 1.2
 - All of Chapter 3
- **Read the Syllabus on Sakai**
- ~~**Check out Piazza**~~