

5. General Linear Lists

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Agenda

Instruction

OrderedList ADT

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It is a little different from list ADT in the book

We have only one question this time!

Submit `orderedListADT.h`, `orderedListADT.c`, `main.c`

OrderedList ADT

Implement OrderedList ADT.

It contains struct student as its elements.

Id (int), name (string), email (string)

Operations

createList - create a list

destroyList - destroy a list

insert - insert an element in ascending order of id

▶ **Duplicate keys are not allowed.**

remove - erase an element with specific id

retrieve - return an element with specific id

size – return the number of elements

isEmpty - return true if a list is empty

iterate - traverses a list

initIterator - initialize a position of an iterator

printList - print all elements in list

OrderedListADT – Type Definitions

```
#define STR_MAX 32

typedef struct student
{
    int id;
    char name[STR_MAX];
    char email[STR_MAX];
} STUDENT;

typedef struct node
{
    void* pData;
    struct node* next;
} NODE;

typedef struct
{
    int size;
    NODE* pos;
    NODE* head;
    NODE* rear;
    int(*compare) (void* pArg1, void* pArg2);
} LIST;
```

OrderedListADT – Function Declarations

```
LIST* createList(int(*compare)(void* pArg1, void* pArg2));
LIST* destoryList(LIST* pList);
bool insert(LIST* pList, void* pDataIn);
bool remove(LIST* pList, void* pKey);
bool retrieve(LIST* pList, void* pKey, void** pDataOut);
int size(LIST* pList);
bool isEmpty(LIST* pList);
bool iterate(LIST* pList, void** pDataOut);
void initIterator(LIST* pList);
void printList(LIST* pList, void(*print)(void* pArg));

void printStudent(void* pArg);
int cmpStudentId(void* pStudent1, void* pStudent2);

static bool _insert(LIST* pList, NODE* pPre, void* pDataIn);
static void _delete(LIST* pList, NODE* pPre, NODE* pCur);
static bool _search(LIST* pList, NODE** pPre, NODE** pCur, void* pKey);
```

OrderedListADT - _search

```
static bool _search(LIST* pList, NODE** pPre, NODE** pLoc, void* pKey)
{
    #define COMPARE (((*pList->compare)(pKey, (*pLoc)->pData)))
    #define COMPARE_LAST ((*pList->compare) (pKey, pList->rear->pData))

    int result;
    *pPre = NULL;
    *pLoc = pList->head;
    if (pList->size == 0)
        return false;

    if (COMPARE_LAST > 0)
    {
        *pPre = pList->rear;
        *pLoc = NULL;
        return false;
    }

    while ((result = COMPARE) > 0)
    {
        *pPre = *pLoc;
        *pLoc = (*pLoc)->next;
    }

    if (result == 0)
        return true;
    else
        return false;
}
```

MAIN

```
#define _CRT_SECURE_NO_WARNINGS
#include <stdio.h>
#include <stdlib.h>
#include "orderedListADT.h"

STUDENT csDummy[] =
{
    {320001, "yangbong", "beeb@korea.ac.kr" },
    {320002, "hyoyong", "utility@korea.ac.kr" },
    {320003, "daegi", "waiting@korea.ac.kr" },
    {320004, "yondon", "ydchung@korea.ac.kr" },
    {320005, "minsoo", "msdb@korea.ac.kr" }
};

int main()
{
    int dummySize = sizeof(csDummy) / sizeof(STUDENT);
    LIST *csStudents = createList(cmpStudentId);

    // Insert dummy data
    for (int i = 0; i < dummySize; i++)
    {
        STUDENT* student = (STUDENT*)malloc(sizeof(STUDENT));
        student->id = csDummy[i].id;
        strcpy(student->name, csDummy[i].name);
        strcpy(student->email, csDummy[i].email);

        if (!insert(csStudents, (void*)student))
            printf("Insertion failed\n");
    }

    // Iterate elements
    STUDENT* curStudent;
    while (iterate(csStudents, (void**)&curStudent))
        printStudent(curStudent);
    initIterator(csStudents);

    // Search elements
    int searchKeyOrder[] = { 320001, 320003, 120001 };
    for (int i = 0; i < sizeof(searchKeyOrder) / sizeof(int); i++)
```

```
{
    int key = searchKeyOrder[i];
    STUDENT* pStudent;

    if (retrieve(csStudents, (void*)&key,
        (void**)&pStudent))
    {
        printf("Student found (key: %d)\n", key);
        printStudent(pStudent);
    } else
        printf("Search failed (key: %d)\n", key);
}

// Remove elements
int eraseKeyOrder[5] = { 320001, 320005, 320003, 320004,
    320002 };
for (int i = 0; i < sizeof(eraseKeyOrder) / sizeof(int); i++)
{
    int key = eraseKeyOrder[i];

    if (remove(csStudents, (void*)&key))
        printf("Erase succeeded (key: %d)\n", key);
    else
        printf("Erase failed (key: %d)\n", key);

    printList(csStudents, printStudent);
}

// List empty check
if (isEmpty(csStudents))
    printf("Empty\n");
else
    printf("Not empty\n");

// Destroy list
destroyList(csStudents);

return 0;
```


Output

```
#####
# Insert dummy data
#####
# Iterate elements
STUDENT ID: 320001
NAME: yangbong
EMAIL: beeb@korea.ac.kr
-----
STUDENT ID: 320002
NAME: hyoyong
EMAIL: utility@korea.ac.kr
-----
STUDENT ID: 320003
NAME: daegi
EMAIL: waiting@korea.ac.kr
-----
STUDENT ID: 320004
NAME: yondon
EMAIL: ydchung@korea.ac.kr
-----
STUDENT ID: 320005
NAME: minsoo
EMAIL: msdb@korea.ac.kr
-----
```

```
#####
# Search elements
Student found (key: 320001)
STUDENT ID: 320001
NAME: yangbong
EMAIL: beeb@korea.ac.kr
-----
Student found (key: 320003)
STUDENT ID: 320003
NAME: daegi
EMAIL: waiting@korea.ac.kr
-----
Search failed (key: 120001)

#####
# Remove elements
Erase succeeded (key: 320001)
STUDENT ID: 320002
NAME: hyoyong
EMAIL: utility@korea.ac.kr
-----
STUDENT ID: 320003
NAME: daegi
EMAIL: waiting@korea.ac.kr
-----
STUDENT ID: 320004
```

```
NAME: yondon
EMAIL: ydchung@korea.ac.kr
-----
STUDENT ID: 320005
NAME: minsoo
EMAIL: msdb@korea.ac.kr
-----
=====
Erase succeeded (key: 320005)
STUDENT ID: 320002
NAME: hyoyong
EMAIL: utility@korea.ac.kr
-----
STUDENT ID: 320003
NAME: daegi
EMAIL: waiting@korea.ac.kr
-----
STUDENT ID: 320004
NAME: yondon
EMAIL: ydchung@korea.ac.kr
-----
=====
Erase succeeded (key: 320003)
STUDENT ID: 320002
NAME: hyoyong
EMAIL: utility@korea.ac.kr
```

```
-----
STUDENT ID: 320004
NAME: yondon
EMAIL: ydchung@korea.ac.kr
-----
=====
Erase succeeded (key: 320004)
STUDENT ID: 320002
NAME: hyoyong
EMAIL: utility@korea.ac.kr
-----
=====
Erase succeeded (key: 320002)
=====

#####
# List empty check
Empty
계속하려면 아무 키나 누르십시오 ...
```

Common Mistakes

To use boolean type and values:

Include `<stdbool.h>`

Integer / Integer = Integer

Use type casting.

`(double)integer / integer = double`

Be careful with dynamic memory allocation.

Avoid memory leaks

Use the correct pair of dynamic memory allocation operators.

`malloc` - `free`