

CSG2A3

ALGORITMA dan STRUKTUR DATA

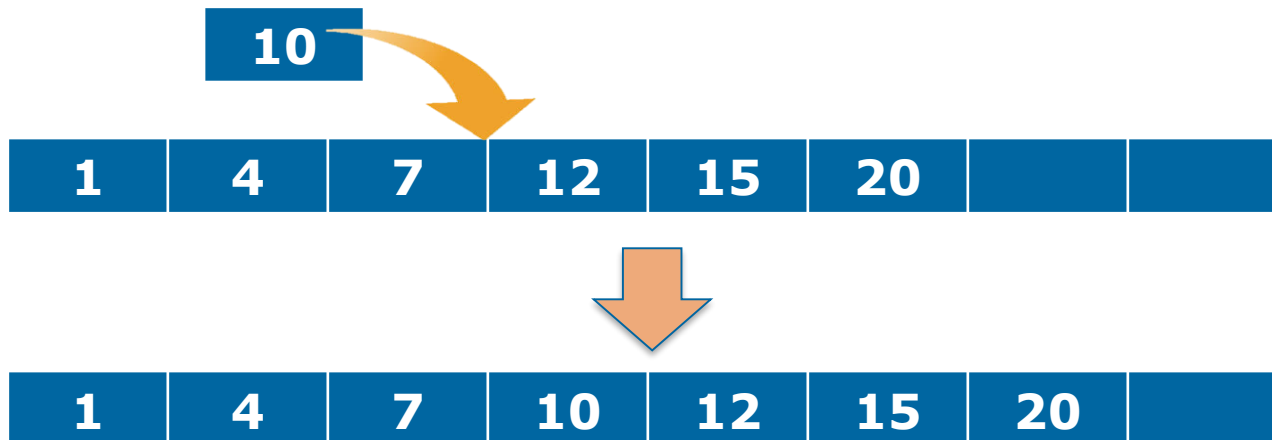


Single Linked List

Introduction

Exercise

- ▶ Create an algorithm to insert a number into an ordered array of integer so that the array result remain ordered



Insert into a sorted Array

Algorithm

while ($i < n$) and ($\text{tab}[i] < x$) do

$i++$

$\text{temp1} \leftarrow \text{tab}[i]$

$\text{tab}[i] \leftarrow x$

j traversal $[i+1..n]$

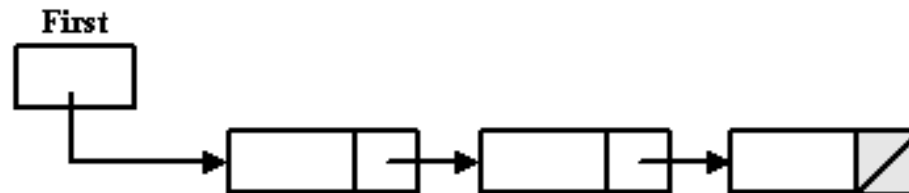
$\text{temp2} \leftarrow \text{tab}[j]$

$\text{tab}[j] \leftarrow \text{temp1}$

$\text{temp1} \leftarrow \text{temp2}$

Troublesome isn't it?

- ▶ that's why we learn about Linked List
- ▶ Dynamic Array

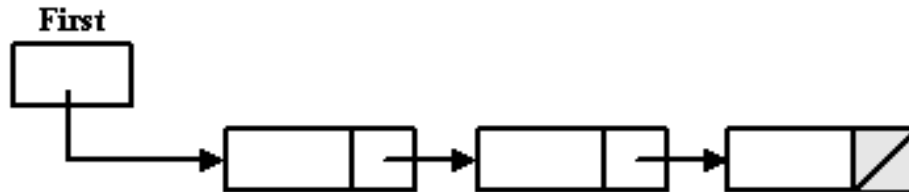


Linked List

- ▶ a data structure in which each element is allocated dynamically and are bound with other elements to form a linear relationship
- ▶ This structure allows for efficient insertion or removal of elements from any position in the sequence

Structure

- Consists of nodes/elements

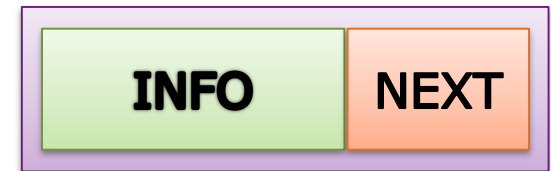


- Generally, each Element is divided into 2 parts



Element List

```
Type ElmList <  
  info : infotype  
  next : address  
>
```



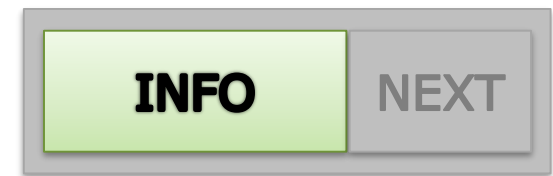
ElmList

What is infotype ?

What is address ?

Infotype

- The data that we want to store
- Define your own infotype
 - Basic type example
Type infotype : integer
Type infotype : char
 - Record type example
Type infotype :
mahasiswa <
 nim : string
 name : string
>

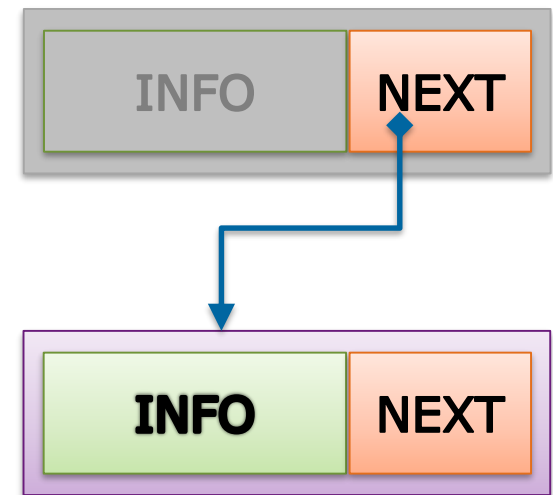


ElmList

Address

- ▶ Pointer to element

Type address : pointer to ElmList

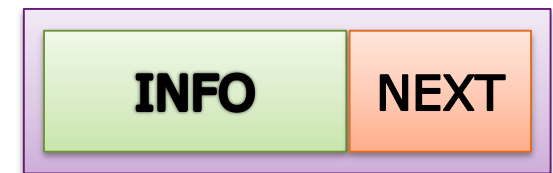


ADT Element List

Type infotype : integer

Type address : pointer to ElmList

```
Type ElmList <
    info : infotype
    next : address
>
```



ElmList

Single Linked List

Type List : $\langle \text{First} : \text{address} \rangle$

Dictionary

L : List



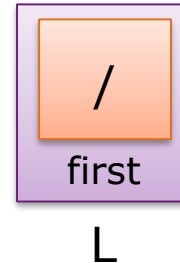
L

- Only create the list variable

Create New List

Algorithm

First(L) \leftarrow Nil

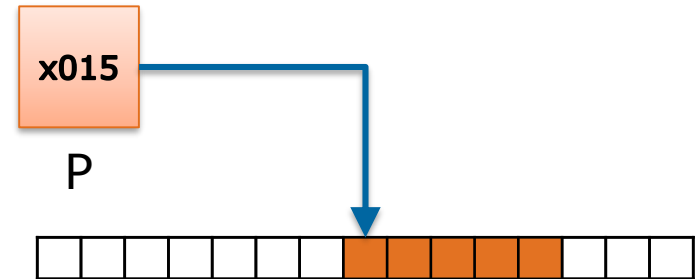


- **First(X)** is a keyword to know the first element of the list X
 - Use First(X) instead of X.First
- On the creation of new list, there is no element, thus first(L) is Nil / Null

Creating New Element

Algorithm

Allocate(P)



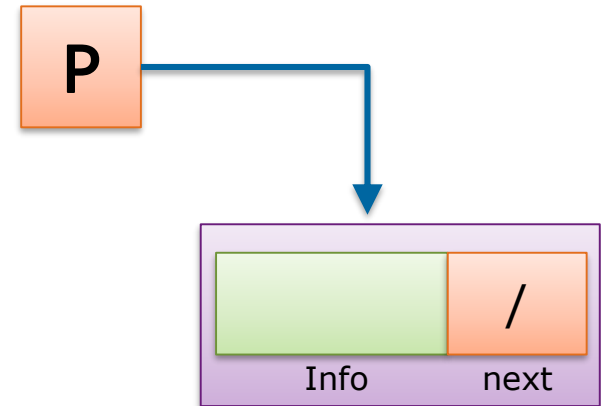
- Allocating space memory for an element
 - According to the size defined by the element type
- Only the pointer that knows where the element resides

Creating New Element

Algorithm

Allocate(P)

Next(P) \leftarrow Null



- **Next(Y)** is a keyword to know the next element of element pointed by Y
 - Likewise, use Next(Y) instead Y.Next
- On the creation of new element, set Next element = Null

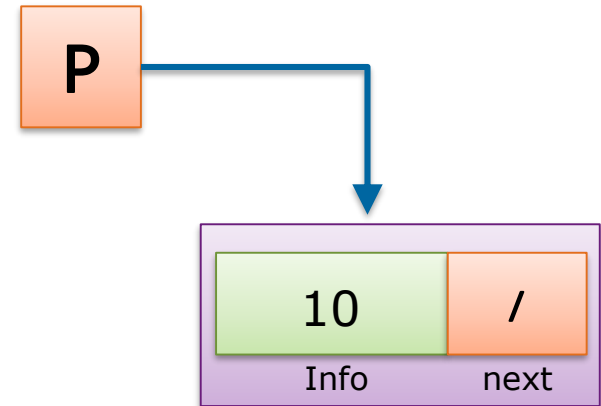
Creating New Element

Algorithm

Allocate(P)

Next(P) \leftarrow Null

Info(P) \leftarrow 10

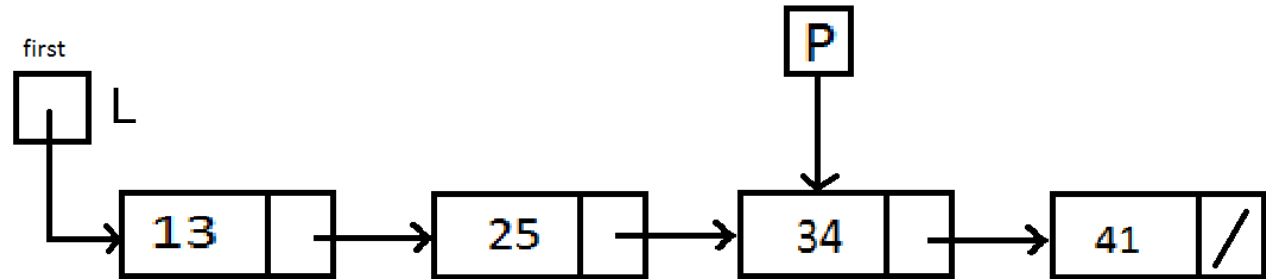


- ▶ **Info(Y)** is a keyword to access the data stored in the element
 - If infotype is a record type, operation is like a normal record operation
 - $\text{Info(P).nim} \leftarrow \text{'11031300xx'}$

Keywords

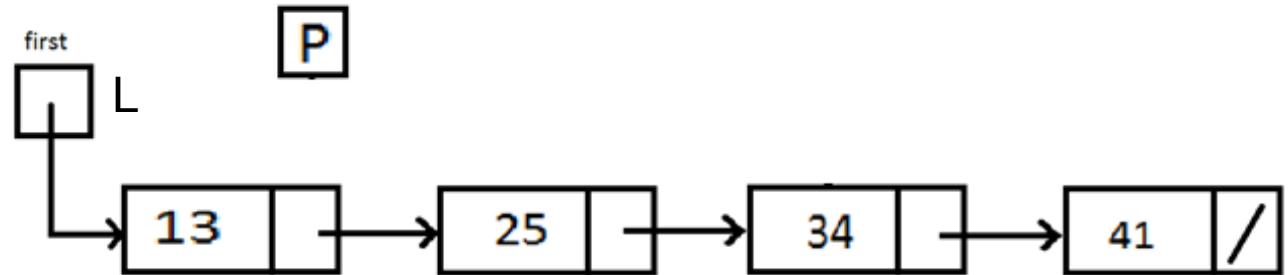
- ▶ **First(X)**
 - Select the first element of list X
- ▶ **Next(Y)**
 - Select the next element of element Y
- ▶ **Info(Y)**
 - Select the data stored in element Y

Exercise



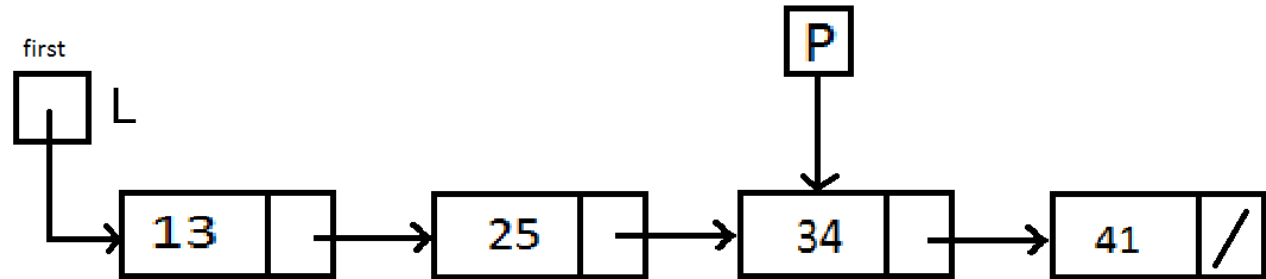
Task	Answer
Output(P.info)	
Output((L.first).info)	
Output((P.next).info)	
P ← (L.first).next Output((P.next).info)	

Exercise



Task	Answer
Make P points the first element	
Make P points the second element	
Make P points the last element	
Output info the first element of the list	
Output info of the last element	

Exercise

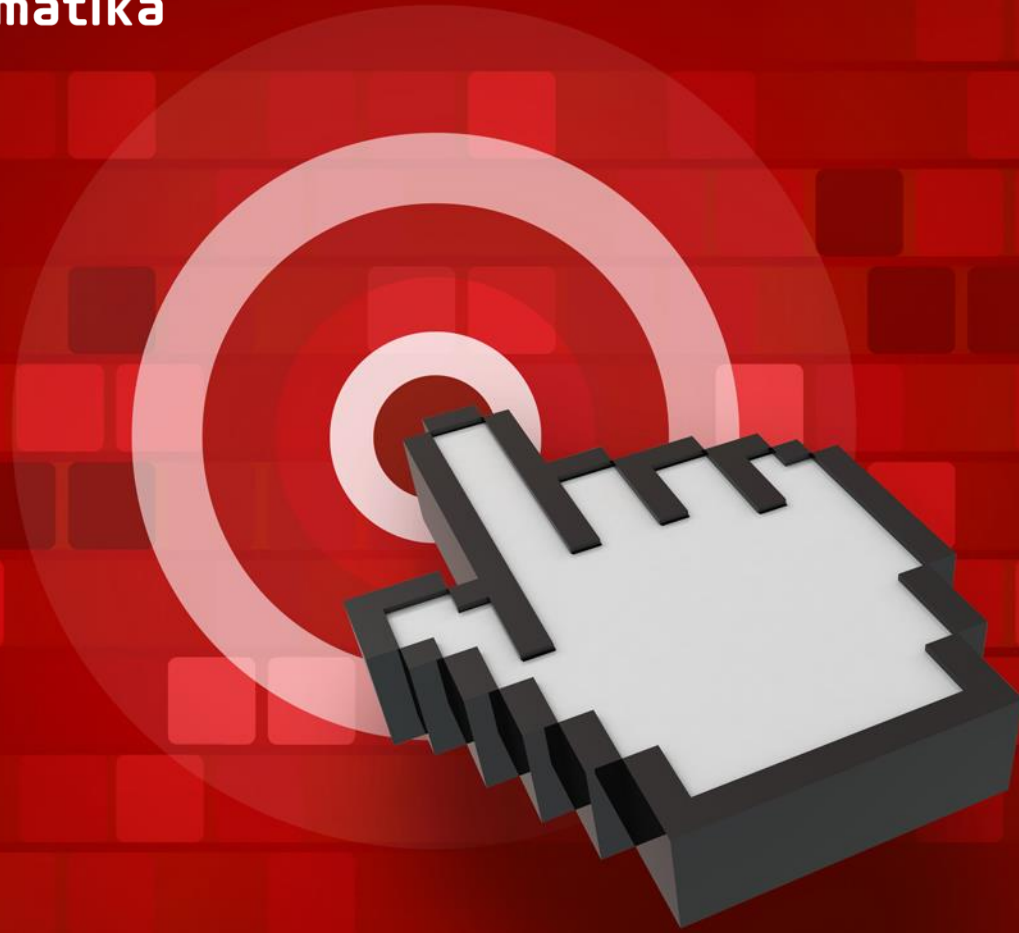


Task	Answer
Copy info element P into first element	
Copy info the second element into P	
Set info of first element = 10	
Output info element P	
Output info of first element	
Copy info first element into next element of P	
Output info of the last element	

Question?



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THANK YOU