

# CSC215

Math and Computer Science



# Sorted List

- Move to integers (makes it easier to grasp concept)
- Put the numbers in order into list (ascending)

# Data Abstraction

Create

Destroy

Insert an item

Remove an item

Find an item

Retrieve an item

See if list is empty

Count the number of items

Print the list

# Functional Abstraction

- Create – create an empty list  
In: nothing                      out: nothing
- Destroy  
In: nothing                      out: nothing

# Functional Abstraction

Insert – Insert an item

in: item

out: T/F flag for success

Remove – remove an item

in: item

out: T/F flag for success

# Functional Abstraction

- Find an item in the list

in: item

out: T/F flag and position

- See if list is empty

in: nothing

out: T/F flag

- Retrieve number of items in list

in: nothing

out: count of items in list

- Print the list

in: ostream

out: nothing

# The Sorted List Definition (.h File)

```
class sortedList
{   public:
    sortedList();
    ~sortedList();

    bool insert( int item );
    bool remove( int item );

    int find( int item );
    bool isEmpty();
    int size();
    void print( ostream &out );
};
```

\* no private data yet.

# Array Based List drawbacks

- Add, move all items necessary down 1 element in list

Before:	Grocery	Eval	Grade	Laundry	
After:	Grocery	Eval	Room for new item	Grade	Laundry

- Remove, move all items necessary up 1 element in the list

Before:	Grocery	Eval	Grade	Laundry	
After:	Grocery	Eval	Laundry		

- The list doesn't grow and shrink as needed. Yes, dynamic allocation would get around this problem



# Example - Insert

- List of integers and I want to put 5 into the list

1	3	6	7	9	12
---	---	---	---	---	----

1	3		6	7	9	12
---	---	--	---	---	---	----

5
---

1	3	5	6	7	9	12
---	---	---	---	---	---	----

- No more moving data around

# Example - Remove

- List of integers and I want to remove 7 into the list

1	3	5	6	7	9	12
---	---	---	---	---	---	----

1	3	5	6		9	12
---	---	---	---	--	---	----

1	3	5	6	9	12
---	---	---	---	---	----

- No more moving data around