

# Data Structures Spring 2011

## The Final Project

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# The Final Project

- BEES: **B**eginners' **E**ducational **E**mulation of **S**TL
- Deadline: **June 20<sup>th</sup>**, 2011 (18<sup>th</sup> week)
- Grading
  - **Basic functionalities (80%)**
  - **Performance**, reports, etc. (20%)
- Contributors
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# Containers

		Interface			
		Hash Table	Resizable Array	Balanced Tree	Linked List
Implementation	Set	<b>HashSet</b>		<b>TreeSet</b>	
	List		<b>ArrayList</b>		<b>LinkedList</b>
	Map	<b>HashMap</b>		<b>TreeMap</b>	

There are iterators for these containers.

# ArrayList

- `ensureCapacity(int minCapacity)`
- `clear()`
- `size()`
- `isEmpty()`
- `add(const E &e)`
- `add(int index, const E &element)`
- `contains(const E &e)`
- `get(int index)`
- `set(int index, const E &element)`

## ArrayList (cont')

- `indexOf(const E &e)`
- `lastIndexOf(const E &e)`
- `removeIndex(int index)`
- `remove(const E &e)`
- `removeRange(int from, int to)`
- `subList(int from, int to)`

# ArrayList::Iterator

- `bool hasNext()`
- `E& next()`
  - retrieve the current element
  - advance the iterator itself
- `void remove()`
  - throws `ElementNotExist`
- `(sorted)`

# ArrayList::ConstIterator

- `bool hasNext()`
- `const E& next()`
- `(sorted)`

# LinkedList

- `add(int index, const T &elem)`
- `add(const T &elem)`
- `addFirst(const T &elem)`
- `clear()`
- `contains(const T &elem)`
- `get(int index)`
- `getFirst()`
- `getLast()`



# LinkedList (cont')

- `indexOf(const T &elem)`
- `isEmpty()`
- `removeIndex(int index)`
- `remove(const T &elem)`
- `removeFirst()`
- `removeLast()`
- `set(int index, const T &elem)`
- `size()`
- `subList(int from, int to)`

# LinkedList's Iterators

- Sorted
- All elements should be iterated.

# HashSet / HashMap

```
class Hashint {  
public:  
    static int hashCode(int obj) {  
        return obj; // hash it here  
    }  
};
```

```
HashSet<int, Hashint> hash;
```

# HashSet's Iterators

- Unsorted
- All elements should be iterated.

# TreeSet / TreeMap

- Implemented using a **balanced tree**
- Comparison: **operator**  $<$
- The iterator must iterate in the order determined by **operator**  $<$   
(from the smallest to the largest)

# Questions?

- Find out more details on our website.
- Make progress every day.