CSE12 - Lecture 23

Wednesday, November 29, 2023 8:00 AM

PA8 and PA6 Late/Resubmit - slip day - due Thursday @ 8am Note: PA8 Late/Resubmit due Friday of Week 10 @ 8am Exam 3 - next Wednesday - Trees, BST, Heaps, Iterators, Improving Lists

- No design patterns

```
Generating a random number:
From java.util.*
class Random
       public int nextInt(int bound)
       Returns a pseudorandom, uniformly distributed int value between 0 (inclusive) and the specified value
       (exclusive), drawn from this random number generator's sequence.
Random random; = New Random);
int value = random.nextInt(100); //random number between 0 and 99
Note: always use a field, never create a new one over and over again in a loop.
RandomStream r = new RandomStream(10, 100);
for (Integer i : r) {
   System.out.println(i);
   RandomStream in lements Iteroble < Integer > 8
                                                                                0
       iut size;
       int bound;
        Random random;
       public RandomStream (int size, int bound) { could use int

this, size = size i

this, bound = bound;

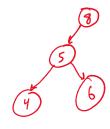
this, random = New Random ()

sequence
                                                                             99 < bound -1
       class Rouden Iterator implements Iterator = Integer > 8
                                                                               II
           int current = 0;
                                                                               31
            public boulean hos Next () ?
return current < size;
             public Integer Next () ?
() jut value = random. Next Int (bound);
               & current += 1;
             3) Yeturn Value;
       public Iterator < Integer > iterator () {
return new Random Iterator ();
}
                                                                            _ code: 3655
             _____ PID: ____
```

Create a RandomStream class that generates random numbers in an enhanced for loop:.

Lecture 23

How would we make a BST iterator?



pre post in-orda

I terater class (add to B57 class)

La save state

La create on Array list

La Fill Al with on in-order traversal

I terator a next/has Next as same as Array list

Run-time: Constructor - O(n) to copy array list

next() - O(1) to get any element in an array list using an index

How would we make a Heap iterator?

1) copy the heap int the iterator
les use the poll() of the c-px in next
lead elements in proper heap order

Run-time: Constructor - O(n) to copy heap (the array)

next() - O(logn) to poll the element at the top of the heap

(2) copy the away in the iterator

Les sort in heap order

Les in next() just use the away

like an Array List version of iterator

Run-time:

Constructor - O(nlogn) copy array is O(n), but sorting is nlogn (quick or merge)

next() - O(1) to get any element in an array list using an index