

CSE12 - Lecture 23

Wednesday, May 29, 2024 10:00 AM

PA8 - hard deadline - Thursday @ 8am

PA6 Late/Resubmit - hard deadline - Thursday @ 8am

Exam 3 - next Wednesday (June 5th)

- <https://ucsd-cse12-sp24.github.io/lectures/exam3.html>
- Trees, BST, Heaps, Iterators, Improving Lists
 - o No design patterns

Lecture 23

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

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;
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 rs = new RandomStream(10, 100);
for (Integer i : rs) {
    System.out.println(i);
}
```

```
class RandomStream implements Iterable<Integer> {
    int size = 0;
    int bound = 0;
    Random random;

    public RandomStream(int size, int bound) {
        this.size = size;
        this.bound = bound;
        this.random = new Random();
    }

    class RandomIterator implements Iterator<Integer> {
        int count = 0;

        public boolean hasNext() {
            return count < size;
        }

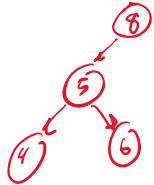
        public Integer next() {
            ① int value = random.nextInt(bound);
            ② count++;
            ③ return value;
        }
    }

    public Iterator<Integer> iterator() {
        return new RandomIterator();
    }
}
```

55
75
61
0 (count)
↑
99 ← bound - 1
7
10
11
70

Name: _____ PID: _____ Code: 1176

How would we make a BST iterator?



pre
post
in-order
traversal

Iterator class (add to BST class)

- save state
 - ↳ create an ArrayList
 - ↳ fill AL with an in-order traversal
- iterator → next/hasNext → same as ArrayList

Run-Time

Constructor

- ↳ $\Theta(n)$ to traverse and copy to AL

next()

- ↳ $\Theta(1)$ to get an element from AL using an index

How would we make a Heap iterator?

use like an ArrayList

- ① copy the heap into the iterator
 - ↳ use poll() of the copy in next()
 - ↳ all elements in proper heap order

Run-time

Constructor

- ↳ $\Theta(n)$ to copy heap
- next $\Theta(\log n)$

- ② copy the array to the iterator
 - ↳ sort in heap order

↳ in next() just the array like an ArrayList

Constructor

- ↳ $\Theta(N \log_2 N)$ → sort

next

- ↳ $\Theta(1)$ → ArrayList get