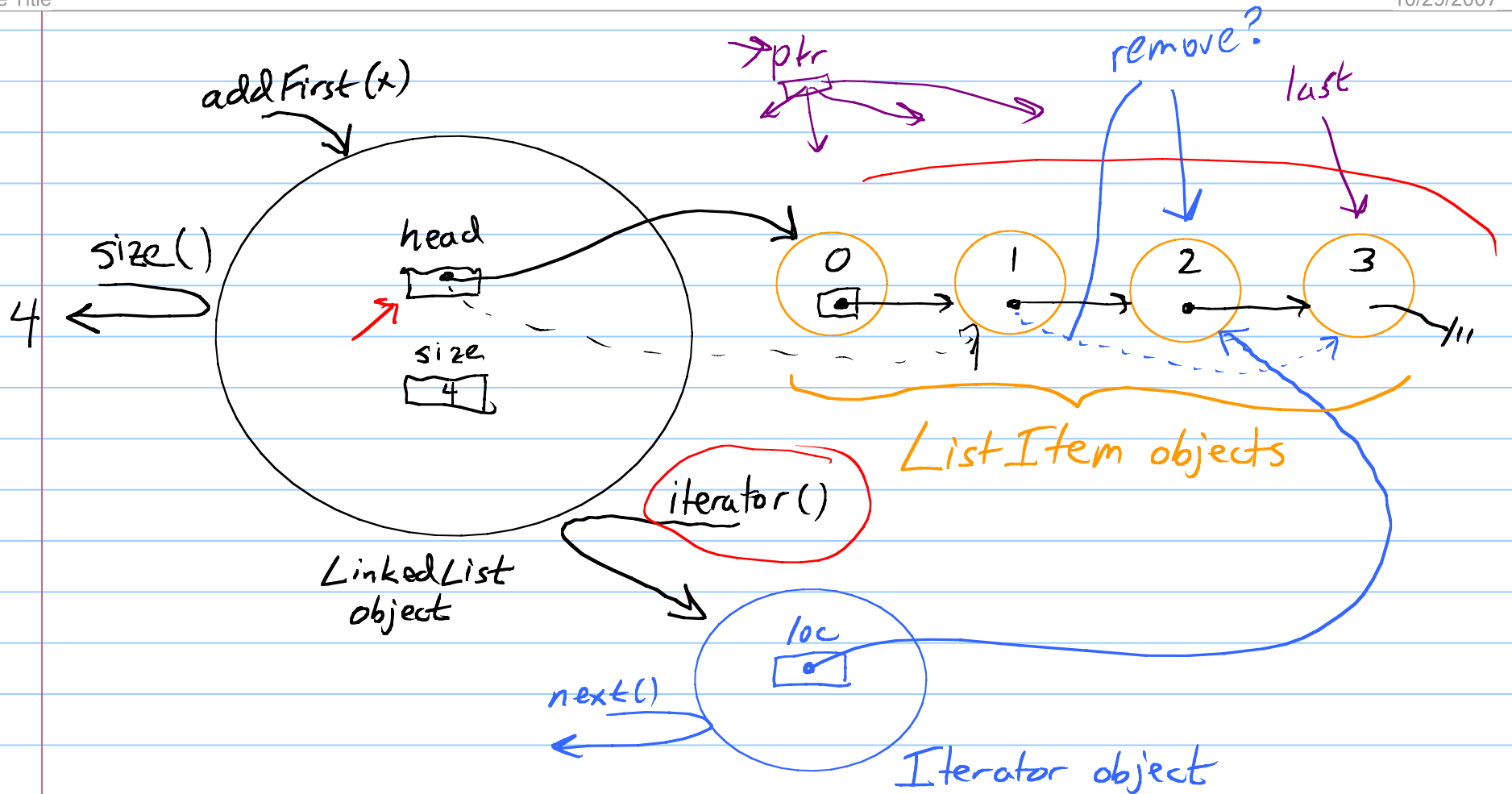


Implementing a List ADT using Encapsulated List Structure

Note Title

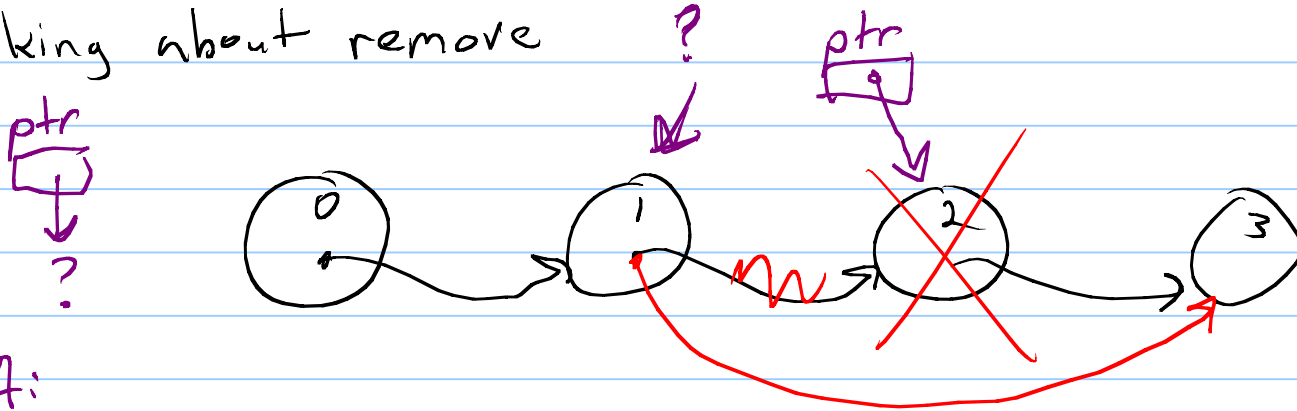
10/29/2007



List Methods to be Supported

| | Method Name | Parameters | Effects | Return |
|-------------------|-------------|------------|------------------------|--|
| instance variable | constructor | — | init. an empty list | (the empty list) |
| | size | — | — | int — # of elements |
| head ref. | addFirst | x | put x at front of list | — |
| tail ref. | addLast | x | put x at back of list | — |
| search | indexOf | x | — | int — x's position (first occurrence) |
| | remove | x | take x out of the list | boolean — true if successful |
| class | iterator | — | — | an Iterator positioned before the first item |

Thinking about remove

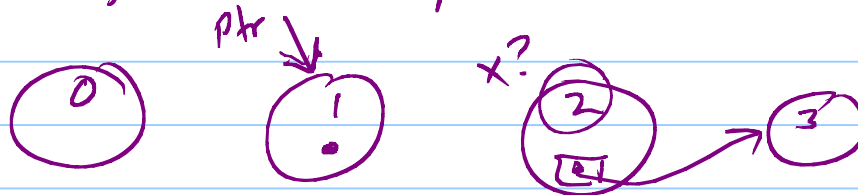


Plan A:

- ① find x
- ② search again to look for item before x

Plan B:

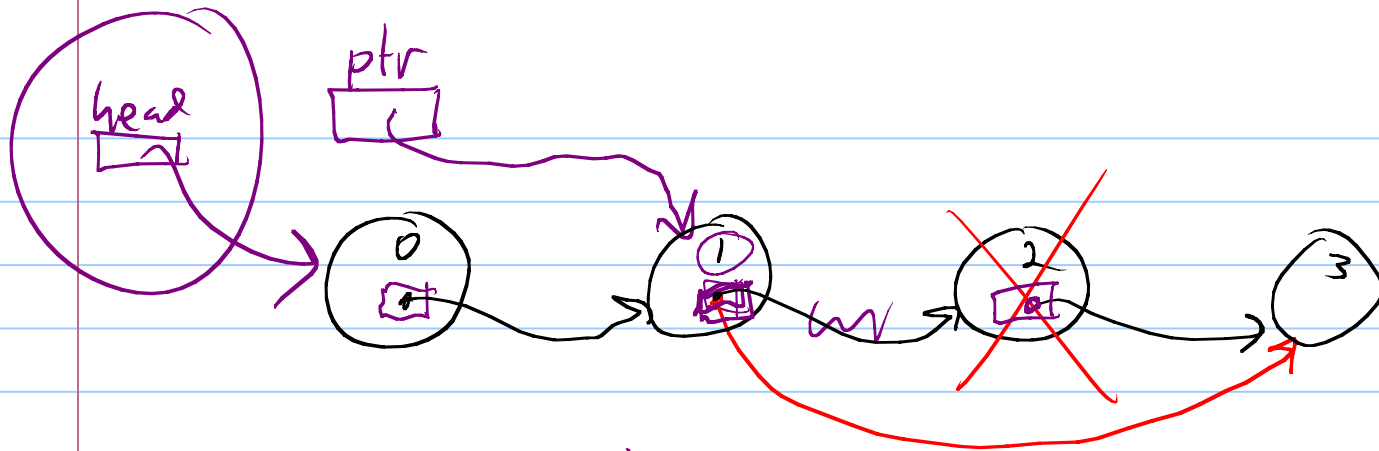
- ① As we search, keep the pointer one "behind"



Problem:

What about first item in list?

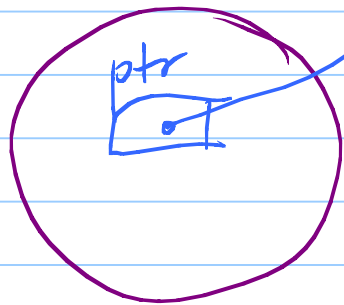
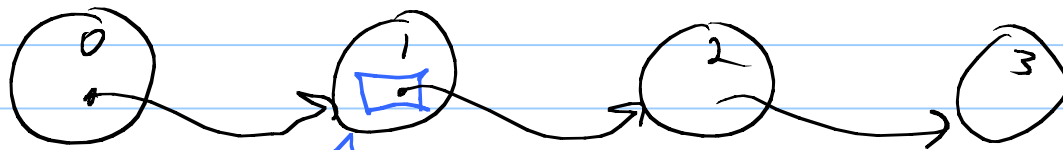
(ptr.next.number == x)



$ptr \rightarrow next = ptr \rightarrow next \rightarrow next$



null?
↓



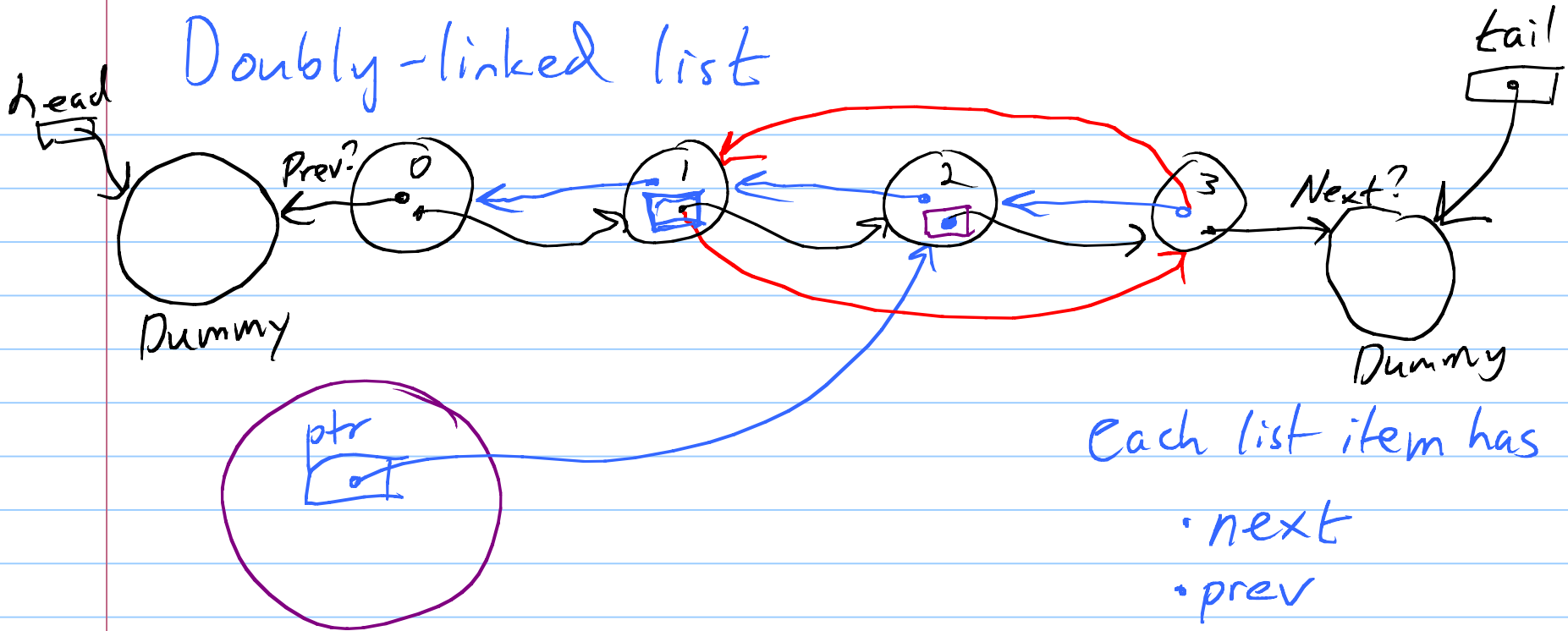
here when
looking at 2
if look-ahead
approach

hasNext()
next()
remove()

Initially,
want iterator just
"before" the start of
the list

Idea A: Start at null
advance by $ptr = ptr.next$ (if $ptr == null$,
let $ptr = head$)

Doubly-linked list



Each list item has

- next
- prev

To remove item at ptr:

$ptr.prev.next = ptr.next;$

$ptr.next.prev = ptr.prev;$

In general, invariant: $item.next.prev == item$
 $item.prev.next == item$