CS61B Lecture #19

Administrative:

- HKN midterm review session, 320 Soda, 6:30-8 Tuesday (10/14).
- Review session Wednesday 5:30-6:30PM in 306 Soda.
- Need alternative test time? Make sure you send me mail.

Today:

- Maps
- Generic Implementation
- Array vs. linked: tradeoffs
- Sentinels
- Specialized sequences: stacks, queues, deques
- Circular buffering
- Recursion and stacks
- Adapters

Readings:  Data Structures, Chapter 3, 4 (for today), and 5 (next).
Simple Banking I: Accounts

Problem: Want a simple banking system. Can look up accounts by name or number, deposit or withdraw, print.

Account Structure

class Account {
    Account (String name, String number, int init) {
        this.name = name; this.number = number;
        this.balance = init;
    }
    /** Account-holder’s name */
    final String name;
    /** Account number */
    final String number;
    /** Current balance */
    int balance;

    /** Print THIS on STR in some useful format. */
    void print (PrintWriter str) { ... }
}

Simple Banking II: Banks

class Bank {
    /* These variables maintain mappings of String -> Account. They keep
     * the set of keys (Strings) in "compareTo" order, and the set of
     * values (Accounts) is ordered according to the corresponding keys. */
    SortedMap<String, Account> accounts = new TreeMap<String, Account>();
    SortedMap<String, Account> names = new TreeMap<String, Account>();

    void openAccount (String name, int initBalance) {
        Account acc =
            new Account (name, chooseNumber (), initBalance);
        accounts.put (acc.number, acc);
        names.put (name, acc);
    }

    void deposit (String number, int amount) {
        Account acc = accounts.get (number);
        if (acc == null) ERROR(...);
        acc.balance += amount;
    }
    // Likewise for withdraw.
}
Banks (continued): Iterating

Printing out Account Data

/** Print out all accounts sorted by number on STR. */
void printByAccount (PrintStream str) {
    // accounts.values () is the set of mapped-to values. Its
    // iterator produces elements in order of the corresponding keys.
    for (Account account : accounts.values ())
        account.print (str);
}

/** Print out all bank accounts sorted by name on STR. */
void printByName (PrintStream str) {
    for (Account account : names.values ())
        account.print (str);
}

A Design Question: What would be an appropriate representation for
keeping a record of all transactions (deposits and withdrawals) against
each account?
Partial Implementations

• Besides interfaces (like List) and concrete types (like LinkedList), Java library provides abstract classes such as AbstractList.

• Idea is to take advantage of the fact that operations are related to each other.

• Example: once you know how to do get(k) and size() for an implementation of List, you can implement all the other methods needed for a read-only list (and its iterators).

• Now throw in add(k, x) and you have all you need for the additional operations of a growable list.

• Add set(k, x) and remove(k) and you can implement everything else.
Example: The java.util.AbstractList helper class

```java
class AbstractList<Item> implements List<Item> {
    /** Inherited from List */
    // public abstract int size();
    // public abstract Item get (int k);
    public boolean contains (Object x) {
        for (int i = 0; i < size (); i += 1) {
            if ((x == null && get (i) == null) ||
                (x != null && x.equals (get (i))))
                return true;
        }
        return false;
    }
    return false;
}
/* OPTIONAL: By default, throw exception; override to do more. */
void add (int k, Item x) {
    throw new UnsupportedOperationException ();
}
Likewise for remove, set
```
Example, continued: AListIterator

// Continuing abstract class AbstractList<Item>:
public Iterator<Item> iterator () { return listIterator (); }
public ListIterator<Item> listIterator () { return new AListIterator (this); }

private static class AListIterator implements ListIterator<Item> {
    AbstractList<Item> myList;
    AListIterator (AbstractList<Item> L) { myList = L; }
    /** Current position in our list. */
    int where = 0;

    public boolean hasNext () { return where < myList.size (); }
    public Item next () { where += 1; return myList.get (where-1); }
    public void add (Item x) { myList.add (where, x); where += 1; }
    ...
        previous, remove, set, etc.
    }
    ...
}
Example: Using AbstractList

Problem: Want to create a reversed view of an existing List (same elements in reverse order).

```java
public class ReverseList<Item> extends AbstractList<Item> {
    private final List<Item> L;

    public ReverseList (List<Item> L) { this.L = L; }

    public int size () { return L.size (); }

    public Item get (int k) { return L.get (L.size ()-k-1); }

    public void add (int k, Item x)
    { L.add (L.size ()-k, x); }

    public Item set (int k, Item x)
    { return L.set (L.size ()-k-1, x); }

    public Item remove (int k)
    { return L.remove (L.size () - k - 1); }
}
```
Aside: Another way to do AListIterator

It’s also possible to make the nested class non-static:

```java
public Iterator<Item> iterator () { return listIterator (); }

public ListIterator<Item> listIterator () { return this.new AListIterator (); }

private class AListIterator implements ListIterator<Item> {
    /** Current position in our list. */
    int where = 0;

    public boolean hasNext () { return where < AbstractList.this.size (); }
    public Item next () { where += 1; return AbstractList.this.get(where-1); }
    public void add (Item x) { AbstractList.this.add(where, x); where += 1; }
    ...
    previous, remove, set, etc.
}
...
```

- **Here,** `AbstractList.this` **means** “the `AbstractList` I am attached to” and `X.new AListIterator` **means** “create a new `AListIterator` that is attached to `X`.”

- **In this case you can abbreviate** `this.new` **as** `new` **and can leave off the `AbstractList.this` parts, since meaning is unambiguous.**
Getting a View: Sublists

Problem: L.sublist(start, end) is a full-blown List that gives a view of part of an existing list. Changes in one must affect the other. How? Here’s part of AbstractList:

List sublist (int start, int end) {
    return new this.Sublist (start, end);
}

private class Sublist extends AbstractList<Item> {
    // NOTE: Error checks not shown
    private int start, end;
    Sublist (int start, int end) { obvious }

    public int size () { return end-start; }

    public Item get (int k)
        { return AbstractList.this.get (start+k); }

    public void add (int k, Item x) {
        { AbstractList.this.add (start+k, x); end += 1; }
        ...
    }
}
What Does a Sublist Look Like?

- Consider $SL = L\text{.sublist} \,(3, 5)$;
Arrays and Links

- Two main ways to represent a sequence: array and linked list
- In Java Library: ArrayList and Vector vs. LinkedList.
- Array:
  - Advantages: compact, fast (Θ(1)) random access (indexing).
  - Disadvantages: insertion, deletion can be slow (Θ(N))
- Linked list:
  - Advantages: insertion, deletion fast once position found.
  - Disadvantages: space (link overhead), random access slow.
Implementing with Arrays

- Biggest problem using arrays is insertion/deletion in the middle of a list (must shove things over).

- Adding/deleting from ends can be made fast:
  - Double array size to grow; amortized cost constant (Lecture #15).
  - Growth at one end really easy; classical stack implementation:

    ```
    S.push ("X");
    S.push ("Y");
    S.push ("Z");
    ```

    - To allow growth at either end, use circular buffering:

    - Random access still fast.
Linking

- Essentials of linking should now be familiar
- Used in Java LinkedList. One possible representation:

```java
L = new LinkedList<String>();
L.add("axolotl");
L.add("kludge");
L.add("xerophyte");
I = L.listIterator();
I.next();
```
Clever trick: Sentinels

- A sentinels is a dummy object containing no useful data except links.
- Used to eliminate special cases and to provide a fixed object to point to in order to access a data structure.
- Avoids special cases ('if' statements) by ensuring that the first and last item of a list always have (non-null) nodes—possibly sentinels—before and after them:

  ```java
  // To delete list node at p:       // To add new node N before p:
p.next.prev = p.prev;             N.prev = p.prev; N.next = p;
p.prev.next = p.next;             p.prev.next = N;
p.prev = N;
  ```

Initially p: ![Diagram](image1)

p: ![Diagram](image2)

p: ![Diagram](image3)
Specialization

- Traditional special cases of general list:
  - **Stack**: Add and delete from one end (LIFO).
  - **Queue**: Add at end, delete from front (FIFO).
  - **Dequeue**: Add or delete at either end.

- All of these easily representable by either array (with circular buffering for queue or deque) or linked list.

- Java has the List types, which can act like any of these (although with non-traditional names for some of the operations).

- Also has java.util.Stack, a subtype of List, which gives traditional names (“push”, “pop”) to its operations. There is, however, no “stack” interface.
Stacks and Recursion

- Stacks related to *recursion*. In fact, can convert any recursive algorithm to stack-based (however, generally no great performance benefit):
  - Calls become “push current variables and parameters, set parameters to new values, and loop.”
  - Return becomes “pop to restore variables and parameters.”

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findExit(start):
  if isExit(start)
    FOUND
  else if (! isCrumb(start))
    leave crumb at start;
    for each square, x,
      adjacent to start:
        if legalPlace(x)
          findExit(x)
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```
findExit(start):
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Call: findExit(0)
Exit: 16
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12 11 8 9 10
13 4 7
14 3 6
1 2 5

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Design Choices: Extension, Delegation, Adaptation

• The standard java.util.Stack type extends Vector:
  
  ```java
class Stack<Item> extends Vector<Item> { void push (Item x) { add (x); } ... }
  ```

• Could instead have delegated to a field:
  
  ```java
class ArrayStack<Item> {
    private ArrayList<Item> repl = new ArrayList<Item> ();
    void push (Item x) { repl.add (x); } ...
  }
  ```

• Or, could generalize, and define an adapter: a class used to make objects of one kind behave as another:

  ```java
  public class StackAdapter<Item> {
    private List repl;
    /** A stack that uses REPL for its storage. */
    public StackAdapter (List<Item> repl) { this.repl = repl; }
    public void push (Item x) { repl.add (x); } ...
  }
  ```

  ```java
class ArrayStack<Item> extends StackAdapter<Item> {
    ArrayStack () { super (new ArrayList<Item> ()); }
  }
  ```