

# CMSC202

## Computer Science II for Majors

### Lecture 12 – Linked Lists

Dr. Katherine Gibson

# Last Class We Covered

- Inheritance
- Object relationships
  - is-a (Inheritance)
  - has-a (Composition and Aggregation)

Any Questions from Last Time?

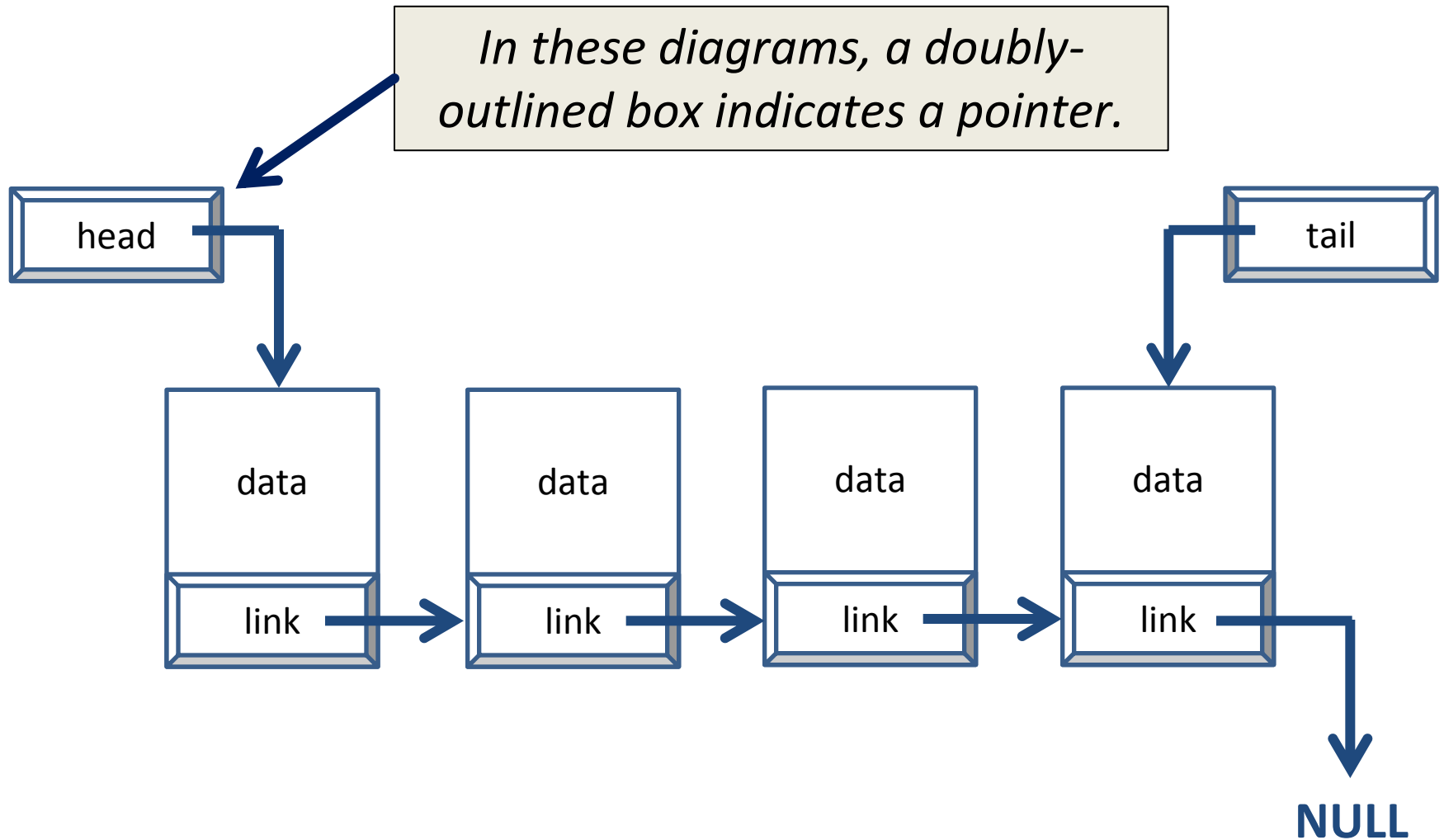
# Today's Objectives

- To cover linked lists in detail
  - Traversal
  - Creation
  - Insertion
  - Deletion

## Linked Lists vs Vectors

- Data structure
  - Dynamic
  - Allow easy insertion and deletion
- Uses nodes that contain
  - Data
  - Pointer to next node in the list

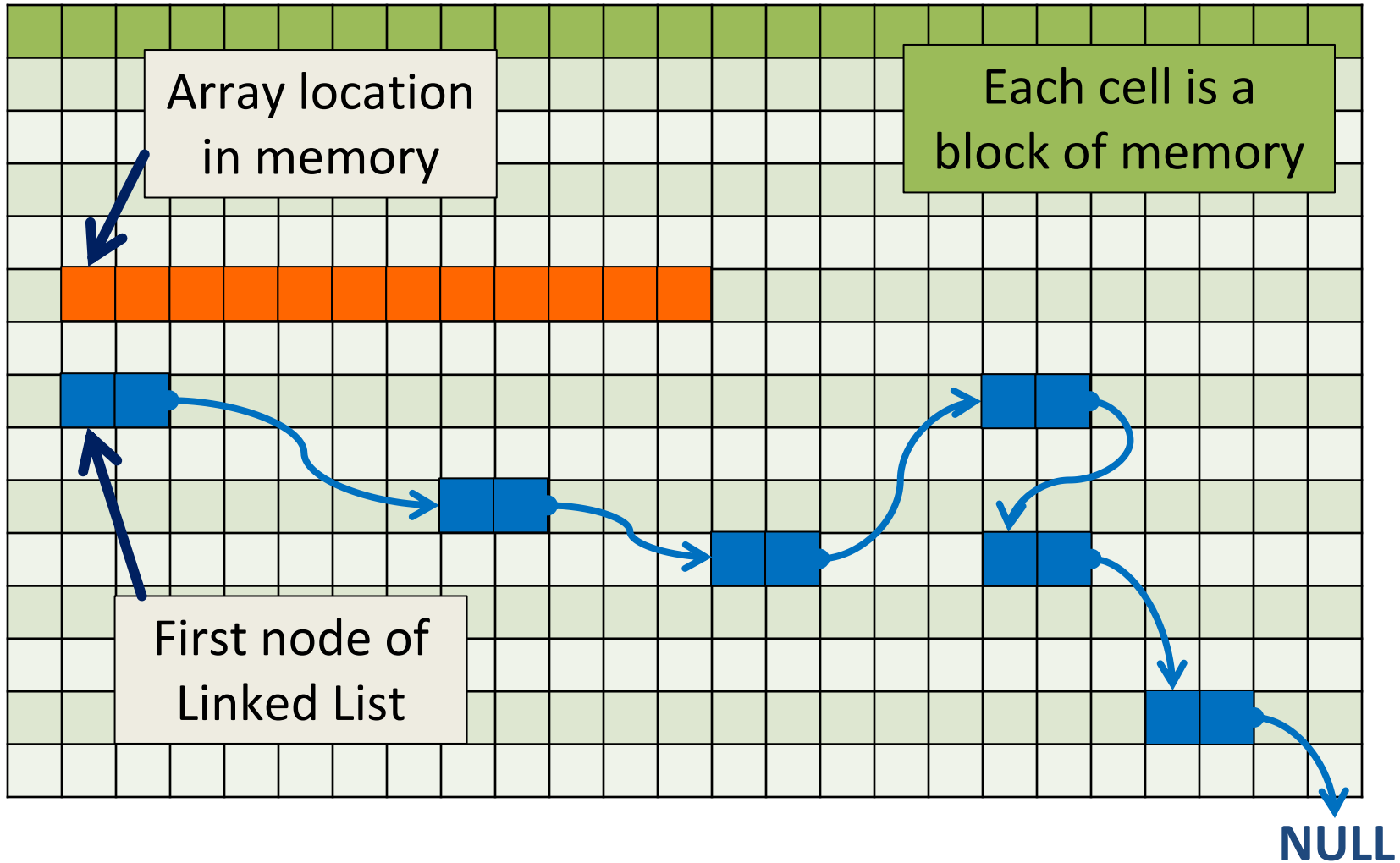
## Example Linked List



- We already have vectors!
- What are some disadvantages of an vectors?
  - Inserting in the middle of an array takes time
  - Deletion as well
  - Sorting
  - Requires a *contiguous* block of memory



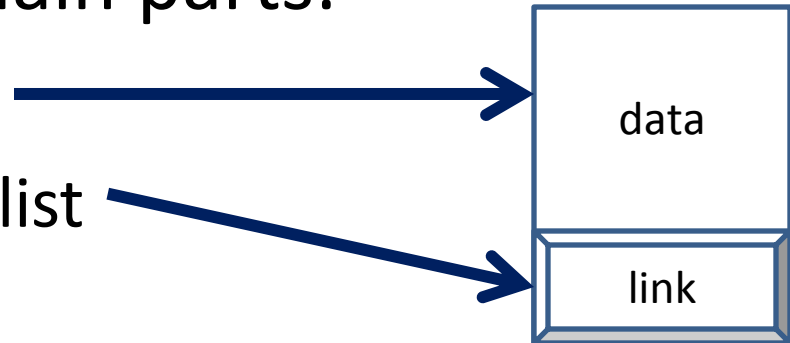
# Representation in Memory



- Advantages:
  - Change size easily and constantly
  - Insertion and deletion can easily happen anywhere in the Linked List
  - Only one node needs to be contiguously stored
- Disadvantages:
  - Can't access by index value
  - Requires management of memory
  - Pointer to next node takes up more memory

# Nodes

- A node is one element of a Linked List
- Nodes consist of two main parts:
  - Data stored in the node
  - Pointer to next node in list
- Often represented as classes

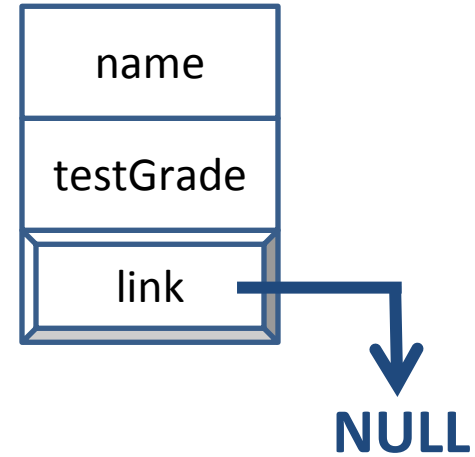


```
class Node
```

```
{  
    String name;  
    int    testGrade;  
    Node  *link;
```

```
    // constructor  
    // accessors  
    // mutators
```

```
};
```



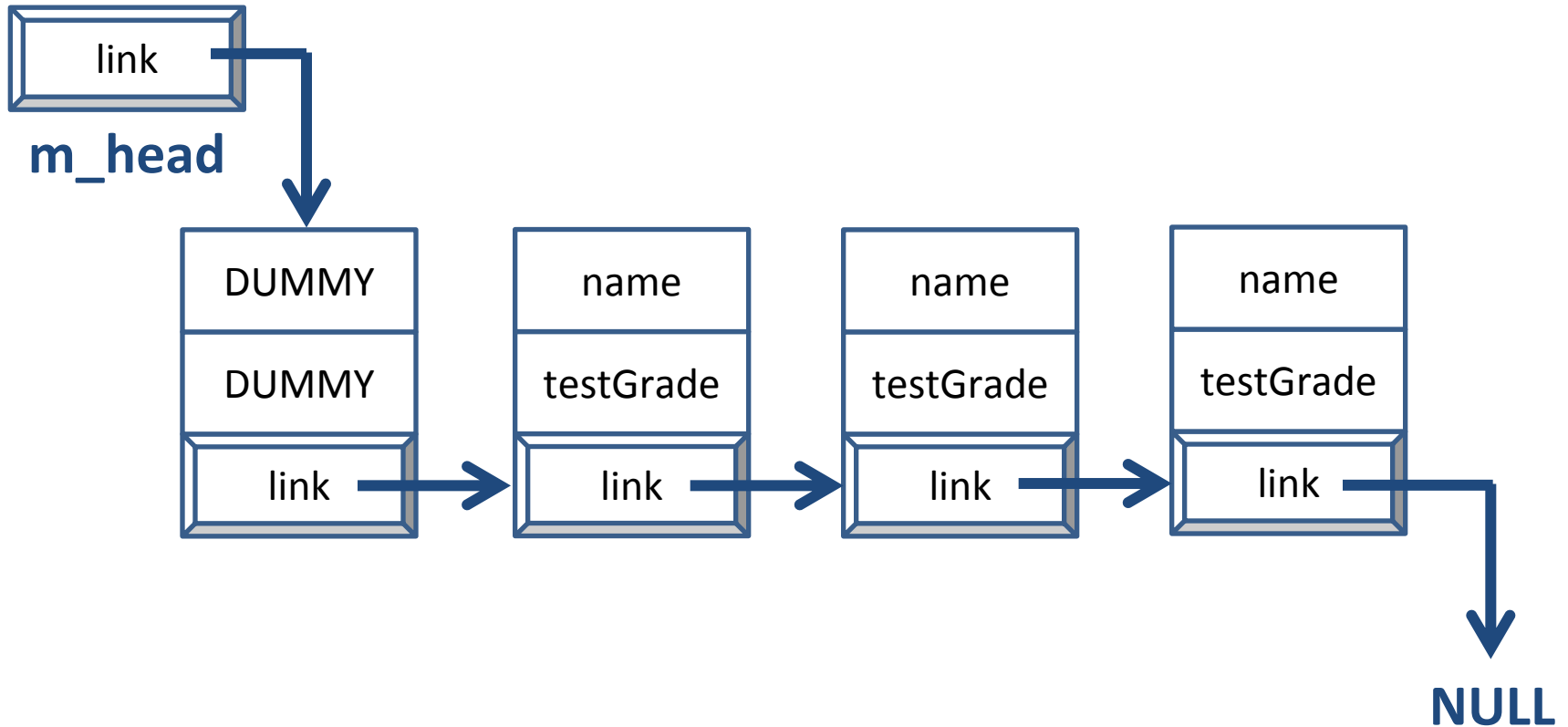
link can point to other nodes

two options:

1. another Node
2. NULL

# Linked List Overview







- Last node in the Linked List points to **NULL**
- Each node points to either another node in the Linked List, or to **NULL**
  - Only one link per node

- Hard part of using Linked Lists is ensuring that none of the nodes go “missing”
- Think of Linked List as a train
  - (Or as a conga line of Kindergarteners)
- Must keep track of where links point to
- If you’re not careful, nodes can get lost in memory (and you have no way to find them)

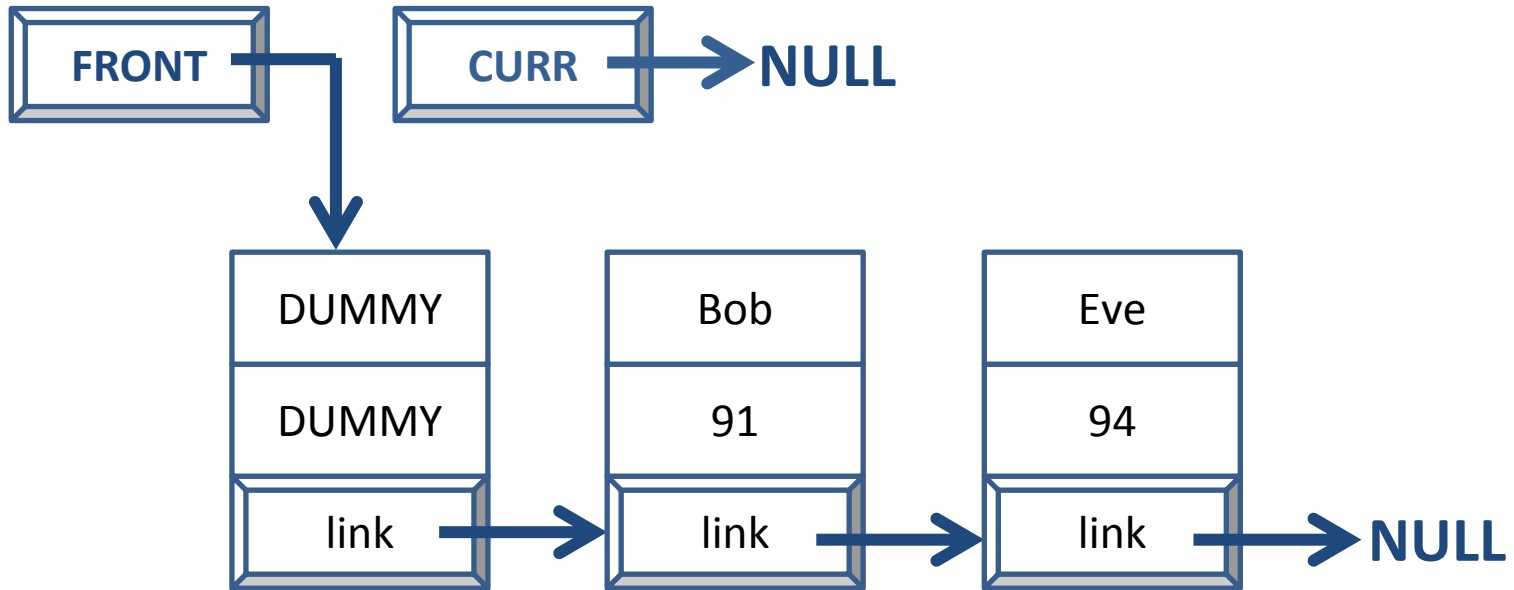
- What functions does a Linked List class implementation require?
- `Linked_List` constructor
- `insert()`
- `remove()`
- `printList()`
- `isEmpty()`

- Linked Lists often need to be handled differently under specific circumstances
  - Linked List is empty
  - Linked List has only one element
  - Linked List has multiple elements
  - Changing something with the first or last node
- Keep this in mind when you are coding
  - Dummy nodes alleviate some of these concerns

# On the Board

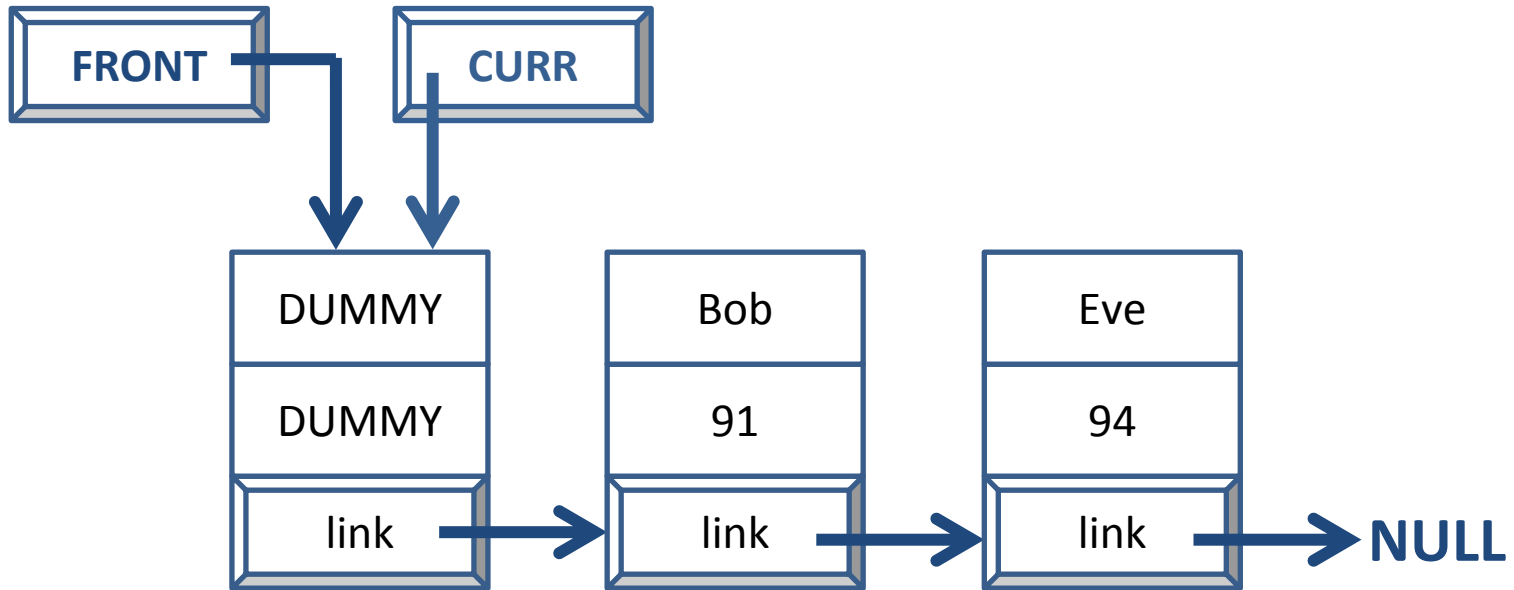
- To control our traversal, we'll use a loop
  - Initialization, Termination Condition, Modification
    1. Set **CURR** to the first node in the list
    2. Continue until we hit the end of the list (**NULL**)
    3. Move from one node to another (using **m\_next**)

## Demonstration of Traversal



```
for (CURR = FRONT; CURR != NULL; CURR = CURR->link) {
```

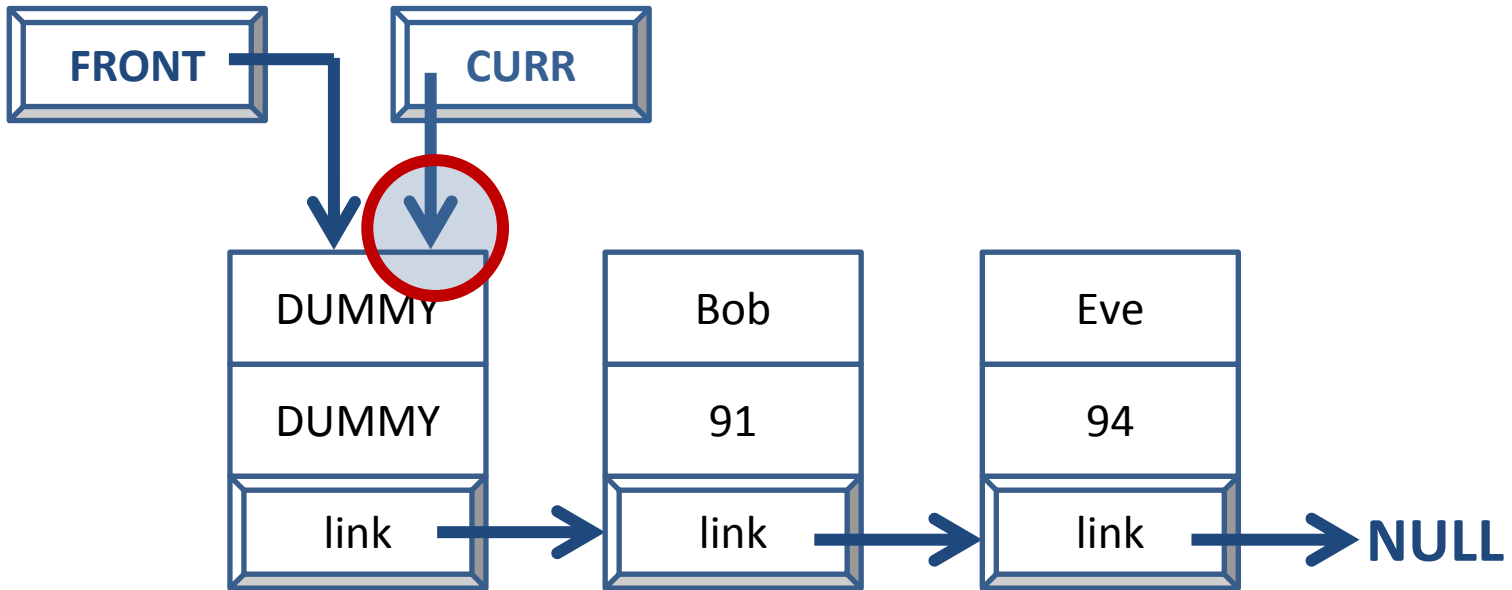
## Demonstration of Traversal



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for (CURR = FRONT, CURR != NULL; CURR = CURR->link) {
```



## Demonstration of Traversal

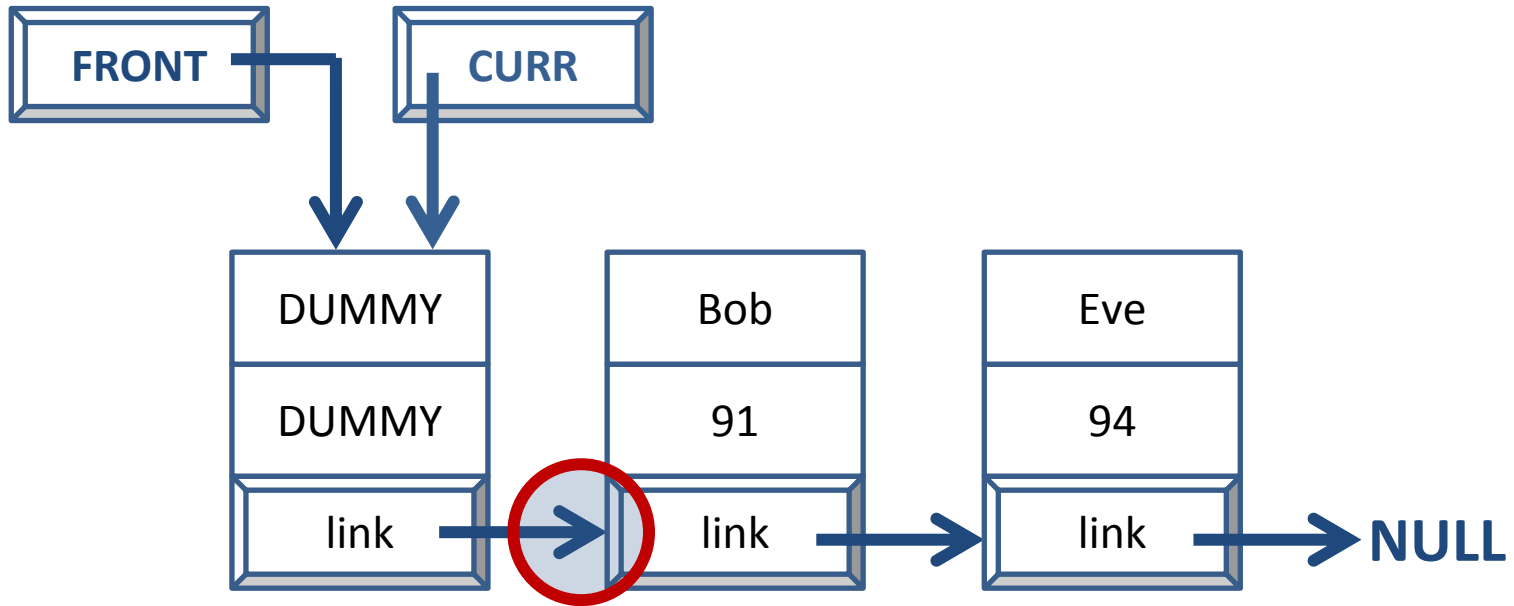


```
for (CURR = FRONT; CURR != NULL; CURR = CURR->link) {
```



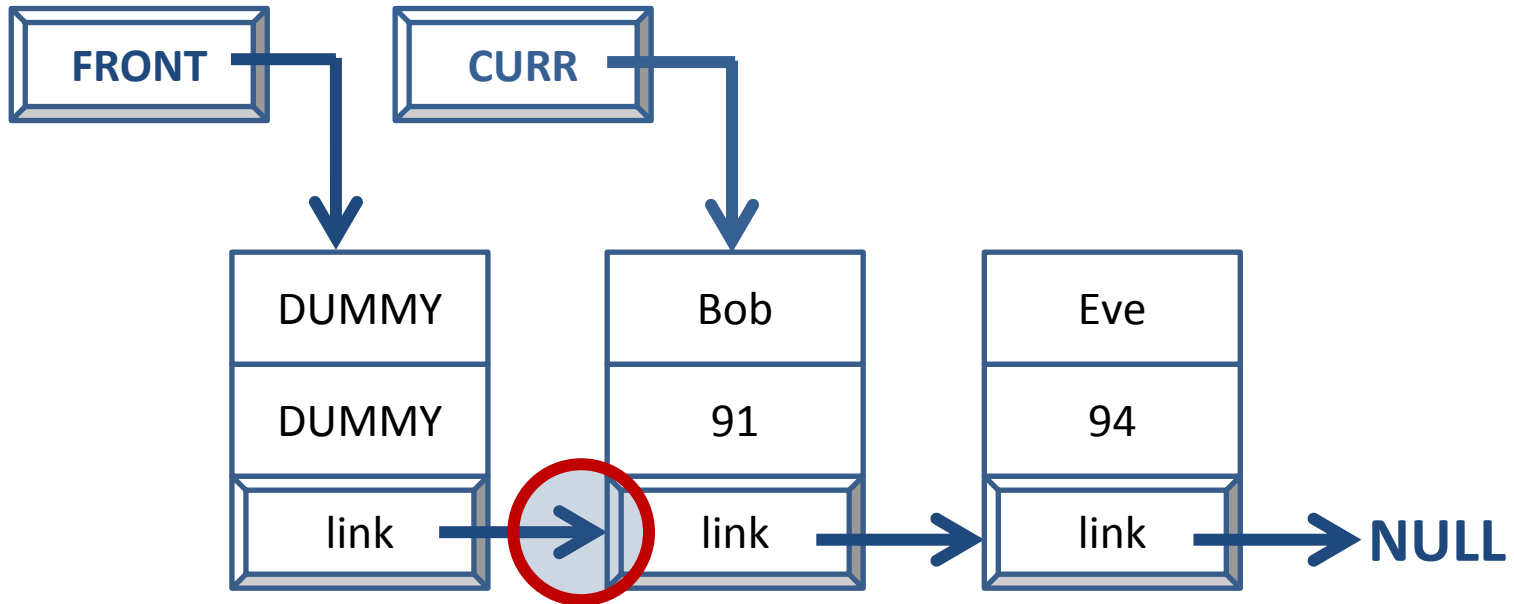
```
// ignore, dummy node
```

## Demonstration of Traversal



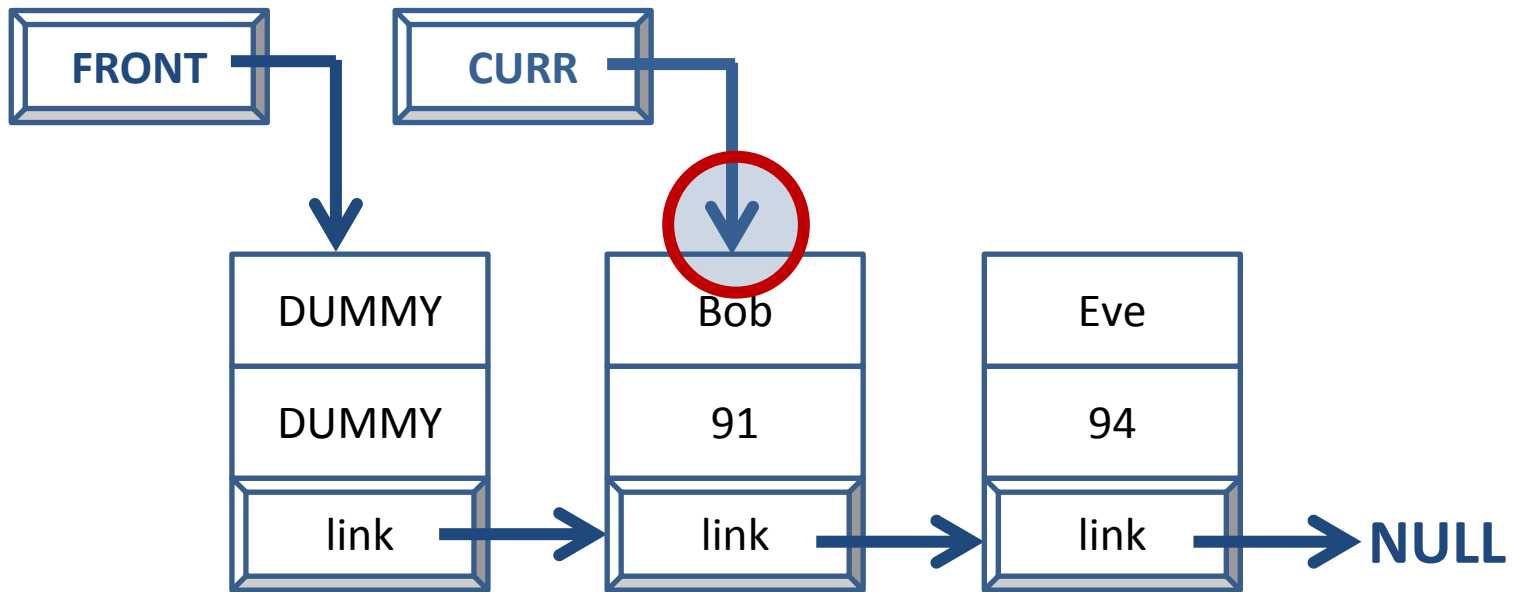
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```

## Demonstration of Traversal



```
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# Demonstration of Traversal

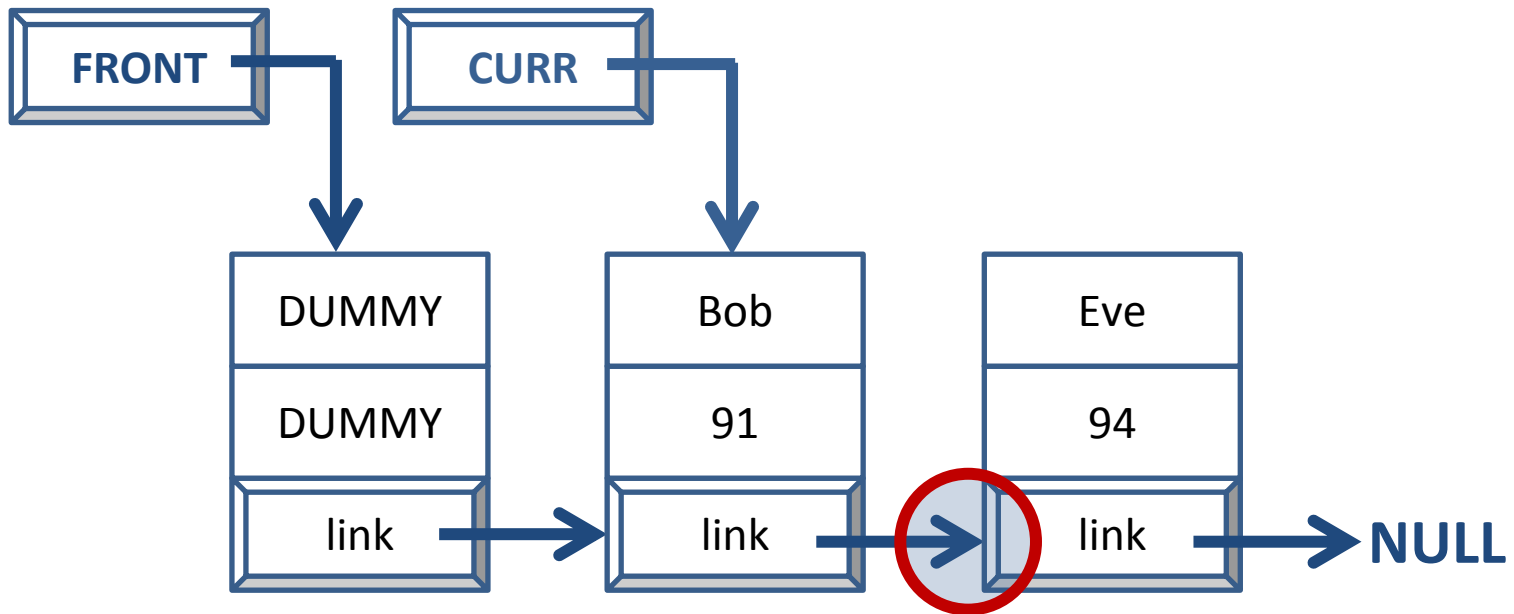


```
for (CURR = FRONT; CURR != NULL; CURR = CURR->link) {
```



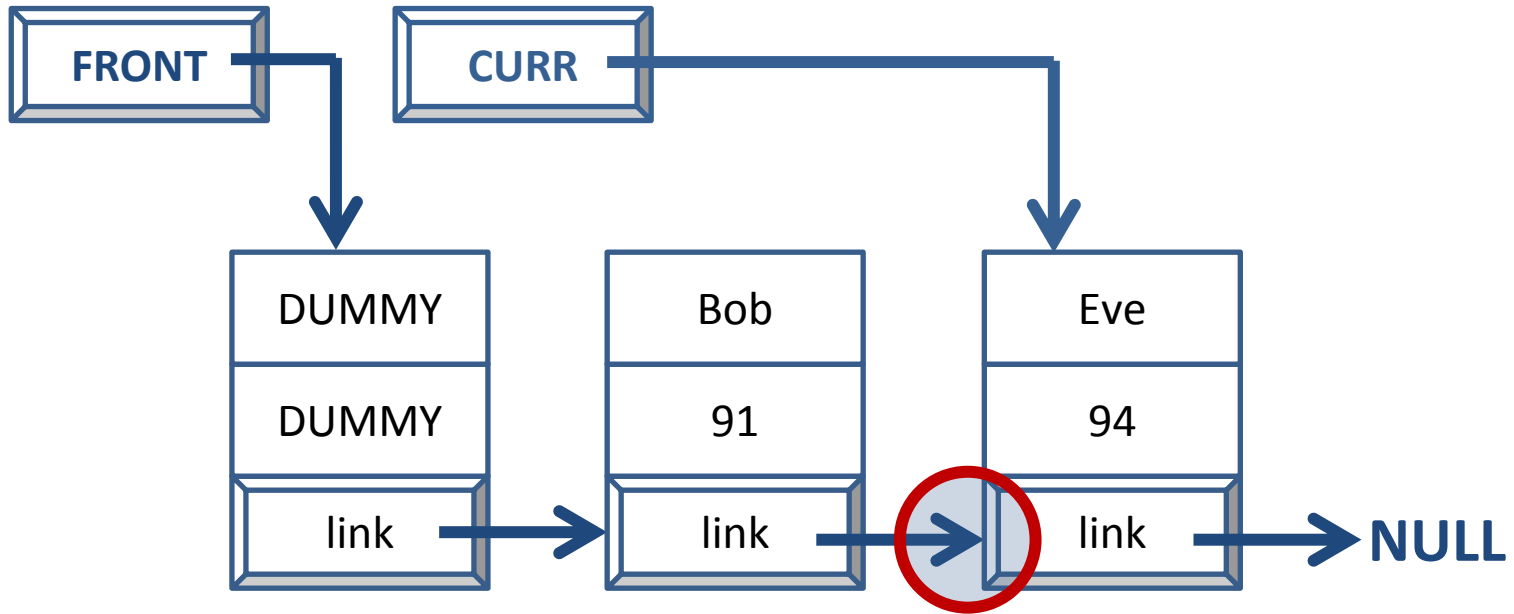
```
// print information (Bob)
```

## Demonstration of Traversal



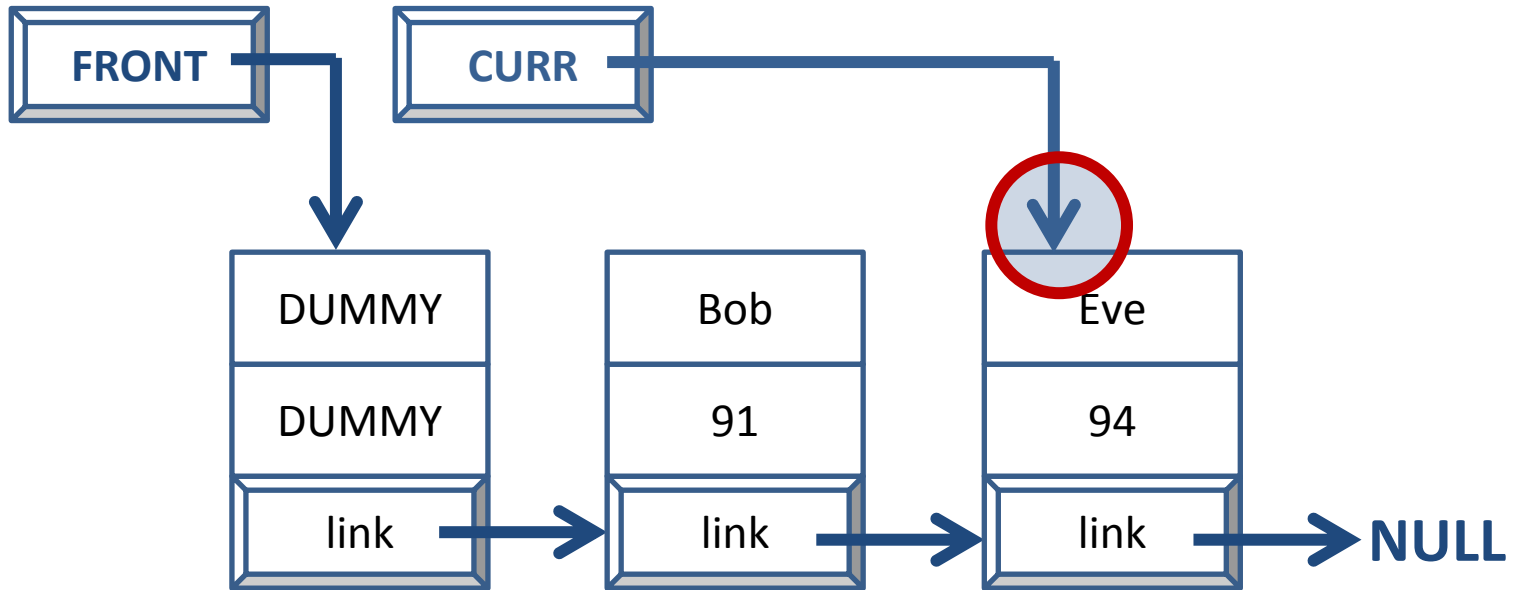
```
for (CURR = FRONT; CURR != NULL; CURR = CURR->link) {
```

## Demonstration of Traversal



```
for (CURR = FRONT; CURR != NULL; CURR = CURR->link) {
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## Demonstration of Traversal

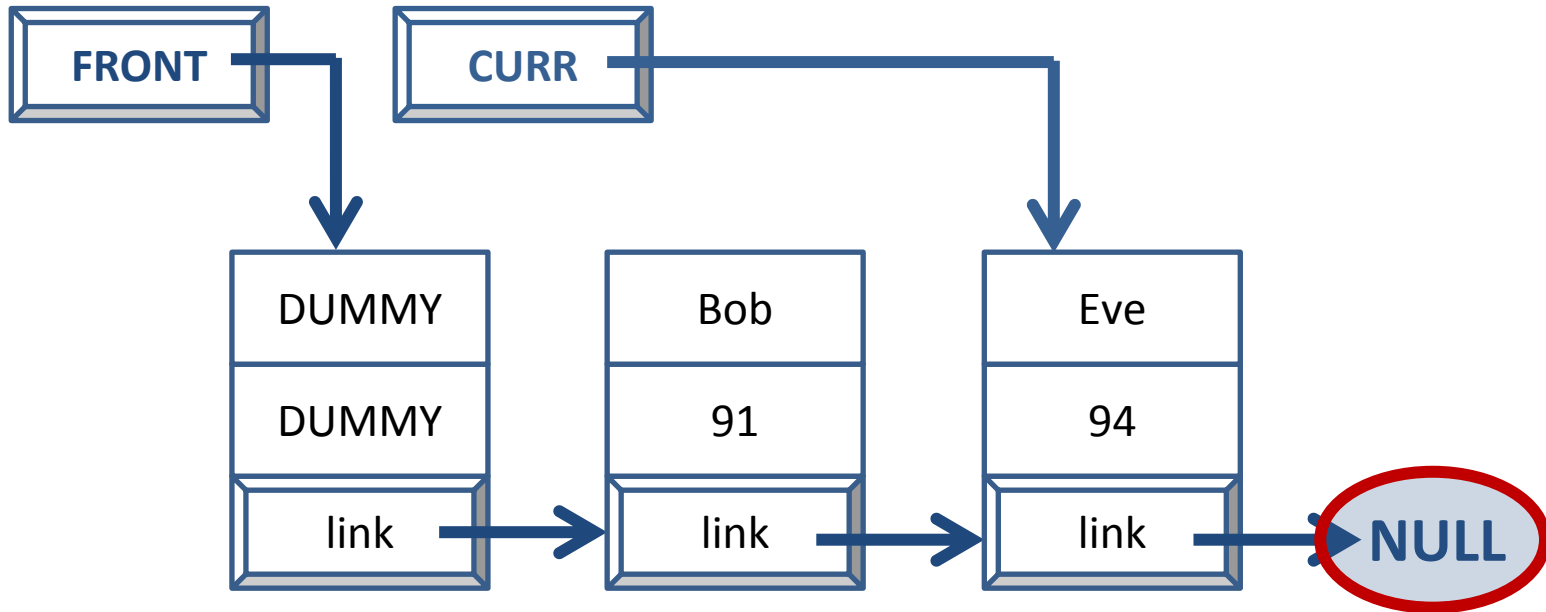


```
for (CURR = FRONT; CURR != NULL; CURR = CURR->link) {
```



```
// print information (Eve)
```

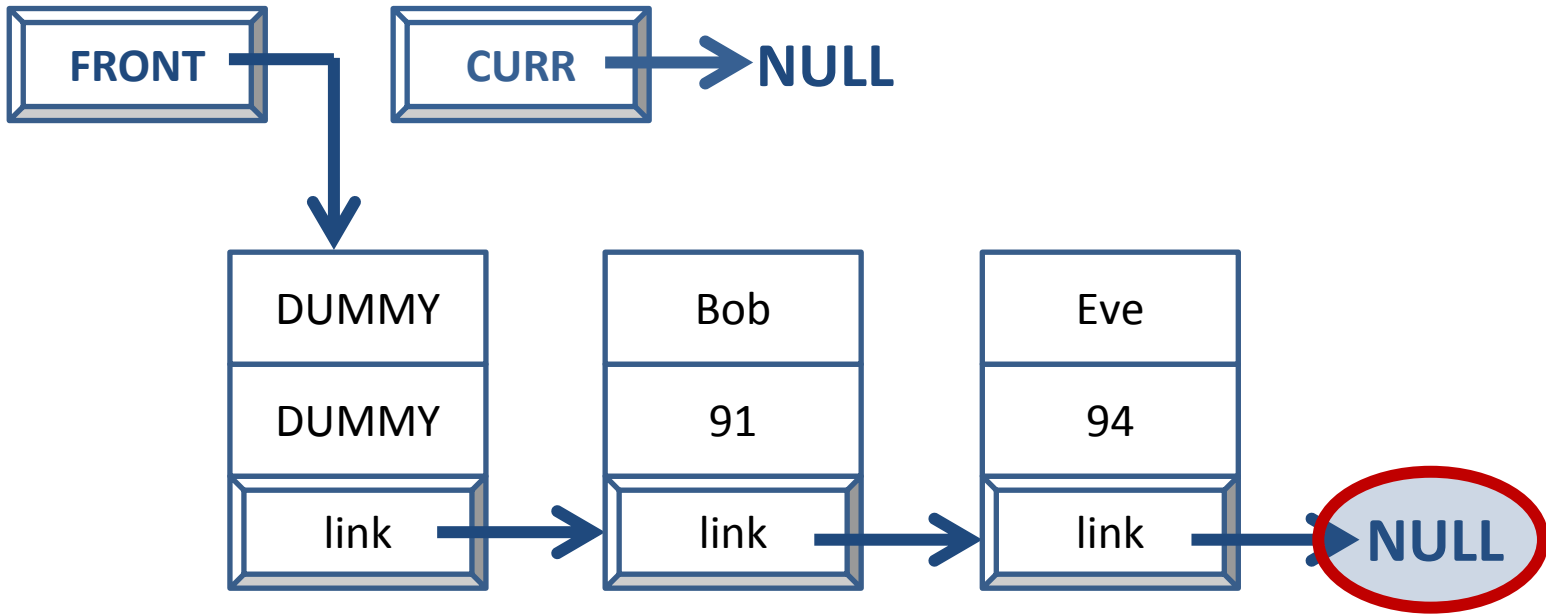
## Demonstration of Traversal



```
for (CURR = FRONT; CURR != NULL; CURR = CURR->link) {
```

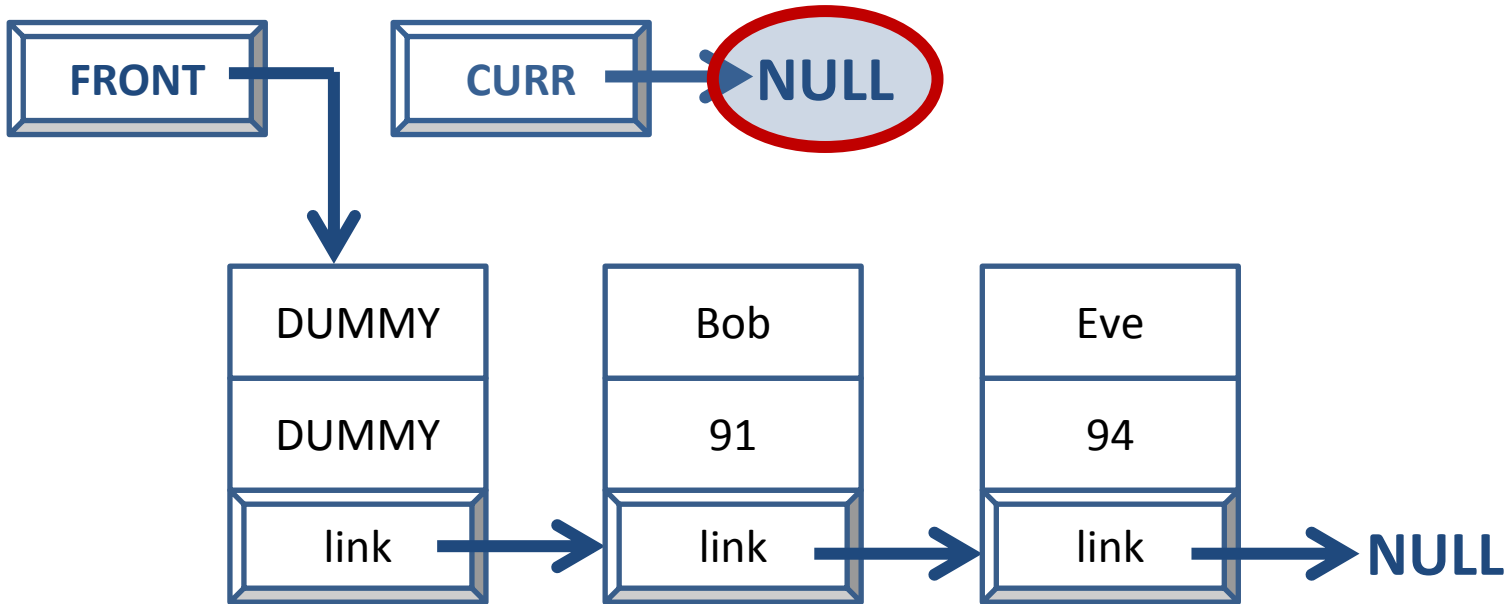


# Demonstration of Traversal



```
for (CURR = FRONT; CURR != NULL; CURR = CURR->link) {
```

# Demonstration of Traversal



```
for (CURR = FRONT; CURR != NULL; CURR = CURR->link) {
```



```
} // exit the loop
```

# On the Board

- Project 3 is out – get started now!
  - It is due Thursday, March 31st