Announcements:

- **Programming Contest Saturday, October 14.** See [http://inst.eecs.berkeley.edu/~ctest/contest/](http://inst.eecs.berkeley.edu/~ctest/contest/) for details and registration.

- Starting next week, some of the TAs will be holding 20 minute one-on-one advising sessions. If you would like to talk about how you’re doing in this course, get some advice about study strategies, or just would like someone to talk to, feel free to sign up! *Please do not treat these as private office hours or ask the TA to debug your code.*

  Times and locations will be available at [http://tinyurl.com/cs61b-advising](http://tinyurl.com/cs61b-advising).

  When you sign up for an advising session, make sure to include some topics you’d like to talk about during the session in the description box. If the location is not listed, it will be emailed to you before your session.
Topics

• Views
• Generic Implementation
• Array vs. linked: tradeoffs
• Sentinels
• Specialized sequences: stacks, queues, deques
• Circular buffering
• Recursion and stacks
• Adapters
New Concept: A view is an alternative presentation of (interface to) an existing object.

- For example, the sublist method is supposed to yield a “view of” part of an existing list:

```
List<String> L = new ArrayList<String>();
L.add("at"); L.add("ax"); ...
List<String> SL = L.sublist(1,4);
```

- Example: after `L.set(2, "bag")`, value of `SL.get(1)` is "bag", and after `SL.set(1,"bad")`, value of `L.get(2)` is "bad".

- Example: after `SL.clear()`, `L` will contain only "at" and "cat".

- Small challenge: “How do they do that?!"
Maps

• A Map is a kind of “modifiable function:”

```java
package java.util;
public interface Map<Key, Value> {
    Value get(Object key);       // Value at KEY.
    Object put(Key key, Value value); // Set get(KEY) -> VALUE
...
}
```

```java
Map<String, String> f = new TreeMap<String, String> ();
f.put("Paul", "George"); f.put("George", "Martin");
f.put("Dana", "John");
// Now f.get("Paul").equals("George")
// f.get("Dana").equals("John")
// f.get("Tom") == null
```
public interface Map<Key, Value> {

    /* Views of Maps */

    /** The set of all keys. */
    Set<Key> keySet();

    /** The multiset of all values that can be returned by get.
     *  (A multiset is a collection that may have duplicates). */
    Collection<Value> values();

    /** The set of all(key, value) pairs */
    Set<Map.Entry<Key, Value>> entrySet();
}
View Examples

Using example from a previous slide:

Map<String,String> f = new TreeMap<String,String>();
f.put("Paul", "George"); f.put("George", "Martin");
f.put("Dana", "John");

we can take various views of f:

for (Iterator<String> i = f.keySet().iterator(); i.hasNext();)
    i.next() ===> Dana, George, Paul

// or, more succinctly:
for (String name : f.keySet())
    name ===> Dana, George, Paul

for (String parent : f.values())
    parent ===> John, Martin, George

for (Map.Entry<String,String> pair : f.entrySet())
    pair ===> (Dana,John), (George,Martin), (Paul,George)

f.keySet().remove("Dana");  // Now f.get("Dana") == null
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(PrintStream str) { ... }
}
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
public abstract 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: Throws 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);
    }
}
```

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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(); }
```

```java
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 some 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`:

```java
List<Item> sublist(int start, int end) {
    return new this.Sublist(start, end);
}
```

```java
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 \( SL = L\).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 ($\Theta(1)$) random access (indexing).
  - Disadvantages: insertion, deletion can be slow ($\Theta(N)$)
- 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 for linked list and an iterator object over it:

\[
\begin{align*}
L & = \text{new LinkedList\langle String\rangle();} & I & = L\text{.listIterator();}
L & .add("axolotl"); & I & .next();
L & .add("kludge");
L & .add("xerophyte");
\end{align*}
\]
Clever trick: Sentinels

- A *sentinel* 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:

  // To delete list node at p:
  p.next.prev = p.prev;
  p.prev.next = p.next;

  // To add new node N before p:
  N.prev = p.prev; N.next = p;
  p.prev.next = N;
  p.prev = N;
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 dequeue) 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.”

```
findExit(start):
    if isExit(start)
        FOUND
    else if (!isCrumb(start))
        leave crumb at start;
        for each square, x,
            adjacent to start:
                if legalPlace(x) && !isCrumb(x)
                    findExit(x)
```

Call: findExit(0)
Exit: 16
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```
    | | |
1-4-5 1 2 3 4 5
```

```java
findExit(start):
    S = new empty stack;
    push start on S;
    while S not empty:
        pop S into start;
        if isExit(start)
            FOUND
        else if (!isCrumb(start))
            leave crumb at start;
            for each square, x,
                adjacent to start (in reverse):
                    if legalPlace(x) && !isCrumb(x)
                        push x on S
```

```java
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```
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      for each square, x,
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          if legalPlace(x) && !isCrumb(x)
            push x on S
```

1, 2
2, 0
3
```
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                    if legalPlace(x) && !isCrumb(x)
                        push x on S
```

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```

2, 1

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```

4, 3
1, 3
3, 2
3, 1
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```
      12 11  8  9 10
    13  4  7  3  6
    1  2  5
```

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Find Exit

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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.”

```java
findExit(start):
    if isExit(start)
        FOUND
    else if (!isCrumb(start))
        leave crumb at start;
        for each square, x,
            adjacent to start:
                if legalPlace(x) && !isCrumb(x)
                    findExit(x)
```

Call: findExit(0)
Exit: 16

```
12 11 8 9 10
13 4 7 15
14 3 6
1 2 5
3, 3
3, 1
```

```
findExit(start):
    S = new empty stack;
    push start on S;
    while S not empty:
        pop S into start;
        if isExit(start)
            FOUND
        else if (!isCrumb(start))
            leave crumb at start;
            for each square, x,
                adjacent to start (in reverse):
                    if legalPlace(x) && !isCrumb(x)
                        push x on S
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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>()); }  
}
```