

CS61B Lecture #18

Announcements:

- **Programming Contest Saturday! See**

`http://inst.eecs.berkeley.edu/~ctest/contest/`

for details and registration.

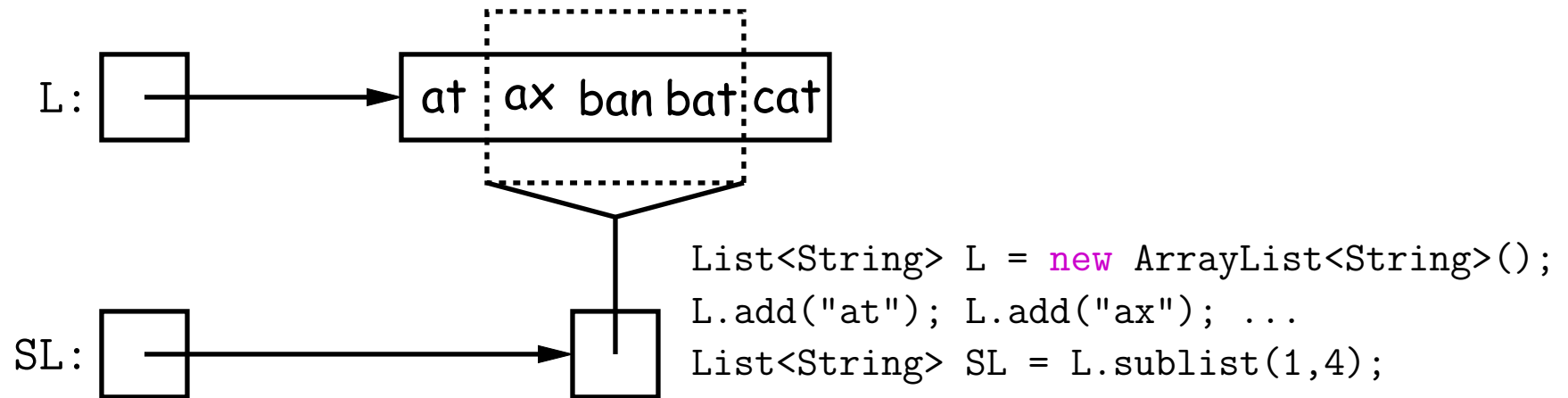
Topics

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

Views

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:



- 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:”

```
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
    ...
}
```

```
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
```

Map Views

```
public interface Map<Key,Value> { // Continuation

    /* 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) { ... }
}
```

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

```
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;
    }
    /** 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).

```
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:

```
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 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.

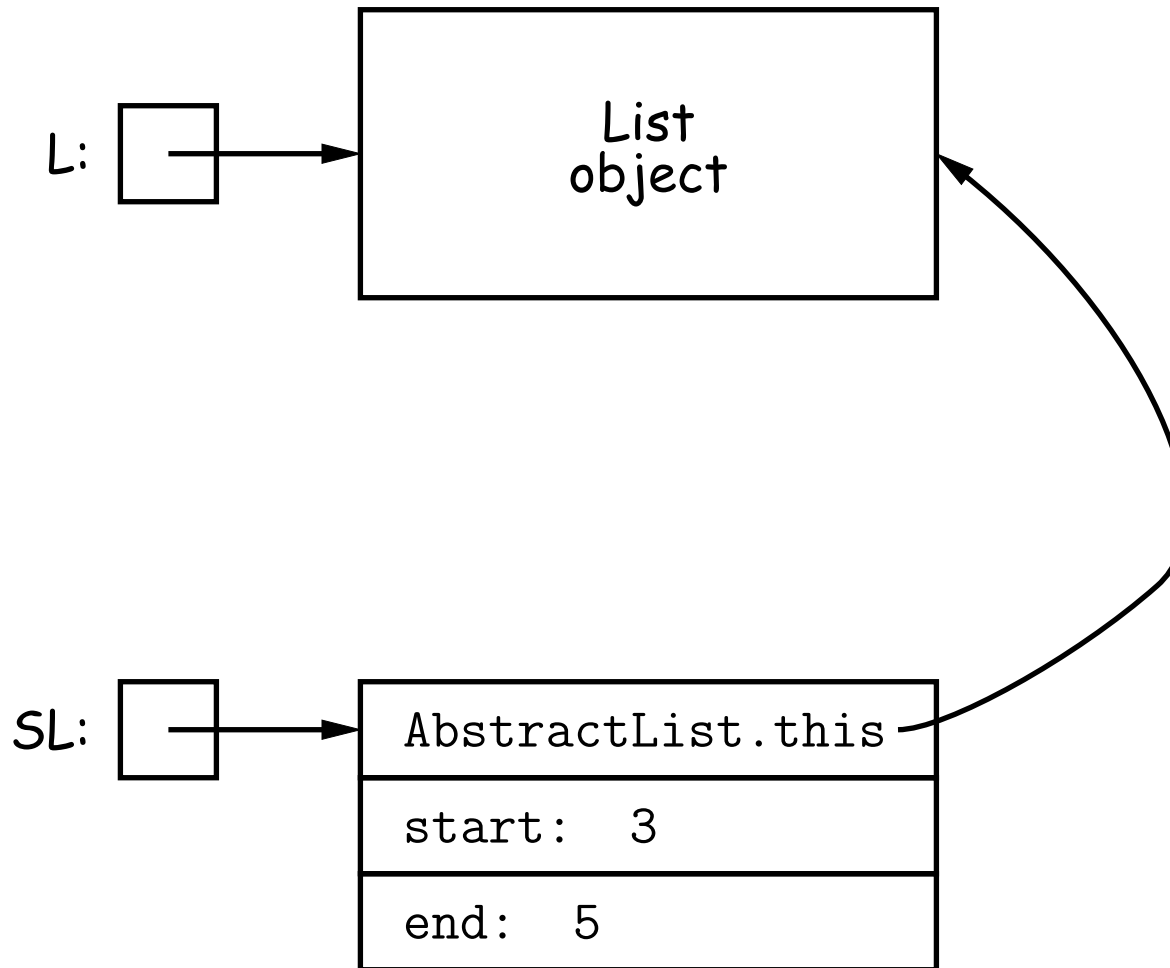
How? Here's part of `AbstractList`:

```
List<Item> 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.sublist(3, 5);`



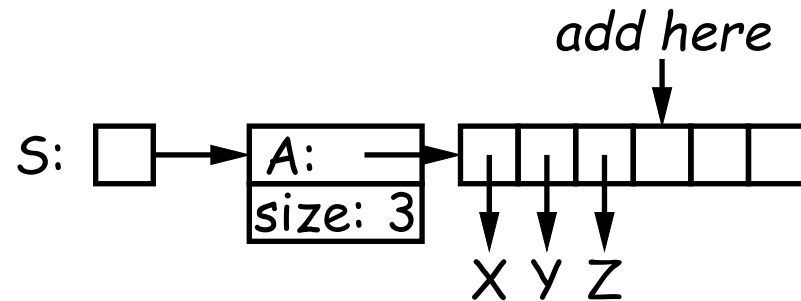
Arrays and Links

- 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.

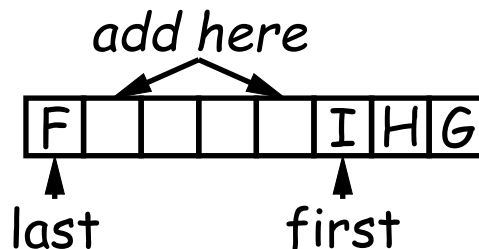
Implementing with Arrays

- 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");
```



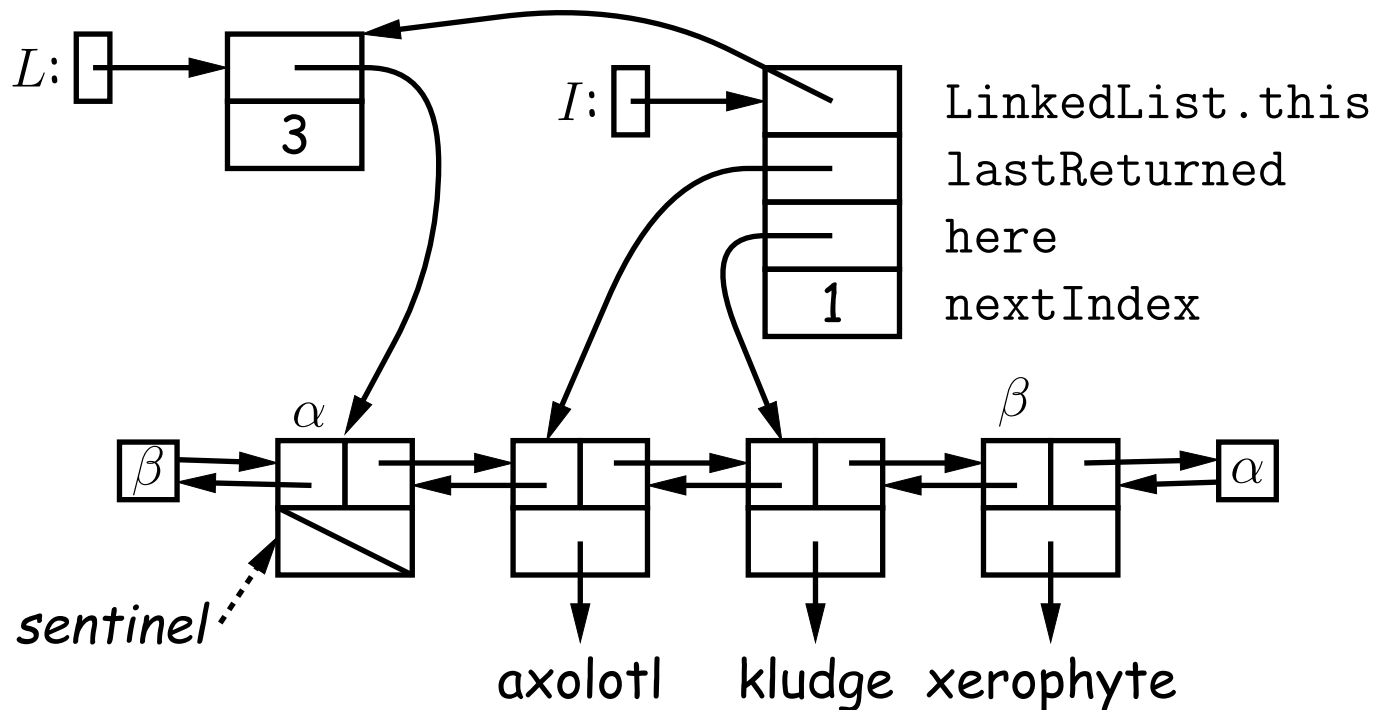
- To allow growth at either end, use *circular buffering*:



- 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:



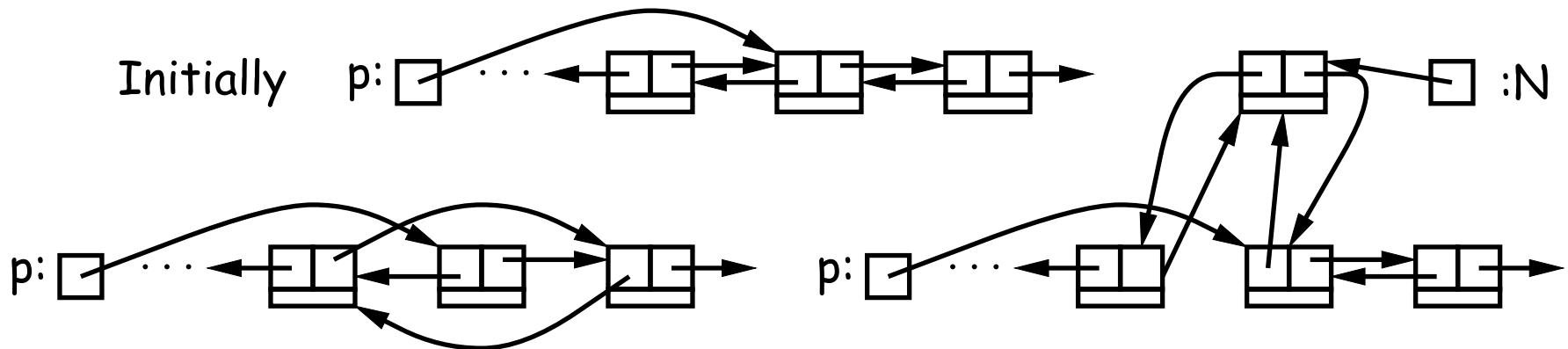
```
L = new LinkedList<String>();  
L.add("axolotl");  
L.add("kludge");  
L.add("xerophyte");
```

```
I = L.listIterator();  
I.next();
```

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).
 - **Deque:** 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.

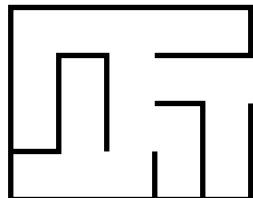
Stacks and Recursion

- 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."

```
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)
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findExit(start):  
  S = new empty stack;  
  push start on S;  
  while S not empty:  
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    for each square, x,  
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          push x on S
```

Call: findExit(0)
Exit: 16



0,0
////

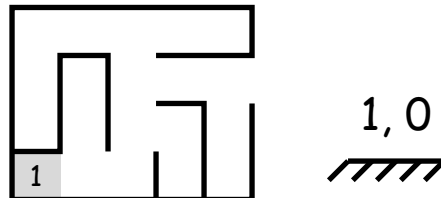
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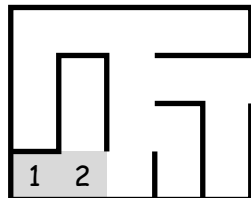
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1, 1
2, 0
////

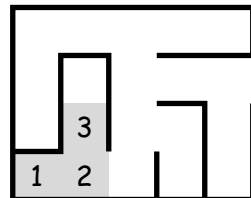
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1, 2
2, 0
////

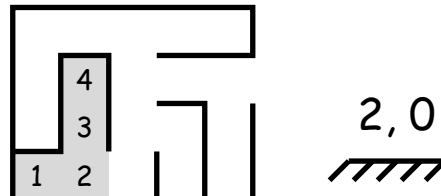
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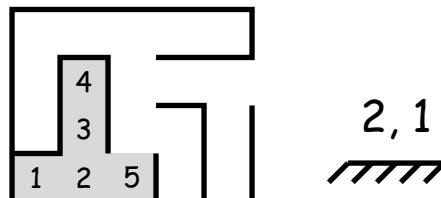
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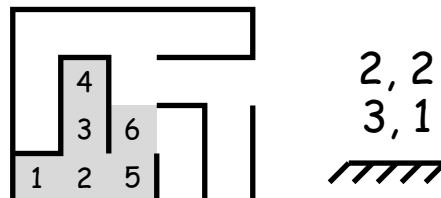
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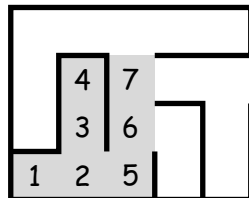
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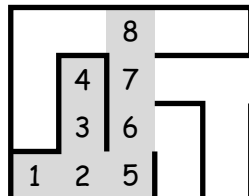
2, 3
3, 2
3, 1
////

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3, 3
1, 3
3, 2
3, 1
////

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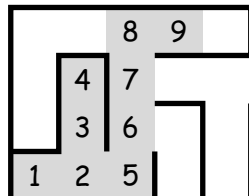
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4, 3
1, 3
3, 2
3, 1
////

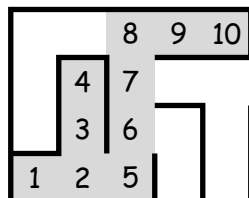
Stacks and Recursion

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```

Call: findExit(0)
Exit: 16



1, 3
3, 2
3, 1
////

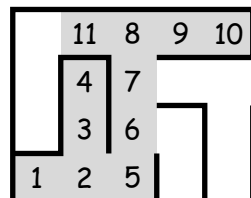
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Call: findExit(0)
Exit: 16



0, 3
3, 2
3, 1
////

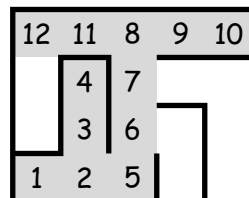
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Call: findExit(0)
Exit: 16



0, 2
3, 2
3, 1
////

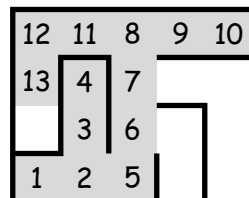
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Call: findExit(0)
Exit: 16



0, 1
3, 2
3, 1
////

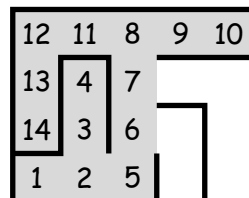
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Call: findExit(0)
Exit: 16



3, 2
3, 1
////

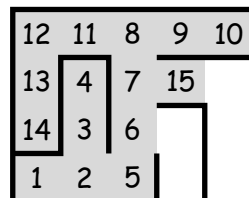
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Exit: 16



3, 3
3, 1
////

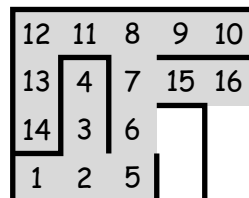
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```

Call: findExit(0)
Exit: 16



4, 3
3, 2
3, 1
////

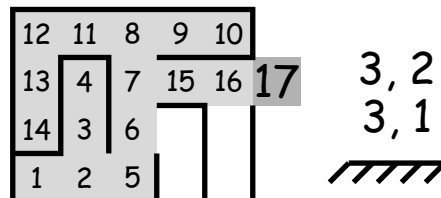
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Exit: 16



Design Choices: Extension, Delegation, Adaptation

- The standard `java.util.Stack` type *extends* `Vector`:

```
class Stack<Item> extends Vector<Item> { void push(Item x) { add(x); }  
... }
```

- Could instead have *delegated* to a field:

```
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:

```
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); } ...  
}
```

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