

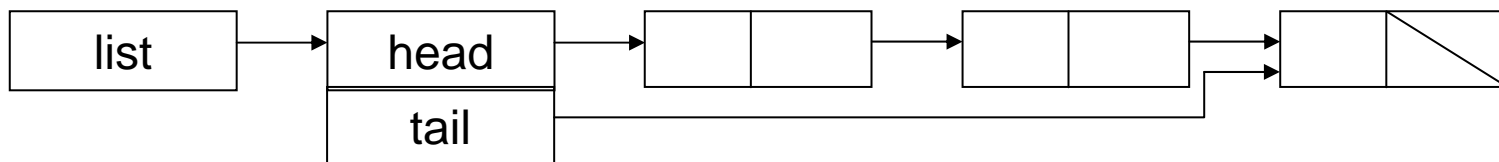
Singly Linked Lists

- Representation
- Space Analysis
- Creation and Insertion
- Traversal
- Search
- Deletion

Representation

- We are using a representation in which a linked list has both head and tail references .

```
public class MyLinkedList{
    protected Element head;
    protected Element tail;
    public final class Element{
        Object data;
        Element next;
        Element(Object obj, Element element){
            data = obj;
            next = element;
        }
        public Object getData(){return data;}
        public Element getNext(){return next;}
    }
}
```



Representation: Space Analysis

- Now, we can take a look at the space requirements:

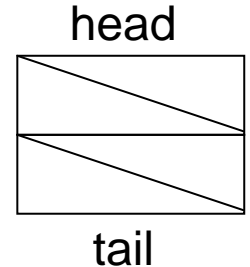
$$\begin{aligned} S(n) &= \text{sizeof(MyLinkedList)} + n \text{ sizeof(MyLinkedList.Element)} \\ &= 2 \text{ sizeof(MyLinkedList.Element ref)} + n [\text{sizeof(Object ref)} + \\ &\quad \text{sizeof(MyLinkedList.Element ref)}] \\ &= (n + 2) \text{ sizeof(MyLinkedList.Element ref)} + n \text{ sizeof(Object ref)} \end{aligned}$$

Space Require	Explanation
$\text{sizeof(MyLinkedList)}$	The list reference has two fields: head (type: <i>Element</i>) and tail (type: <i>Element</i>) $= 2 \text{ sizeof(MyLinkedList.Element ref)}$
$n \text{ sizeof(MyLinkedList.Element)}$	The list has n elements of type Element . Each element has two fields-- data (type <i>Object</i>) and next (type <i>Element</i>).

List Creation and Insertion

- An empty list is created as follows:

```
MyLinkedList list = new MyLinkedList();
```



- Once created, elements can be inserted into the list using either the `append` or `prepend` methods

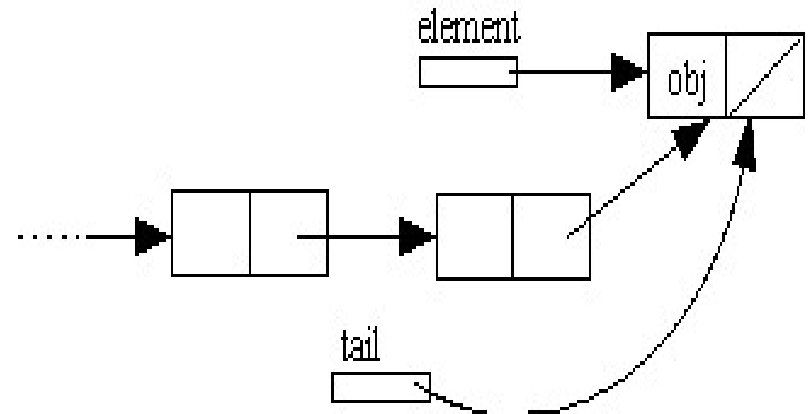
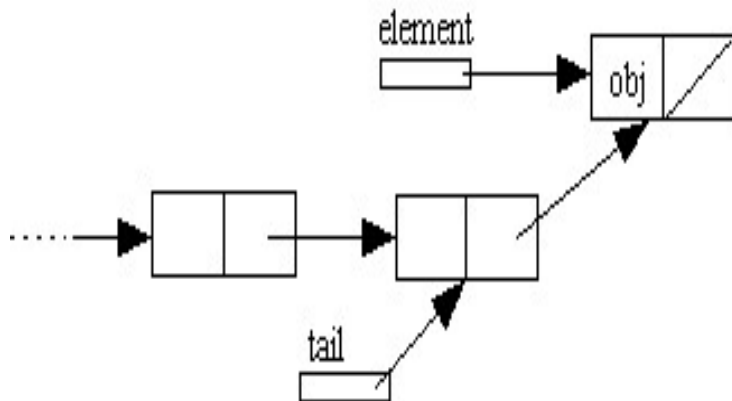
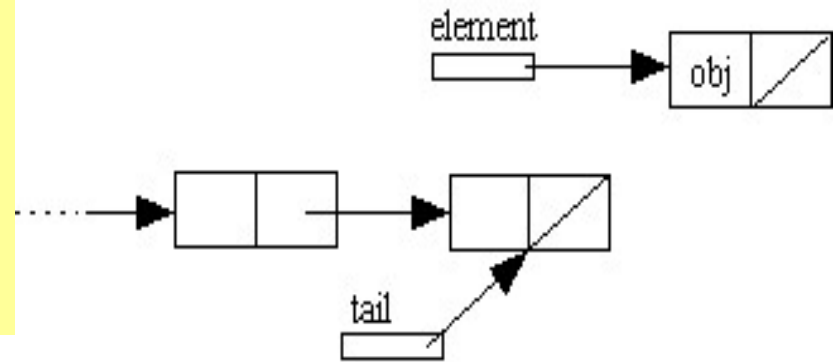
```
for (int k = 0; k < 10; k++)  
    list.append(new Integer(k));
```

- Also if we have reference to a node (an element), we can use `insertAfter` or `insertBefore` of the `Element` class.

Insertion at the end (Append)

```
public void append(Object obj){  
    Element element = new Element(obj, null);  
    if(head == null)  
        head = element;  
    else  
        tail.next = element;  
    tail = element;  
}
```

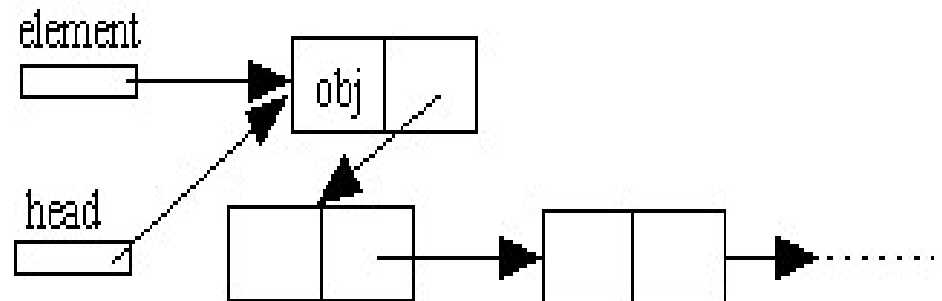
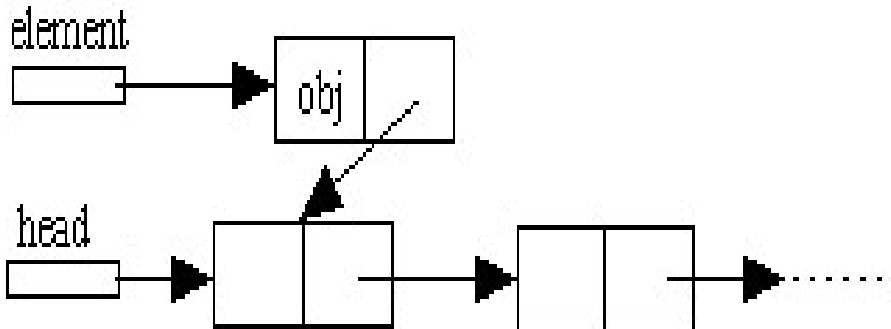
Complexity is $O(1)$



Insertion at the beginning (Prepend)

```
public void prepend(Object obj) {  
    Element element = new Element(obj, head);  
    if(head == null)  
        tail = element;  
    head = element;  
}
```

Complexity is $O(1)$



Insertion before and after an element

```
public void insertBefore(Object obj) {
    Element element = new Element(obj, this);
    if(this == head) {
        head = element;
        return;
    }
    Element previous = head;
    while (previous.next != this) {
        previous = previous.next;
    }
    previous.next = element;
}
```

Complexity is $O(n)$

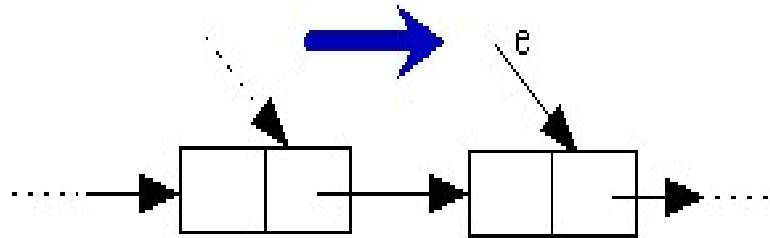
```
public void insertAfter(Object obj) {
    next = new Element(obj, next);
    if(this == tail)
        tail = next;
}
```

Complexity is $O(1)$

Traversal

To move a reference `e` from one node to the next:

```
e = e.next;
```



Example: Count the number of nodes in a linked list.

```
public int countNodes(){
    int count = 0;
    Element e = head;
    while(e != null){
        count++;
        e = e.next;
    }
    return count;
}
```

Complexity is $O(n)$

Searching

- To search for an element, we traverse from head until we locate the object.

Example: Count the number of nodes with data field equal to a given object.

```
public int countNodes(Object obj){
    int count = 0;
    Element e = head;
    while(e != null){
        if(e.data.equals(obj))
            count++;
        e = e.next;
    }
    return count;
}
```

Complexity is $O(n)$

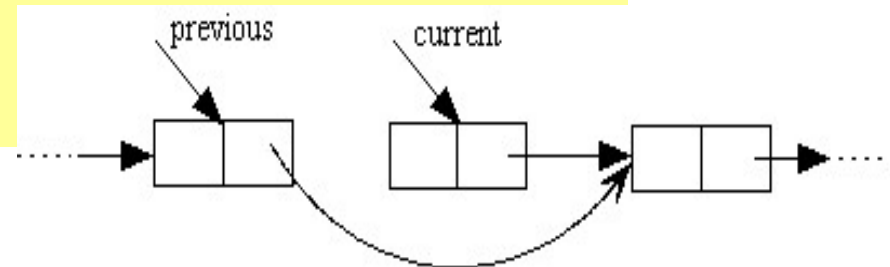
Deletion

- To delete an element, we use either the `extract` method of `MyLinkedList` or that of the `Element` inner class.

```
public void extract(Object obj) {  
    Element element = head;  
    Element previous = null;  
    while(element != null && ! element.data.equals(obj)) {  
        previous = element;  
        element = element.next;  
    }  
}
```

Complexity is $O(n)$

```
if(element == null)  
    throw new IllegalArgumentException("item not found");  
if(element == head)  
    head = element.next;  
else  
    previous.next = element.next;  
if(element == tail)  
    tail = previous;  
}
```



Deletion - Difference between the MyLinkedList and the Element extracts

- To delete an element, we use either the `extract` method of `MyLinkedList` or that of the `Element` inner class.

```
try{
    list.extract(obj1);
} catch(IllegalArgumentException e){
    System.out.println("Element not found");
}
```

```
MyLinkedList.Element e = list.find(obj1);
if(e != null)
    e.extract();
else
    System.out.println("Element not found");
```

Deletion – Deleting First and Last Element

```
public void extractFirst() {  
    if(head == null)  
        throw new IllegalArgumentException("item not found");  
    head = head.next;  
    if(head == null)  
        tail = null;  
}
```

Complexity is $O(1)$

```
public void extractLast() {  
    if(tail == null)  
        throw new IllegalArgumentException("item not found");  
    if (head == tail)  
        head = tail = null;  
    else {  
        Element previous = head;  
        while (previous.next != tail)  
            previous = previous.next;  
        previous.next = null;  
        tail = previous;  
    }  
}
```

Complexity is $O(n)$

Exercises

- For the `MyLinkedList` class, Implement each of the following methods:
 - `String toString()`
 - `Element find(Object obj)`
 - `void insertAt(int n) //counting the nodes from 1.`

State the complexity of each method.

- Which methods are affected if we do not use the *tail* reference in *MyLinkedList* class.