

CSSE 220 Day 18

Continue Data Structures Grand Tour
Work on Hardy's Taxi

CSSE 220 Day 18

- ▶ You are to **review** several teams' **Minesweeper programs** for functionality issues before the end of the week.
 - Details in yesterday's email.
 - Surveys and instructions are also on ANGEL
- ▶ **Markov assignment** will be done in pairs. You can choose your partner again.
 - Must be different than your Minesweeper partner.
 - If you have not filled out the survey, please do it now.

Hardy Grading Script ...

- ▶ ... appears to be ready. Let me know if you have any problems with it.

```
addiator 4:53am > cd /class/csse/csse220/200820/
```

```
addiator 4:55am > ./check Hardy
```

```
Checking Hardy
```

```
Clearing
```

```
/afs/rh/class/csse/csse220/200820/turnin/mrozekma/Hardy/extract/
```

```
Copying *.java... done
```

```
Compiling project...
```

```
No compile errors found
```

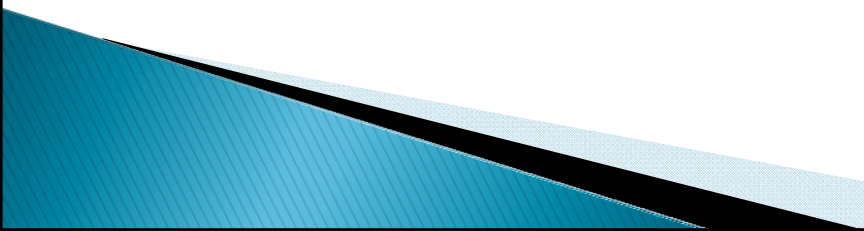
```
mrozekma - Summary for Hardy
```

```
Graded on Tue Jan 15 04:55:28 EST 2008
```

N	Points	Your Answer
1	15/15	$1729 = 1^3 + 12^3 = 9^3 + 10^3$
5	18/18	$32832 = 4^3 + 32^3 = 18^3 + 30^3$
30	10/10	$515375 = 15^3 + 80^3 = 54^3 + 71^3$
100	4/4	$4673088 = 25^3 + 167^3 = 64^3 + 164^3$
500	3/3	$106243219 = 307^3 + 426^3 = 363^3 + 388^3$

```
Points earned: 50/50
```

Answers to your questions

- ▶ Abstract Data Types and Data Structures
 - ▶ Hardy's Taxi
 - ▶ Material you have read
 - ▶ Anything else
- 

Today's agenda

- ▶ Continue the Data Structures Tour
- ▶ Work on Hardy's taxi

But first ...

- ▶ Look at the solution to the BinaryInteger problem from Tuesday's class.
- ▶ It will also be on ANGEL after my second class today.

Some basic data structures

- ▶ Array (1D, 2D, ...)
- ▶ Stack

What is "special" about each data type?

What is each used for?

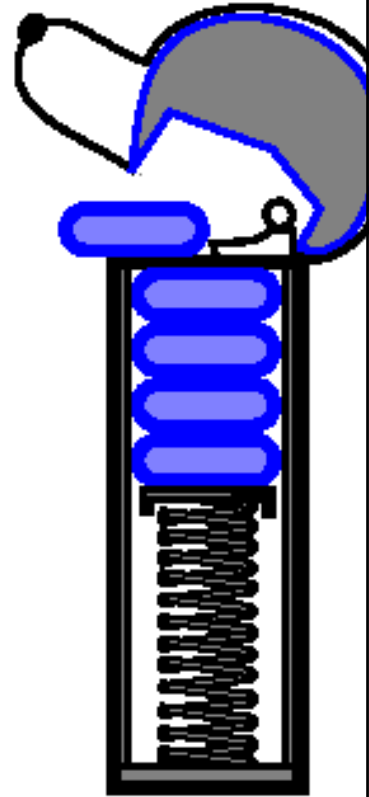
What can you say about time required for

- adding an element?
- removing an element?
- finding an element?

You should be able to answer all of these by the end of this course.

Stack

- ▶ Last-in-first-out (LIFO)
- ▶ Only top element is accessible
- ▶ Operations: push, pop, top, topAndPop
 - All constant-time.
- ▶ Easy to implement as a (growable) array with the last filled position in the array being the top of the stack.
- ▶ Applications:
 - Match parentheses and braces in an expression
 - Keep track of pending function calls with their arguments and local variables.
 - Depth-first search of a tree or graph.



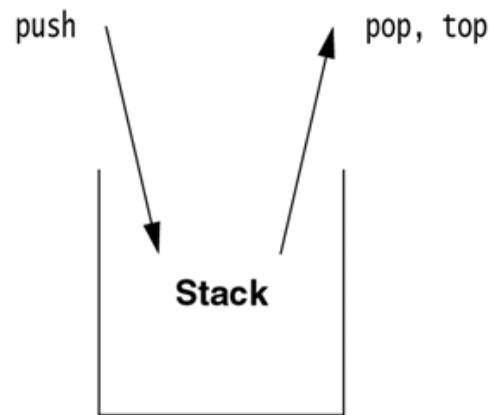


figure 6.20

The stack model:
Input to a stack is by
push, output is by top,
and deletion is by pop.

Some basic data structures

What is "special" about each data type?

What is each used for?

What can you say about time required for

- adding an element?
- removing an element?
- finding an element?

- ▶ Array (1D, 2D, ...)
- ▶ Stack
- ▶ Queue

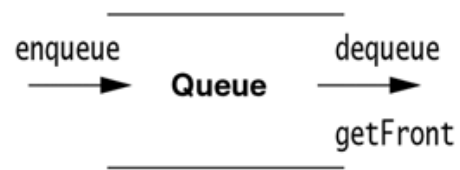
You should be able to answer all of these by the end of this course.

Queue

- ▶ First-in-first-out (FIFO)
- ▶ Only oldest element in the queue is accessible
- ▶ Operations: enqueue, dequeue
 - All constant-time.
- ▶ Implement as a (growable) "circular" array
 - <http://maven.smith.edu/~streinu/Teaching/Courses/112/Applets/Queue/myApplet.html>
- ▶ Applications:
 - Simulations of real-world situations
 - Managing jobs for a printer
 - Managing processes in an operating system.
 - Breadth-first search of a graph.

figure 6.22

The queue model:
Input is by `enqueue`,
output is by `getFront`,
and deletion is by
`dequeue`.



Some basic data structures

What is "special" about each data type?

What is each used for?

What can you say about time required for

- adding an element?
- removing an element?
- finding an element?

- ▶ Array (1D, 2D, ...)
- ▶ Stack
- ▶ Queue
- ▶ List
 - ArrayList
 - LinkedList

You should be able to answer all of these by the end of this course.

List

- ▶ A list is an ordered collection where elements may be added anywhere, and any elements may be deleted or replaced.
- ▶ **Array List:** Like an array, but growable and shrinkable.
- ▶ **Linked List:**

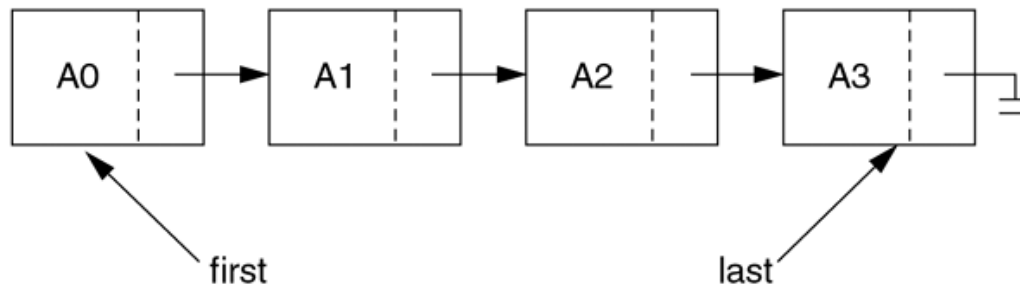


figure 6.19

A simple linked list

- ▶ Running time for add, remove, find?

List Code Example

```
LinkedList<String> list = new LinkedList<String> ();  
list.add("abc");  
list.add("xyz");  
list.add(1, "ddd");  
list.add(2, "jkl");  
System.out.println(list);  
list.remove("ddd");  
System.out.println(list);  
list.remove(2);  
System.out.println(list);
```

▶ Output:

- ▶ [abc, ddd, jkl, xyz]
- ▶ [abc, jkl, xyz]
- ▶ [abc, jkl]

Some basic data structures

What is "special" about each data type?

What is each used for?

What can you say about time required for

- adding an element?
- removing an element?
- finding an element?

- ▶ Array (1D, 2D, ...)
- ▶ Stack
- ▶ Queue
- ▶ List
 - ArrayList
 - LinkedList
- ▶ Set
- ▶ MultiSet

You should be able to answer all of these by the end of this course.

Set and MultiSet

- ▶ **Set**: A collection that never contains two distinct objects *a* and *b*, such that *a.equals(b)*.
- ▶ **Multiset** (a.k.a. bag). An item can occur multiple times, and the collection keeps track of the multiplicity of each.
- ▶ Two Java representations of sets
 - **TreeSet** (based on a Binary Tree) – items ordered
 - **HashSet** (based on Hash Table) – items not ordered.
- ▶ Running times for add, remove, find?

Java Set Example

- ▶ Define a class to insert in the set:

```
class Pair implements Comparable<Pair>{
    private String s1, s2;

    public Pair(String s1, String s2) {
        this.s1 = s1;
        this.s2 = s2;
    }

    @Override public String toString() {
        return String.format("<%s,%s>", this.s1, this.s2);
    }

    public int compareTo(Pair other){
        return this.s1.compareTo(other.s1);
    }

    @Override public boolean equals(Object other) {
        Pair oth = (Pair)other;
        return this.s1.equals(oth.s1);
    }

    @Override public int hashCode() {
        return s1.hashCode();
    }
}
```

Java Set Example – TreeSet

```
TreeSet<Pair> ts = new TreeSet<Pair> ();  
ts.add(new Pair("abc", "1"));  
ts.add(new Pair("def", "2"));  
System.out.println(ts);  
System.out.println(ts.contains(new Pair("abc", "3")));  
ts.add(new Pair("abc", "3"));  
System.out.println("After duplicate \add\": " + ts);  
ts.remove(new Pair("abc", "3"));  
System.out.println(ts);  
ts.add(new Pair("abc", "3"));  
System.out.println(ts);  
ts.add(new Pair("bbb", "4"));  
System.out.println(ts);
```

Output:

```
[<abc,1>, <def,2>]  
true  
After duplicate "add": [<abc,1>, <def,2>]  
[<def,2>]  
[<abc,3>, <def,2>]  
[<abc,3>, <bbb,4>, <def,2>]
```

Java Set Example – HashSet

```
HashSet<Pair> t2 = new HashSet<Pair> ();  
t2.add(new Pair("abc", "1"));  
t2.add(new Pair("def", "2"));  
System.out.println(t2);  
System.out.println(t2.contains(new Pair("abc", "3")));  
t2.add(new Pair("abc", "3"));  
System.out.println("After duplicate \"add\": " + t2);  
t2.remove(new Pair("abc", "3"));  
System.out.println(t2);  
t2.add(new Pair("abc", "3"));  
System.out.println(t2);  
t2.add(new Pair("bbb", "4"));  
System.out.println(t2);
```

Note that the elements are not in Comparable order.

Output:

```
[<abc,1>, <def,2>]  
true  
After duplicate "add": [<abc,1>, <def,2>]  
[<def,2>]  
[<abc,3>, <def,2>]  
[<abc,3>, <def,2>, <bbb,4>]
```

Some basic data structures

What is "special" about each data type?

What is each used for?

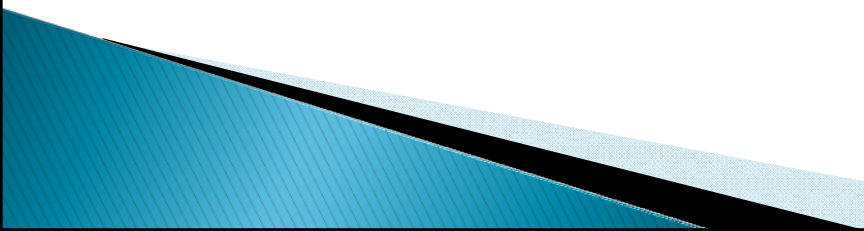
What can you say about time required for

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- removing an element?
- finding an element?

- ▶ Array (1D, 2D, ...)
- ▶ Stack
- ▶ Queue
- ▶ List
 - ArrayList
 - LinkedList
- ▶ Set
- ▶ MultiSet
- ▶ Map (a.k.a. table, dictionary)
 - HashMap
 - TreeMap

You should be able to answer all of these by the end of this course.

Map

- ▶ A Table of key–value pairs.
 - ▶ Insert and look up things by key.
 - ▶ Implementations:
 - TreeMap
 - HashMap
 - ▶ Same running time as the corresponding sets.
 - ▶ More details next time.
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Work on Hardy's Taxi

- ▶ Or on HW 18 if you have finished Hardy's Taxi.