

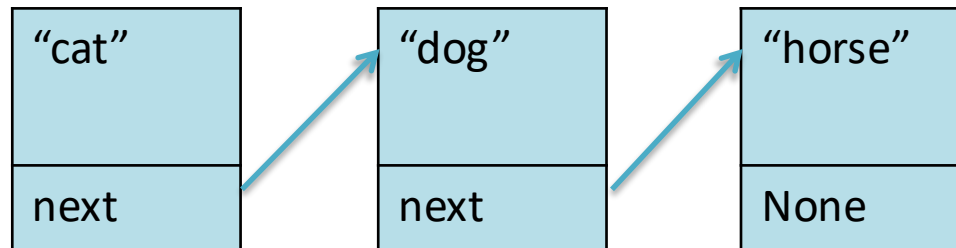
COSC 2306

Data Programming

Linked Lists

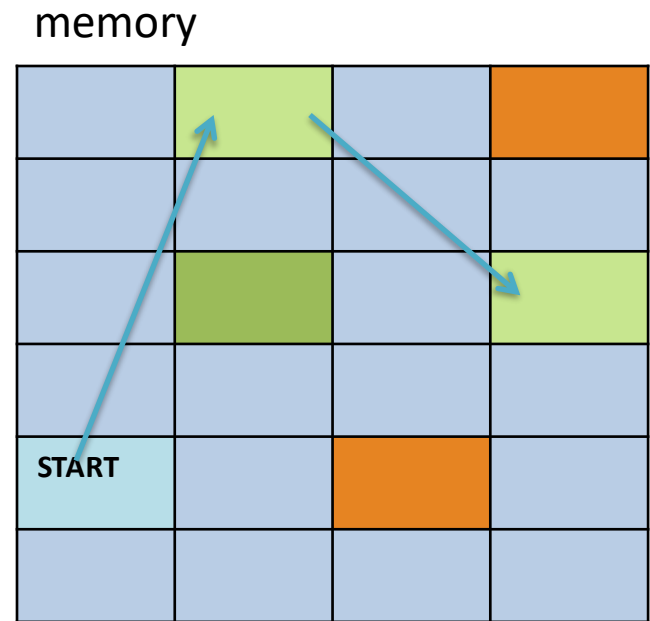
Linked Lists

- Collection of components (nodes)
- Every node (except last) contains access to next node
- Node components
 - **Data:** stores the actual data
 - **Link:** stores reference of next node



Pros and cons

- Pros: dynamic
 - No fixed limit to list size
 - No waste of space
- Cons:
 - **No random access**



For one-way Linked List:
Start from the **head**
Can not go backwards

List node

```
class Node:
    def __init__(self, initdata):
        self.data = initdata
        self.next = None

    def getData(self):
        return self.data

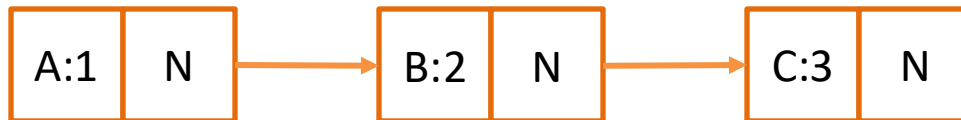
    def getNext(self):
        return self.next

    def setData(self, newdata):
        self.data = newdata

    def setNext(self, newnext):
        self.next = newnext
```

Example of list node

- `A = Node(1)`
- `B = Node(2)`
- `C = Node(3)`
- `A.next = B`
- `B.next = C`
- `print(A.next.data) #2`
- `print(A.next.next.data) #3`



List class

When created, the list contains only the head (empty)

```
class LinkedList:  
    def __init__(self):  
        self.head = None  
  
    def isEmpty(self):  
        return self.head == None
```

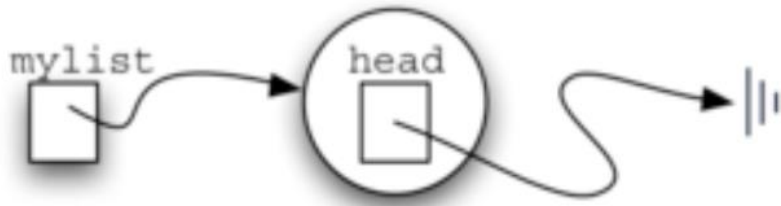


Figure 5: An Empty List

LinkedList class does not contain any node object, either empty or reference to the first node

Building a list (backward)

```
def add(self, item):  
    temp = Node(item)  
    temp.setNext(self.head)  
    self.head = temp
```

Order very important! Why?

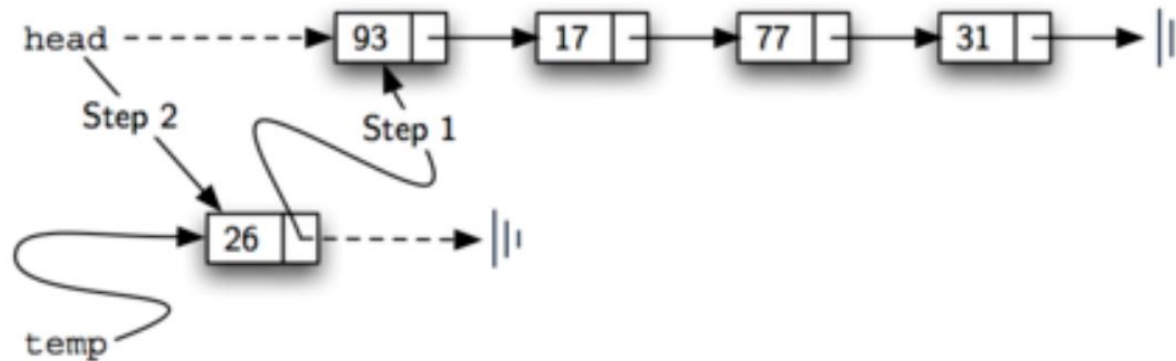


Figure 7: Adding a New Node is a Two-Step Process

Building a list (backward)

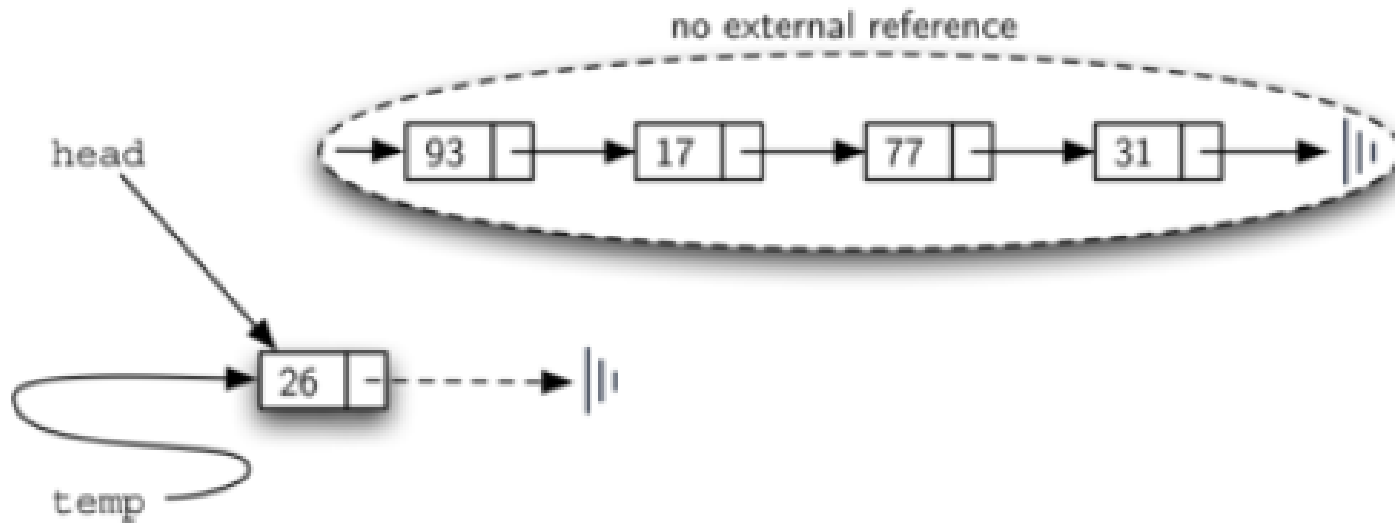


Figure 3.25: Result of Reversing the Order of the Two Steps.

Building a list (backward)

```
def add(self, item):  
    temp = Node(item)  
    temp.setNext(self.head)  
    self.head = temp
```

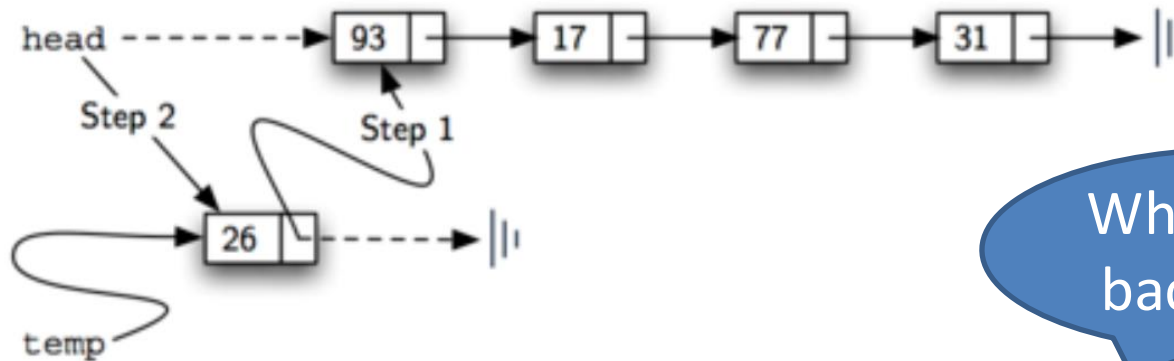


Figure 7: Adding a New Node is a Two-Step Process

Why adding backward?

Adding at head: $O(1)$

Adding at tail (traverse): $O(n)$

Linked list class

- Insert a new node
 - The new node always becomes the head

```
def insert(self, value):  
    newnode = Node(value)  
    newnode.next = self.head  
    self.head = newnode
```

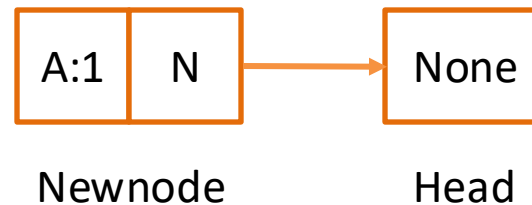
None

Head

Linked list class

- Insert a new node
 - The new node always becomes the head

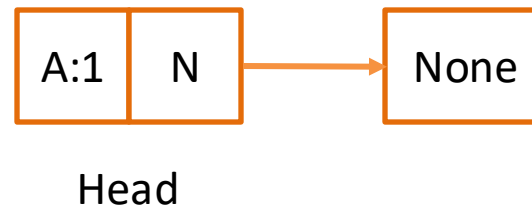
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    newnode = Node(value)  
    newnode.next = self.head  
    self.head = newnode
```



Linked list class

- Insert a new node
 - The new node always becomes the head

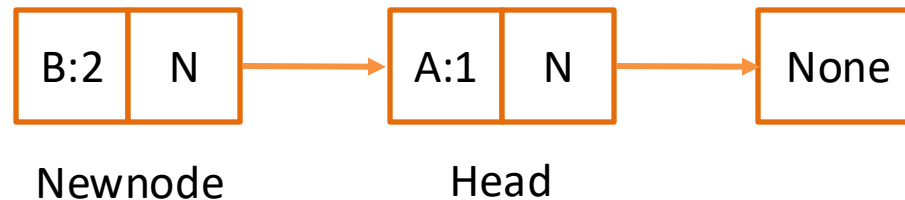
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def insert(self, value):  
    newnode = Node(value)  
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Linked list class

- Insert a new node
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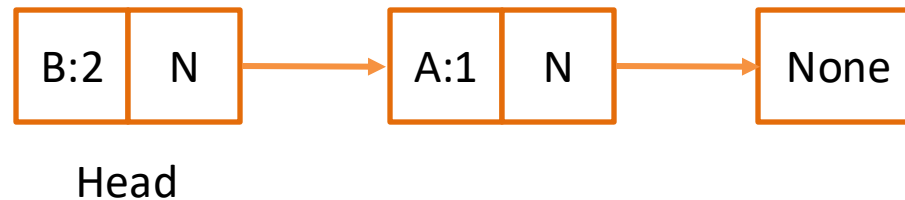
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    newnode = Node(value)  
    newnode.next = self.head  
    self.head = newnode
```



Linked list class

- Insert a new node
 - The new node always becomes the head

```
def insert(self, value):  
    newnode = Node(value)  
    newnode.next = self.head  
    self.head = newnode
```



List – size (traversal)

Listing 5

```
1 def size(self):
2     current = self.head
3     count = 0
4     while current != None:
5         count = count + 1
6         current = current.getNext()
7
8     return count
```

External reference

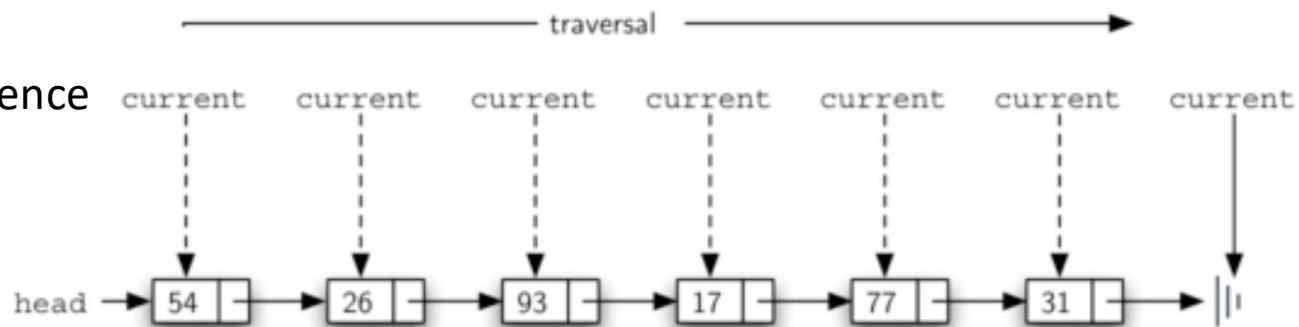


Figure 9: Traversing the Linked List from the Head to the End

Linked list with count

- Maintain a count for nodes

```
class LinkedList:

    def __init__(self):
        self.head = None
        self.count = 0

    def isEmpty(self):
        return self.count == 0

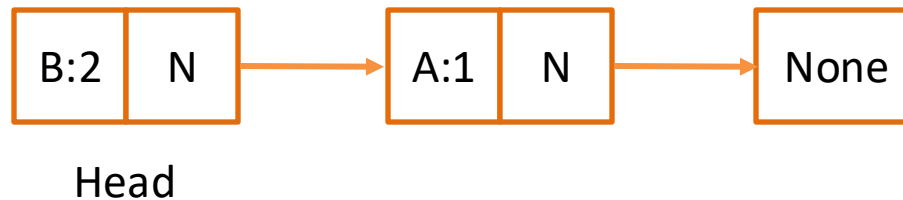
    def insert(self, value):
        newnode = Node(value)
        newnode.next = self.head
        self.head = newnode
        self.count += 1

    def size(self):
        return self.count
```

List – remove the head node

- Pop (remove) a node
 - Only remove the head node

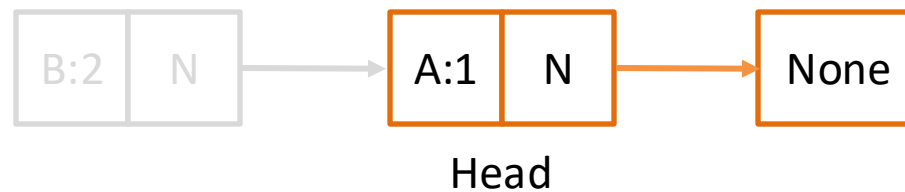
```
def pop(self):  
    if self.isEmpty():  
        return  
    self.head = self.head.next
```



List – remove the head node

- Remove a node
 - First only remove (pop) the head node

```
def pop(self):  
    if self.isEmpty():  
        return  
    self.head = self.head.next
```



Linked list with count

- Maintain a count for nodes

```
class LinkedList:

    def __init__(self):
        self.head = None
        self.count = 0

    def isEmpty(self):
        return self.count == 0

    def insert(self, value):
        newnode = Node(value)
        newnode.next = self.head
        self.head = newnode
        self.count += 1

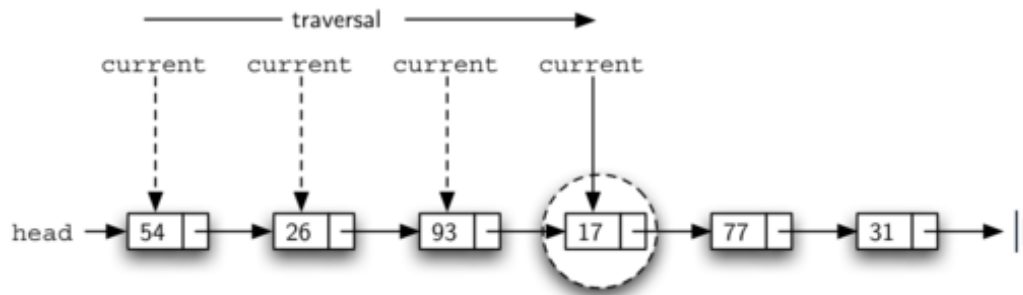
    def pop(self):
        if self.isEmpty():
            return
        self.head = self.head.next
        self.count -= 1

    def size(self):
        return self.count
```

List – remove a node



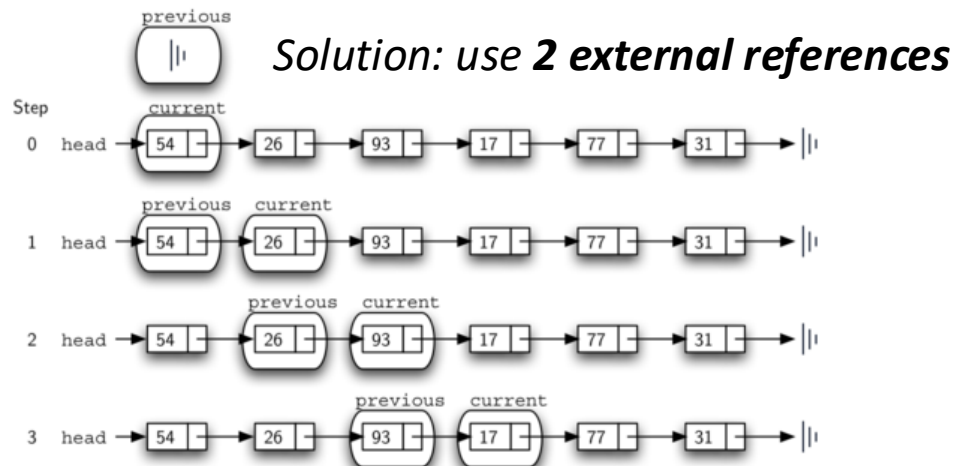
Step 1: search the item



Step 2: remove the item



Challenge: cannot go backwards!

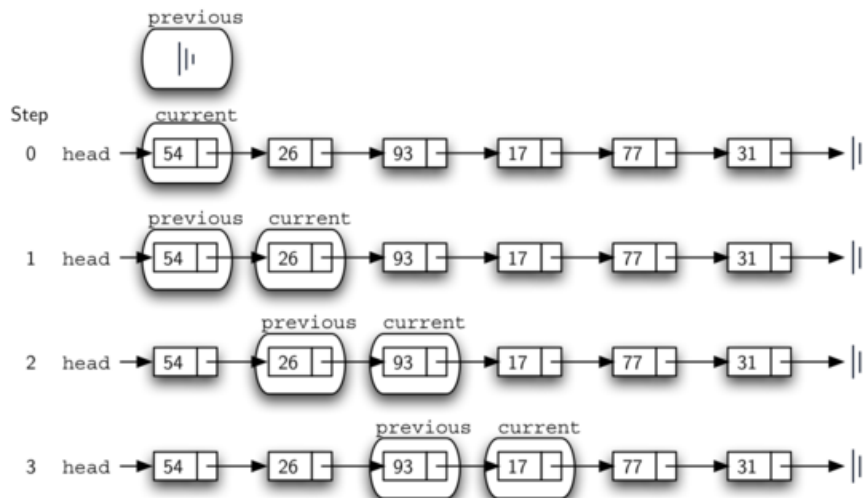


List – remove a node

```
1 def remove(self,item):
2     current = self.head
3     previous = None
4     found = False
5     while not found:
6         if current.getData() == item:
7             found = True
8         else:
9             previous = current
10            current = current.getNext()
11
12    if previous == None:
13        self.head = current.getNext()
14    else:
15        previous.setNext(current.getNext())
```

Step 1: search the item

Step 2: remove the item



Exercise -- append

Create append method for linked list

Hint: add to the tail of linked list

```
class Node:
    def __init__(self, initdata):
        self.data = initdata
        self.next = None
```

```
class LinkedList:
    def __init__(self):
        self.head = None
```

Exercise -- append

```
def append(self,item):  
    current = self.head  
    if current == None:  
        self.head = Node(item)  
    else:  
        while current.next != None:  
            current = current.next  
        current.next = Node(item)
```

Exercise -- iter

- Create method to print data in linked list:
`__iter__` (hint: use generator)

```
class Node:
    def __init__(self, initdata):
        self.data = initdata
        self.next = None
```

```
class LinkedList:
    def __init__(self):
        self.head = None
```

Exercise -- iter

```
def __iter__(self):  
    element = self.head  
    while element is not None:  
        yield element  
        element = element.next
```

```
newlist = LinkedList()  
newlist.append(1)  
newlist.append(2)
```

```
iterlist = iter(newlist)  
for item in iterlist:  
    print(item.data)
```

```
>1
```

```
>2
```

Stack with Linked list

- Implement a stack with the Linked list class
 - tips: head is the stack top
 - push: insert
 - pop: pop (remove the head node)
 - peek: check the head node
 - size: check the count

Stack with Linked list

```
class StackwithLinkedList:
    def __init__(self):
        self.items = LinkedList()

    def isEmpty(self):
        return self.items.isEmpty()

    def push(self, item):
        self.items.insert(item)

    def pop(self):
        if self.isEmpty():
            return None
        return self.items.pop()

    def peek(self):
        if self.isEmpty():
            return None
        return self.items.head.data

    def size(self):
        return self.items.size()
```

Stack with Linked list

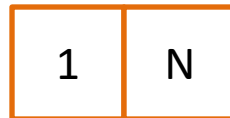
- `st = StackwithLinkedList()`

None

Head (top)

Stack with Linked list

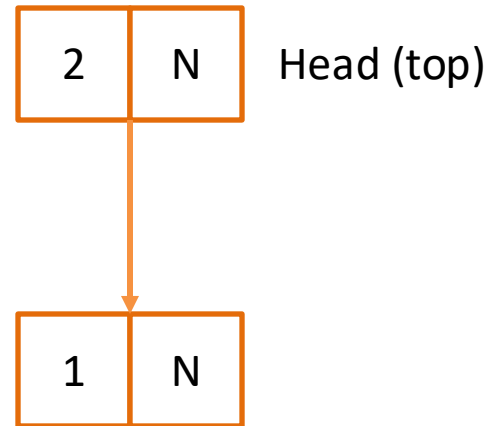
- `st.push(1)`
 - Add Node(1) to the head
- `st.push(2)`
 - Add Node(2) to the head



Head (top)

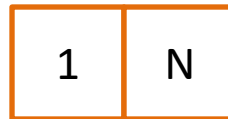
Stack with Linked list

- `st.push(1)`
 - Add Node(1) to the head
- `st.push(2)`
 - Add Node(2) to the head



Stack with Linked list

- `st.pop()`
 - Remove the head and return its data



Head (top)