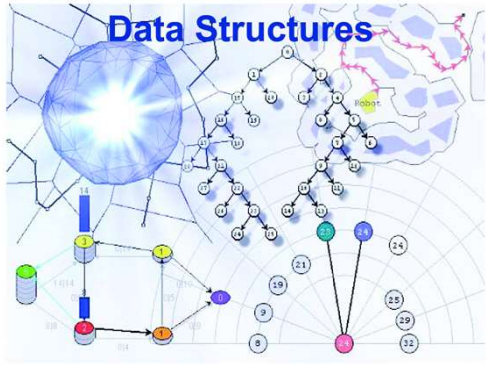
BBM 201
DATA STRUCTURES

Lecture 8:

Introduction to the Lists

(Array-based linked lists)

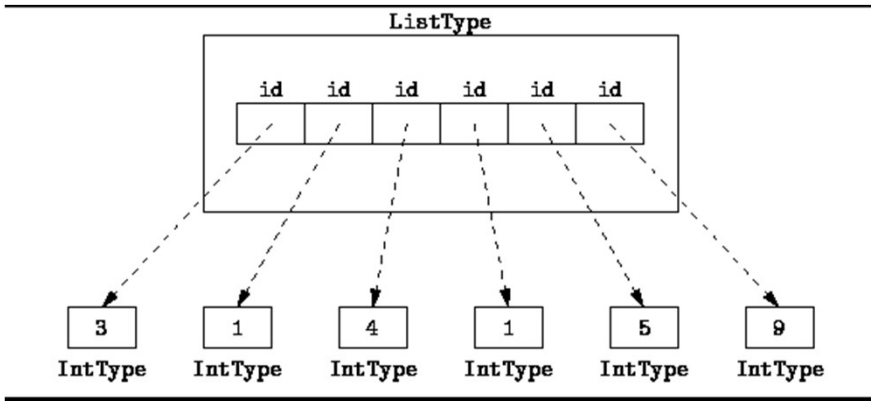


2015-2016 Fall

Lists

Lists

- We used successive data structures up to now:
  - If a_{ij} in the memory location L_{ij}, then a_{ij+1} is in $L_{ij}+c$ (c: constant)
  - In a queue, if the i^{th} item is in L_i, i+1. item is in $(L_i+c)\%n$. (i.e. circular queue)
  - In a stack, if the top item is in L_T, the below item is in L_T-c.



Insertion and deletion: O(1)

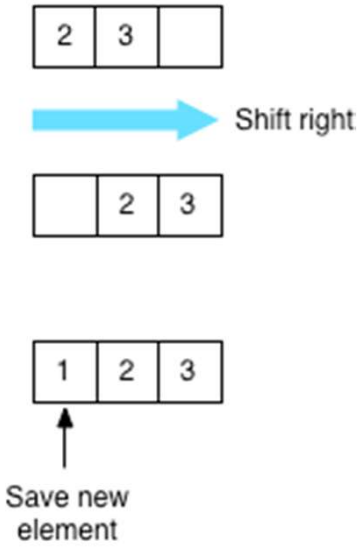
Sequential Access
(ascending or descending)

Example 1:

- Alphabetically ordered lists:

Ape	Butterfly	Cat	Dog	Mouse

- Delete ‘Ape’, what happens?
- Delete ‘Cat’, what happens?
- Add ‘Bear’, what happens?
- Add ‘Chicken’, what happens?



Sequential Access
(ascending or descending)

Example 2:

- The result of the multiplication of two polynomials
  - $(x^7+5x^4-3x2+4)(3x^5-2x^3+x^2+1)$

3	-2	1	1	15	-10	5	5	-9	6	-3	12	…	…
12	10	9	7	9	7	6	4	7	5	4	5	…	…

- Powers are not ordered. So either we need to sort or shift in order to solve this problem.

Sorted items

- We want to keep the items sorted, and we want to avoid the sorting cost.
  - We may need to sort after each insertion of a new item.
  - Or we need to do shifting.

What is the solution?

Towards the Linked List

- Each item has to have a second data field – link.
  - Each item has two fields: **data** and **link**.

Example on the board.

Linked List

```
#define MAX_LIST 10
#define TRUE 1
#define FALSE 0
#define NULL -1
```

```
typedef struct{
        char name[5];
          //other fields
          int link;
       }item;

item linkedlist[MAX_LIST];
int free_;
```

Linked List

--make empty list

```
void make emptylist(void)
{
    int i;
    for(i=0;i<MAX_LIST-1;i++)
        list[i].link=i+1;  //every item points the next

     linkedlist [MAX_LIST-1].link=NULL; //last item
     free_=0;
}
```

Linked List

--get item

Returns a free item from the list:

```
int get_item(int* r)
{
   if(free_==NULL) //there is no item to get
      return FALSE;
   else{
      *r=free_;   //get the item which is pointed by free_
      free_=linkedlist[free_].link;//points next free item
      return TRUE;
   }
}
```

Linked List

--return item

Free the item:

```
void return_item(int r)
{
    linkedlist[r].link=free_; //return item that is pointed by r
    free_=r;  //free the item
}
```

	name	link
[0]		1
[1]		2
[2]		3
[3]		4
[4]		5
[5]		6
[6]		7
[7]		8
…	….	…
…	….	…
		-1

free_ = 0

	name	link
[0]	Arzu	1
[1]	Ayse	2
[2]	Aziz	3
[3]	Bora	4
[4]	Kaan	5
[5]	Muge	6
[6]	Ugur	-1
[7]		8
		…
		-1

free_ = 7
List starts at 0 (*list=0)

	name	link
[0]	Arzu	1
[1]	Ayse	2
[2]	Aziz	3
[3]	Bora	4
[4]	Kaan	7
[5]	Muge	6
[6]	Ugur	-1
[7]	Leyla	5
[8]	….	9
…	….	…
		-1

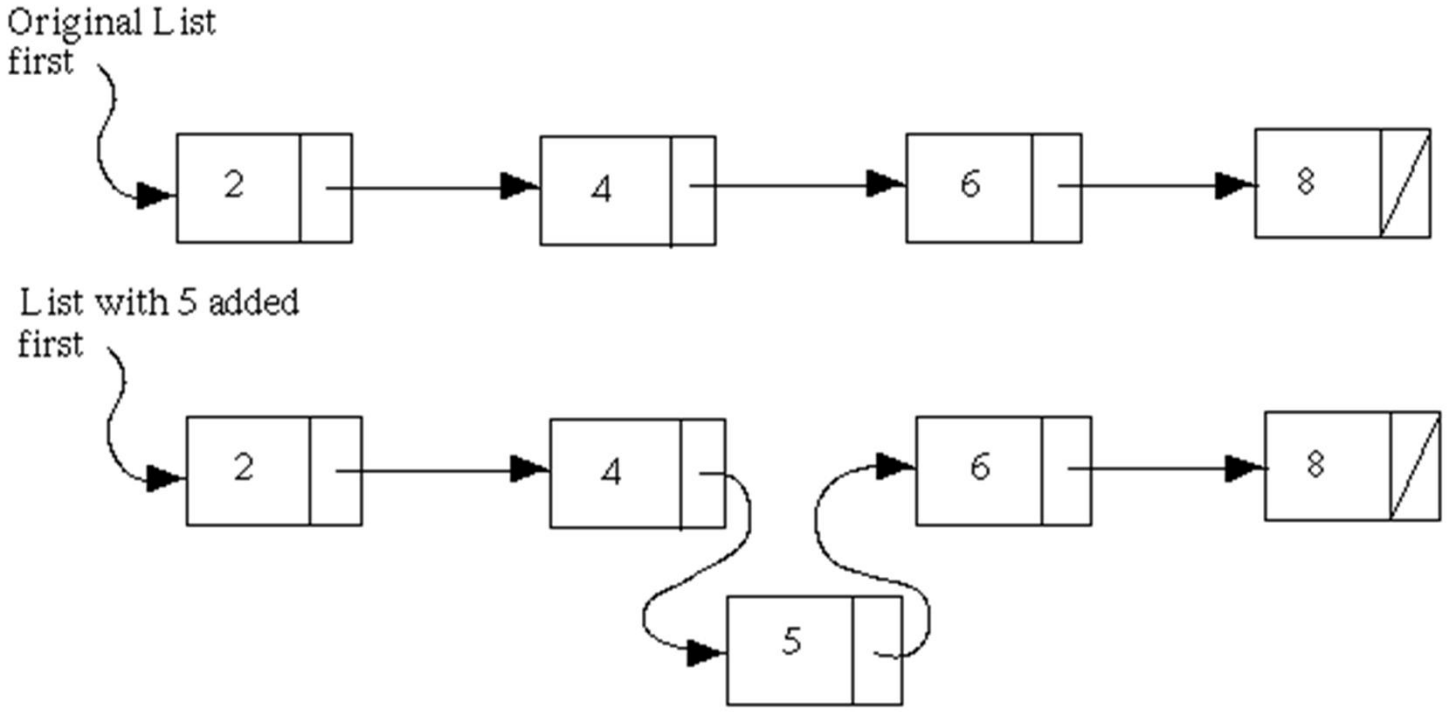
free_ = 8 (“Leyla” added)
*list = 0

	name	link
[0]	Eyup	4
[1]	Ayse	2
[2]	Aziz	3
[3]	Bora	0
[4]	Kaan	7
[5]	Muge	6
[6]	Ugur	-1
[7]	Leyla	5
[8]		9
		-1

free_ = 0 (“Arzu” deleted)
free_ = 8 (“Eyup” added)
*list = 1

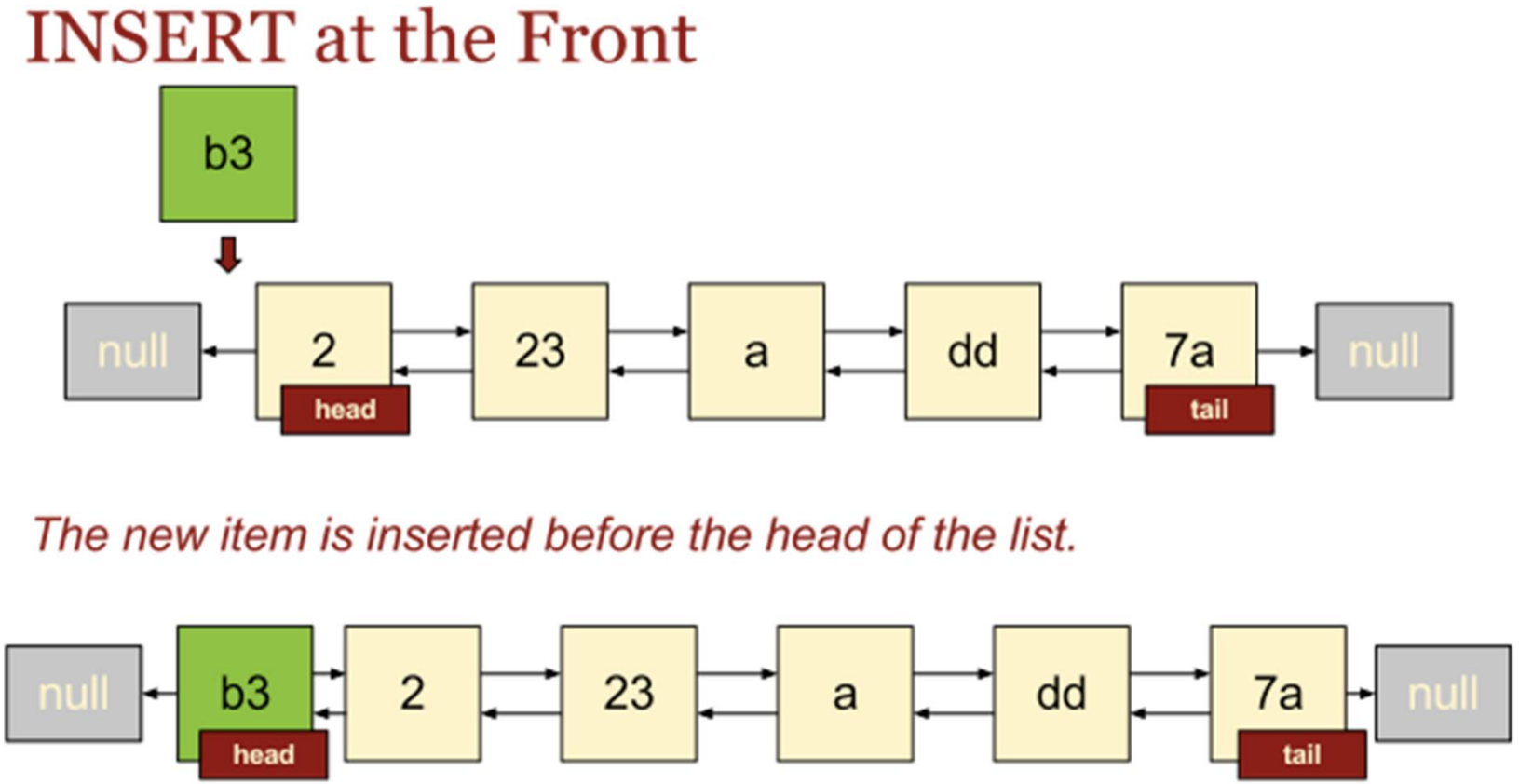
Linked List

--insert item



Linked List

--insert item



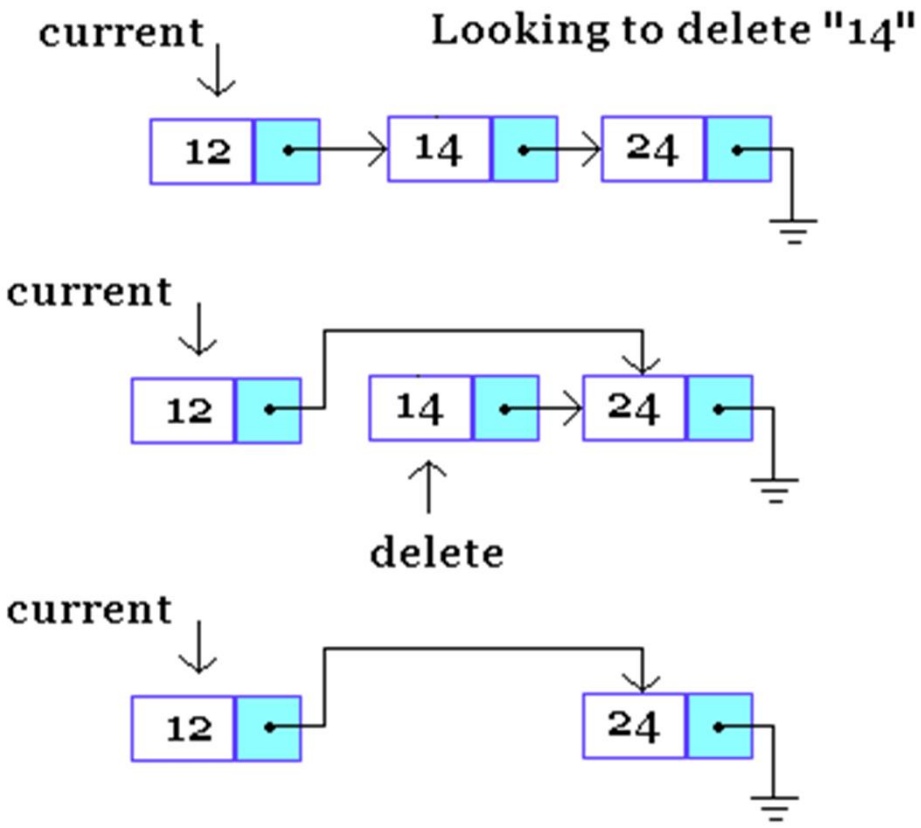
Linked List

--insert item

```
void insert_item(char name[],int* list)
{
   int r, q, p;
   if(get_item(&r)){
       strcpy(linkedlist[r].name,name);
       q=null;
       p=*list;
       while(p!=NULL && strcmp(linkedlist[p].name, name)<0){ //search right position
            q=p;
            p=linkedlist [p].link;
       }
        if(q==NULL){  //new item is inserted to the front of the list.
              *list=r;
              linkedlist [r].link=p;
        }
        else{ //new item is inserted in the middle
               linkedlist [q].link=r;
               linkedlist [r].link=p;
         }
   }
   else printf( "\n not enough free space!!");
}
```

Linked List

--delete item



Linked List
--delete item

Deleting from the front:

Linked List

--delete item

```
void delete_item(char name[], int* list)
{
    int q,p;
    q=NULL;
    p=*list;
    int l;
    while(p!=NULL && (l=strcmp(linkedlist[p].name, name))<0){  //search for the item
        q=p;
        p=linkedlist [p].link;
   }
   if(p==NULL || l>0)  //end of the list
        printf( "\n %s cannot be found!! ", name);
   else if(q==NULL){  //the first item of the list will be deleted.
        *list=linkedlist [p].link;
        return_item(p);
   }
   else{   //get the item pointed by ‘p’
        linkedlist [q].link=linkedlist [p].link;
        return_item(p);
   }
}
```

References

- Data Structures Notes, Mustafa Ege.
- Fundamentals of Data Structures in C. Ellis Horowitz, Sartaj Sahni, and Susan Anderson-Freed, 1993.