

Checking it twice

Lists



CS111 Computer Programming

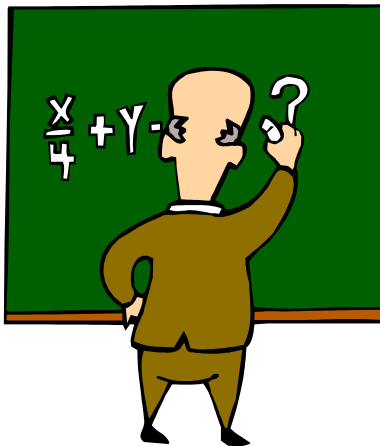
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IntList represents lists of integers

- Methods in the (Java defined) **Math** class are **static**; you invoke them on the Math class:

Class name → `int x = Math.abs(y);` ← Class method

- Similarly all **IntList** methods are class methods. You invoke them on the IntList class.*



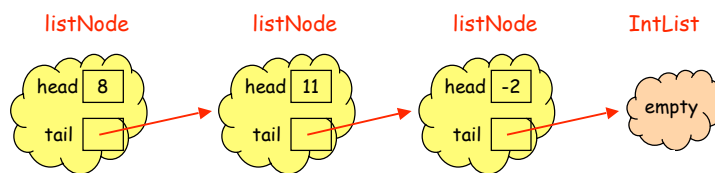
*Not an object.

Lists 14-2

Intlists are defined recursively

An **IntList** is either

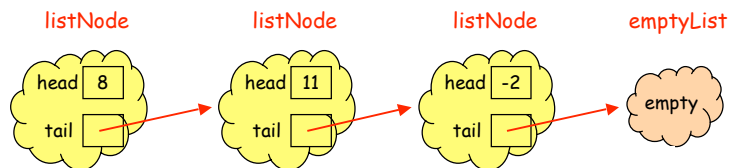
- the **empty list**, or
- a (non-empty) **listNode** with two parts:
 - a **head** which is an integer, and
 - a **tail** which is another IntList.



Lists 14-3

Box-and-pointer notation

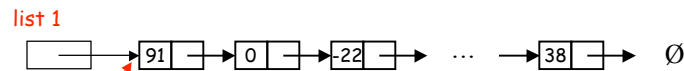
We represent **listNode** and **emptyList** objects using a shorthand known as **box-and-pointer** notation.



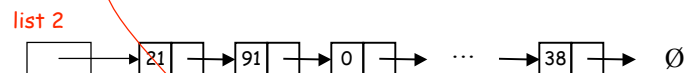
Lists 14-4

Why are lists useful?

Lists are good for storing many numbers (but you don't know how many in advance).



Lists are also very flexible. E.g., here is a new list which starts with 21, and then the rest are the same as before.



We could create list 2 from scratch, or we could use the first list as the tail of a new list.



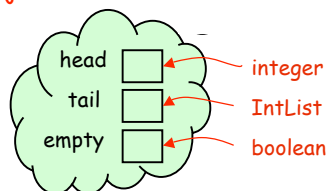
Lists 14-5

Exploring IntList

IntList has two constructor methods

```
public IntList() // creates empty list
public IntList(int head, IntList tail) // creates a list with
// given head and tail.
```

IntList object



Lists 14-6

Five core IntList methods*

```
public static int head (IntList L)
```

Returns the integer that is the head component of the integer list node **L**.

```
public static IntList tail (IntList L)
```

Returns the integer list that is the tail component of the integer list node **L**.

```
public static boolean isEmpty (IntList L)
```

Returns **true** if **L** is an empty integer list and **false** if **L** is an integer list node.

```
public static IntList empty ()
```

Returns an empty integer list.

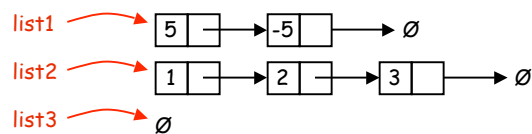
```
public static IntList prepend (int n, IntList L)
```

Returns a new integer list node whose head is **n** and whose tail is **L**.

*See the [full contract](#) for more.

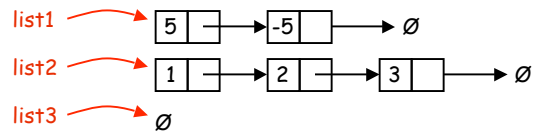
Lists 14-7

Our working example



Lists 14-8

isEmpty method

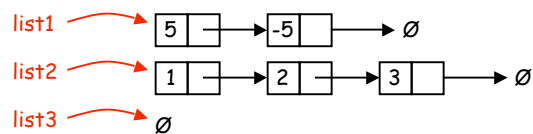


```
IntList.isEmpty(list1);  
IntList.isEmpty(list2);  
IntList.isEmpty(list3);
```

```
public static boolean isEmpty (IntList L)  
Returns true if L is an empty integer list and false if L is an integer list node.
```

Lists 14-9

head method

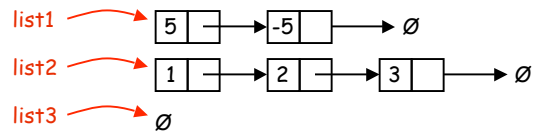


```
IntList.head(list1);  
IntList.head(list2);  
IntList.head(list3);
```

```
public static int head (IntList L)  
Returns the integer that is the head component of the integer list node L.
```

Lists 14-10

tail method

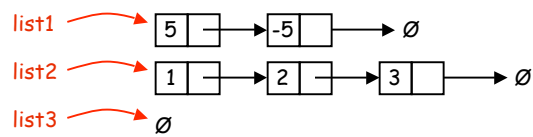


```
IntList.tail(list1);  
IntList.tail(list2);  
IntList.tail(list3);
```

```
public static IntList tail (IntList L)  
Returns the integer list that is the tail component of the integer list node L.
```

Lists 14-11

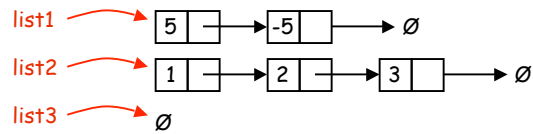
heads and tails



```
IntList.head(IntList.tail(list2))  
IntList.head(IntList.tail(IntList.tail(list2)))
```

Lists 14-12

heads and tails



```
IntList.prepend(3, IntList.empty())  
IntList.prepend(2, IntList.prepend(3, IntList.empty()))  
IntList.prepend(1, IntList.prepend(2,  
                                   IntList.prepend(3, IntList.empty())))  
  
public static IntList prepend (int n, IntList L)  
    Returns a new integer list node whose head is n and whose tail is L.
```

Lists 14-13

Recursive list methods

```
// Returns the integer sum of all element in L  
public static int sumList (IntList L)  
{  
  
  
}
```

Lists 14-14

Recursive list methods

```
// Returns the number of element in list L
public static int length (IntList L)
{

}

}
```

Lists 14-15

Recursive list methods

```
// Returns the max number in list L
public static int maxList (IntList L)
{

}

}
```

Lists 14-16

Recursive list methods

```
// Returns true if all the elements in L are positive
// and returns false otherwise
public static boolean areAllPositive (IntList L)
{

}
}
```

Lists 14-17

Filter methods

A *filter* method passes some elements through and holds other elements back.

L1 $\xrightarrow{\text{filter}}$ L2

More formally: A *filter* method transforms one list to another by keeping only those elements satisfying a given predicate.

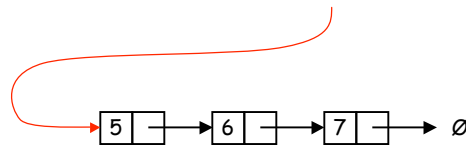
Lists 14-18

Filtering divisors

- Method `filterDivisors(int n, IntList list)` returns a list containing elements of "list" that divide "n" evenly.

- For example,

`filterDivisors(30, list)`



Lists 14-19

`filterDivisors(int n, IntList list);`

```
// Returns sublist containing divisors of n
public static intList filterDivisors(int n, IntList list)
{
    if (          ) {          // base case
        return
    } else if (          ) { // recursive case

    } else {

    }
}
```

Lists 14-20

filterDivisors(int n, IntList list);

```
// Returns sublist containing divisors of n
public static intList FilterDivisors(int n, IntList list)
{
    if ( isEmpty(list) ) {           // base case
        return empty();
    } else if ( n%head(list) == 0 ) { // recursive case
        return prepend(head(list),
                        filterDivisors(n, tail(list)));
    } else {
        return filterDivisors(n, tail(list));
    }
}
```

Lists 14-21