Review from Lecture 9

- Review of iterators, implementation of iterators in our homemade `Vec` class
- Building our own basic linked lists; stepping through, push front, & push back of a singly-linked list

Today’s Lecture

- Limitations of singly-linked lists
- Doubly-linked lists: Structure, Insert, & Remove
- Our own version of the STL `list<T>` class, named `dslist`, Implementing list iterators
- Common mistakes, STL List w/ iterators vs. “homemade” linked list with Node objects & pointers

10.1 Inserting a Node into a Singly-Linked List

- With a singly-linked list, we’ll need a pointer to the node before the spot where we wish to insert the new item. **NOTE: This is not how STL list’s insert function works!**
- If p is a pointer to this node, and x holds the value to be inserted, then the following code will do the insertion. Draw a picture to illustrate what is happening.
  ```cpp
  Node<T> * q = new Node<T>; // create a new node
  q -> value = x; // store x in this node
  q -> next = p -> next; // make its successor be the current successor of p
  p -> next = q; // make p's successor be this new node
  ```

- Note: This code will not work if you want to insert x in a new node at the front of the linked list. Why not?

10.2 Removing a Node from a Singly-Linked List

- The remove operation itself requires a pointer to the node before the node to be removed.
- Suppose p points to a node that should be removed from a linked list, q points to the node before p, and head points to the first node in the linked list. Note: Removing the first node is an important special case.
- Write code to remove p, making sure that if p points to the first node that head points to what was the second node and now is the first after p is removed. Draw a picture of each scenario.

10.3 Limitations of Singly-Linked Lists

- We can only move through it in one direction
- We need a pointer to the node before the spot where we want to insert or erase.
- Appending a value at the end requires that we step through the entire list to reach the end.

10.4 Generalizations of Singly-Linked Lists

- Three common generalizations (can be used separately or in combination):
  - Doubly-linked: allows forward and backward movement through the nodes
  - Circularly linked: simplifies access to the tail, when doubly-linked
  - Dummy header node: simplifies special-case checks
10.5 Transition to a Doubly-Linked List Structure

- The revised Node class has two pointers, one going “forward” to the successor in the linked list and one going “backward” to the predecessor in the linked list. We will have a head pointer to the beginning and a tail pointer to the end of the list.

\[
\text{template <class T> class Node \{}
\begin{align*}
\text{public:} \\
\text{Node() : next_(*NULL), prev_(*NULL) \{} \\
\text{Node(const T& v) : value_(v), next_(*NULL), prev_(*NULL) \{} \\
\text{T value_;} \\
\text{Node<T>* next_;} \\
\text{Node<T>* prev_;} \\
\text{\};}
\end{align*}
\]

- The tail pointer is not strictly necessary to access the data, but it facilitates efficient push-back operations.

10.6 Inserting a Node into the Middle of a Doubly-Linked List

- Suppose we want to insert a new node containing the value 15 following the node containing the value 1. We have a temporary pointer variable, p, that stores the address of the node containing the value 1.

\[
\text{head} \quad \quad \text{p} \quad \quad \text{tail}
\]

\[
\begin{array}{c}
\text{value 13} \\
\text{next} \quad \text{prev}
\end{array} \quad \begin{array}{c}
\text{value 1} \\
\text{next} \quad \text{prev}
\end{array} \quad \begin{array}{c}
\text{value 3} \\
\text{next} \quad \text{prev}
\end{array} \quad \begin{array}{c}
\text{value 9} \\
\text{next NULL}
\end{array}
\]

- What must happen? Editing the diagram above...
  - The new node must be created, using another temporary pointer variable to hold its address.
  - Its two pointers must be assigned.
  - Two pointers in the current linked list must be adjusted. Which ones?

Assigning pointers for the new node MUST occur before changing pointers of the existing linked list nodes!

- Exercise: Write the code as just described. Focus first on the general case: Inserting a new into the middle of a list that already contains at least 2 nodes.

10.7 Removing a Node from the Middle of a Doubly-Linked List

- Now instead of inserting a value, suppose we want to remove the node pointed to by p (the node whose address is stored in the pointer variable p)

\[
\text{head} \quad \quad \text{p} \quad \quad \text{tail}
\]

\[
\begin{array}{c}
\text{value 13} \\
\text{next} \quad \text{prev}
\end{array} \quad \begin{array}{c}
\text{value 1} \\
\text{next} \quad \text{prev}
\end{array} \quad \begin{array}{c}
\text{value 3} \\
\text{next} \quad \text{prev}
\end{array} \quad \begin{array}{c}
\text{value 9} \\
\text{next NULL}
\end{array}
\]
- Two pointers need to change before the node is deleted! All of them can be accessed through the pointer variable \( p \).

- **Exercise:** Edit the diagram above, and then write this code.

### 10.8 Special Cases of Remove

- If \( p == \text{head} \) and \( p == \text{tail} \), the single node in the list must be removed and both the \text{head} and \text{tail} pointer variables must be assigned the value NULL.

- If \( p == \text{head} \) or \( p == \text{tail} \), then the pointer adjustment code we just wrote needs to be specialized to removing the first or last node.

### 10.9 The dslist Class — Overview

- Our templated class \( \text{dslist} \) implements much of the functionality of the \texttt{std::list<T>} container and uses a doubly-linked list as its internal, low-level data structure.

- Three classes are involved: the node class, the iterator class, and the \( \text{dslist} \) class itself. Below is a basic diagram showing how these three classes are related to each other:

![Diagram showing the relationship between \( \text{dslist} \), \( \text{Node} \), and \( \text{list_iterator} \) classes.]

- For each list object created by a program, we have one instance of the \( \text{dslist} \) class (the manager), and multiple instances of the \( \text{Node} \) (one for each value). For each iterator variable (of type \( \text{dslist}<\text{T}>::\text{iterator} \)) that is used in the program, we create an instance of the \( \text{list_iterator} \) class.

### 10.10 The Node Class

- It is ok to make all members public because individual nodes are never seen outside the list class. (\( \text{Node} \) objects are not accessible to a user through the public \( \text{dslist} \) interface.)

- Another option to ensure the \( \text{Node} \) member variables stay private would be to nest the entire \( \text{Node} \) class inside of the private section of the \( \text{dslist} \) declaration. We’ll see an example of this later in the term.

- Note that the constructors initialize the pointers to NULL.
10.11 The Iterator Class

- Unfortunately, unlike our Vec class and the STL vector class, we can’t simply typedef the iterator as just a pointer and get the desired functionality for free.
- We have to define a separate class that stores a pointer to a node in a linked list.
- The iterator constructor initializes the pointer. Will only be called from the dslist<T> class member functions.
- Stepping through the chain of the linked-list is implemented by the increment and decrement operators.
- The dereference operator, operator*, gives access to the contents of a node. (The user of a dslist class is never given full access to a Node object!)
- Two comparison operations: operator== and operator!=. Other comparison (e.g., < or >) not allowed.
- dslist<T> is a friend class to allow access to the iterators ptr_ pointer variable (needed by dslist<T> member functions such as erase and insert).

10.12 The dslist Class

- Manages the actions of the iterator and node classes. Interfaces with the user through member functions.
- Maintains the head and tail pointers and the size of the list.
- Typedef for the iterator name.
- Prototypes for member functions, which are equivalent to the std::list<T> member functions.
- As a class managing dynamically-allocated memory, it must implement the “big 3”: copy constructor, assignment operator, and destructor. These are implemented with private copy_list and destroy_list helper functions.

10.13 Exercises

1. Write dslist<T>::push_front
2. Write dslist<T>::erase

10.14 Basic Linked Lists Mechanisms: Common Mistakes

Here is a summary of some common mistakes. Review this list when you get stuck on HW or a Test.

- Allocating a new node (using new) to step through the linked list; only a pointer variable is needed.
- Confusing the . and the -> operators. (The compiler will help you – except on a test!)
- Not setting the pointer from the last node to NULL.
- Not considering all special cases: inserting / removing, first or last element, only 1 element, empty list, etc.
- Applying the delete operator to a node (calling the operator on a pointer to the node) before it is appropriately disconnected from the list. Delete should be done only after all pointer manipulations are completed.
- Pointer manipulations that are out of order. These can ruin the structure of the linked list.
- Trying to use STL iterators to visit elements of a “home made” linked list chain of nodes. (And the reverse.... trying to use ->next and ->prev with STL list iterators.)

10.15 Unfortunate C++ Template Implementation Detail - Using typename

- The use of typedefs within a templated class, for example the dslist<T>::iterator can confuse the compiler because it is a template-parameter dependent name and is thus ambiguous in some contexts. (Compiler asks: Is “iterator” a value or is it a type?)
- If you get a strange error during compilation (where the compiler is clearly confused about seemingly clear and logical code), you will need to explicitly let the compiler know that it is a type by putting the typename keyword in front of the type. For example, inside of the operator== function:

  typename dslist<T>::iterator left_itr = left.begin();

- Don’t worry, we’ll never test you on where this keyword is needed. Just be prepared that you may need to use it when implementing templated classes that use typedefs.
# ifndef dslist_h_
#define dslist_h_

// A simplified implementation of the STL list container class, // including the iterator, but not the const_iterators. Three // separate classes are defined: a Node class, an iterator class, and // the actual list class. The underlying list is doubly-linked, but // there is no dummy head node and the list is not circular.

#include <cassert>

// NODE CLASS
template <class T>
class Node {
public:
// CONSTRUCTORS: set the pointers to NULL
    Node() : next_(NULL), prev_(NULL) {}  Node(const T& v) : value_(v), next_(NULL), prev_(NULL) {}
// REPRESENTATION
    T value_;  Node<T>* next_;  Node<T>* prev_;};

// A "forward declaration" of this class is needed
template <class T> class dslist;

// LIST ITERATOR
template <class T>
class list_iterator {
public:
// default constructor, copy constructor, assignment operator, & destructor
    list_iterator(Node<T>* p=NULL) : ptr_(p) {}  list_iterator(Node<T>* p) : ptr_(p) {}  list_iterator(const list_iterator<T>& r) : ptr_(r.ptr_) {}  list_iterator<T>& operator=(const list_iterator<T>& r) { ptr_ = r.ptr_; return *this; }
// dereferencing operator gives access to the value at the pointer
    T& operator*()  { return ptr_->value_;  }
// increment & decrement operators
    list_iterator<T>& operator++() {         ptr_ = ptr_->next_; return *this; }
    list_iterator<T> operator++(int) {    list_iterator<T> temp(*this);    ptr_ = ptr_->next_; return temp; }
    list_iterator<T>& operator--() {         ptr_ = ptr_->prev_; return *this; }
    list_iterator<T> operator--(int) {    list_iterator<T> temp(*this);    ptr_ = ptr_->prev_; return temp; }

// the dslist class needs access to the private ptr_ member variable
friend class dslist<T>;

// Comparisons operators are straightforward
bool operator==(const list_iterator<T>& r) const { return ptr_ == r.ptr_; }
bool operator!=(const list_iterator<T>& r) const { return ptr_ != r.ptr_; }

private:
// REPRESENTATION
    Node<T>* ptr_; // ptr to node in the list
};

// LIST CLASS DECLARATION
// Note that it explicitly maintains the size of the list.
template <class T>
class dslist {
public:
// default constructor, copy constructor, assignment operator, & destructor
dslist() : head_(NULL), tail_(NULL), size_(0) {}  dslist(const dslist<T>& old) { copy_list(old); }
dslist& operator=(const dslist<T>& old);
˜dslist() { destroy_list(); }

typedef list_iterator<T> iterator;

// simple accessors & modifiers
unsigned int size() const { return size_; }
bool empty() const { return head_ == NULL; }
clear() { destroy_list(); }  
// read/write access to contents
const T& front() const { return head_->value_;  }
T& front() { return head_->value_; }
const T& back() const { return tail_->value_;  }
T& back() { return tail_->value_; }

// modify the linked list structure
void push_front(const T& v);
void pop_front();
void push_back(const T& v);
void pop_back();

// private helper functions
void copy_list(const dslist<T>& old);
void destroy_list();

private:
// private helper functions
void copy_list(const dslist<T>& old);
void destroy_list();

//REPRESENTATION
    Node<T>* head_;  Node<T>* tail_;  unsigned int size_;}
template <class T> typename dslist<T>::iterator dslist<T>::erase(iterator itr) {
}

template <class T> typename dslist<T>::iterator dslist<T>::insert(iterator itr, const T& v) {
}

template <class T> void dslist<T>::copy_list(const dslist<T>& old) {
}

void dslist<T>::destroy_list() {
}

// do these lists look the same (length & contents)?
template <class T>
bool operator== (dslist<T>& left, dslist<T>& right) {
    if (left.size() != right.size()) return false;
    typename dslist<T>::iterator left_itr = left.begin();
    typename dslist<T>::iterator right_itr = right.begin();
    // walk over both lists, looking for a mismatched value
    while (left_itr != left.end()) {
        if (*left_itr != *right_itr) return false;
        left_itr++; right_itr++;
    }
    return true;
}

}