

# CSCI-1200 Data Structures — Spring 2020

## Lab 6 — Reversing Data 8 Ways:

### STL Vectors vs. STL Lists vs. Homemade Linked Lists

#### Checkpoint 1A: Reverse with STL Vector Swaps

*estimate: TBD*

Download this starter code:

[http://www.cs.rpi.edu/academics/courses/spring20/csci1200/labs/06\\_lists\\_iterators/checkpoint1.cpp](http://www.cs.rpi.edu/academics/courses/spring20/csci1200/labs/06_lists_iterators/checkpoint1.cpp)

Complete the function `reverse` that reverses the contents of an STL `vector` of integers. For example, if the contents of the vector are in increasing order before the call to `reverse_vector`, then they will be in decreasing order afterwards. For this checkpoint, use **indexing/subscripting** `[]` on the vector, not iterators (or pointers). *You may not use a second vector or array or list.*

The trick is to step through the vector one location at a time, swapping values between the first half of the vector and the second half. As examples, the value at location 0 and the value at location `size()-1` must be swapped, and the value at location 1 and the value at location `size()-2` must be swapped.

Make sure your code works with even and odd length vectors. Also add a few more tests to the main function to make sure your code will work for the special cases of an empty vector and vectors of size 1 and 2.

#### Checkpoint 1B: Reverse with STL List Swaps

*estimate: TBD*

Copy your code from Checkpoint 1A to a new file. Then, convert this code to use STL Lists instead of STL vectors. Start by replacing `'vector'` with `'list'` everywhere. And you'll need to replace your subscripting with iterators.

You may want to use a straightforward concept we did not discuss in lecture: a reverse iterator. A reverse iterator is designed to step through a list from the back to the front. An example will make the main properties clear:

```
std::list<int> a;
unsigned int i;
for ( i=1; i<10; ++i ) a.push_back( i*i );

std::list<int>::reverse_iterator ri;
for( ri = a.rbegin(); ri != a.rend(); ++ri )
    cout << *ri << endl;
```

This code will print out the values 81,64,49,...,1, in order, on separate lines. Observe the type for the reverse iterator, the use of the functions `rbegin` and `rend` to provide iterators that delimit the bounds on the reverse iterator, and the use of the `++` operator to take one step backwards through the list. It is very important to realize that `rbegin` and `end` are NOT the same thing! One of the challenges here will be determining when to stop (when you've reached the halfway point in the list). You may use an integer counter variable to help you do this.

For this checkpoint you should not use `erase`, or `insert`, or the `push` or `pop` functions.

Note, you'll probably need to add the keyword `typename` in front of your templated iterator types to unconfuse the compiler.

```
typename std::list<T>::iterator itr = data.begin();
```

**To complete this checkpoint**, show a TA your debugged functions to reverse STL vectors and STL lists by element swapping. Be sure to ask your TA/mentors any questions you have about regular vs. reverse iterators for lists and vectors.

Checkpoint 2 will be available at the start of Wednesday's lab.

### Checkpoint 3: Reversing a Homemade Linked List

*estimate: TBD*

This checkpoint is an individual checkpoint. (But you can ask your teammates questions if you get stuck.)

Pull out some paper. Following the conventions from lecture, draw a picture of a “homemade” singly-linked list that stores the values 1, 2, 3, and 4. Make a variable on the stack named `my_list` of type `Node*` that points to the first node in the chain (the node storing the value 1). The 4 node objects should be separate blobs of memory dynamically-allocated on the heap.

Now, *modify this diagram* to reverse the list – you can do this by only changing pointers! You should use the existing node objects. Don't copy the entire diagram or make any new nodes. You should not change the values inside of any node – *don't swap values like we did for Checkpoint 1*.

Then, write pseudo-code to reverse this list, just changing the pointers as you diagrammed above. You may use helper variables (of type `Node*`) but no other data structures or variables. *Remember that when we directly manipulate homemade linked lists we don't use iterators.*

Finally, download this starter code:

[http://www.cs.rpi.edu/academics/courses/spring20/csci1200/labs/06\\_lists\\_iterators/checkpoint3.cpp](http://www.cs.rpi.edu/academics/courses/spring20/csci1200/labs/06_lists_iterators/checkpoint3.cpp)

And complete the `reverse` function using your diagram and pseudocode as a guide. Test and debug the code. Add a few additional test cases to the main function to ensure your code works with an empty list, and lists with one or two values. Also add a test or two of a node chain with something other than `ints`.

If you have time, write 2 versions of this function, one version should be iterative (using a `for` or `while` loop) and one version should be recursive.

**To complete this checkpoint**, show a TA or mentor your diagram and your debugged function(s) to reverse a homemade singly-linked list.