CSC148 Lab#7, winter 2015

learning goals

In this lab you will use iterative (looping) techniques and mutation (changing objects) to implement some functions and methods for a LinkedList class. You may want to review the related work from our lecture materials.

You should work on these on your own before Thursday, and you are encouraged to then go to your lab where you can get guidance and feedback from your TA. There will be a short quiz during the last 15 minutes of the lab, based on these exercises.

set-up

Open file node.py in Wing, and save it under a new sub-directory called lab07. This file declares both class LLNode, to represent linked list nodes, and class LinkedList, to represent an entire linked list. There are also headers and docstrings for functions and methods that you will implement, as well as some functions and methods we have already implemented, to get you started.

We have commented-out function and method headers that you are to implement. You should uncomment these, one-by-one, as you work on them.

Once you have familiarized yourself with the __init__ and __str__ methods for class LLNode and LinkedList, you are almost ready to proceed to the implementation of the functions/methods below. But first, read the warnings below:

- **Draw lots of pictures!** You will need these to understand what your linked structures should look like before, during, and after operations where you change (mutate) those structures. If you skip the drawing, you are much more likely to mess up!

![LinkedList Diagram](image)

These pictures are not just for beginners. Experienced programmers routinely draw pictures when they write code for linked structures.

- Be sure that you know exactly what attribute each part of your drawing represents. This will guide your code.

- Remember that functions/methods that make updates to values traditionally return None. This is the case with our function append, for example. It may lead to surprises if you try to use this return value...

implement special method __setitem__

Read the docstring and examples for method __setitem__. They type for parameter key is int—slice. For now, assume that key is an int. You should adjust any negative key to an index in range by adding the size of the list (perhaps more than once). However, you should raise an IndexError if key is too large.

Before you write any code, decide what steps must occur and draw careful pictures of how your list should look before and after each step. Call over your TA to show her/him your drawings.

Once you’ve talked to your TA, you should implement the method. If it worked, you should be able to do something like:
>>> lnk = LinkedList()
>>> lnk.prepend(5)
>>> print(lnk)
5 -> |
>>> lnk[0] = 7
>>> print(lnk)
7 -> |

implement method _add_

Read the docstring and examples for method _add_. The aim is to provide a way of “adding” (concatenating) linked lists to produce a new one (the original lists are unchanged).

As usual, **draw careful pictures** of each step you carry out. Show your TA your drawings:

Once you’ve shown your pictures to your TA, you’re ready to implement this method. You are allowed to use method append, if it helps. Once you are finished, you should be able to do things like this:

>>> lnk1 = LinkedList()
>>> lnk1.prepend(5)
>>> lnk2 = LinkedList()
>>> lnk2.prepend(7)
>>> print(lnk1 + lnk2)
5 -> 7 -> |
>>> print(lnk1)
5 -> |
>>> print(lnk2)
7 -> |

implement function insert_before

Read the docstring and examples for function insert_before. The aim is to be able to insert a new node with value v1 before the first occurrence of v2, if possible.

You will want to keep track of two nodes, so walking the list something like this:

```python
while <some condition here>:
    prev_node = cur_node
    cur_node = cur_node.nxt
```

It is really easy to lose track of a reference between LLNodes as you do this so... **draw** **pictures**.

Show your TA your diagrams and ideas, and then implement this function.

implement function delete_after

Read the docstring and examples for function delete_after. The aim is to be able to delete the node after the first occurrence of value, if such a node exists.

Again, it’s really easy to mess up the updating of references, so you’ll need **pictures**.

Show your TA your ideas before you begin implementing this function, then go ahead and implement it.
additional exercises

As usual, we have more exercises than we can fit into one lab. Work through as many unimplemented functions or methods in node.py as you can.