

CSC148 Lab#4, winter 2016

learning goals

In this lab you will use iterative (looping) techniques and mutation (changing objects) to implement some 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.

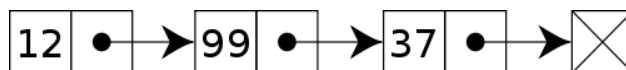
set-up

Open file `node.py` in Pycharm, and save it under a sub-directory called `csc148/Labs/lab4`. It is worth setting your Pycharm project to this new directory — start a new project for directory lab4. This file declares both class **LinkedListNode**, to represent linked list nodes, and class **LinkedList**, to represent an entire linked list. There are also headers and docstrings for methods that you will implement, as well as some methods we have already implemented, to get you started.

We have commented-out 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 **LinkedListNode** and **LinkedList**, you are **almost** ready to proceed to the implementation of the 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!



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 methods that make updates to values traditionally return **None**. This is the case with our method `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 `index` is `int`. You should adjust any negative `index` to an index in range by adding the size of the list (perhaps more than once). However, you should raise an **IndexError** if `index` 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 method `insert_before`

Read the docstring and examples for method `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 as you walk the list, which should look something like this:

```

while <some condition here>:
    prev_node = cur_node
    cur_node = cur_node.next_

```

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

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

implement method `delete_after`

Read the docstring and examples for method `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 method, 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 methods in `node.py` as you can.