

# LINKED LISTS

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## LECTURE 9-1

JIM FIX, REED COLLEGE CSC1 121

# COURSE INFO

### ▶ **Due tomorrow:**

- **Homework 7:** Dispatcher exercise

### ▶ **To be assigned:**

- **Homework 8** on higher order functions (2 exercises)
- **Homework 9** on linked lists (**TODAY'S LECTURE**; 4 exercises)

▶ *Office Hours cancelled tonight* because of faculty candidate talk.

### ▶ **Next Monday:**

- **Quiz 4** on recursion

### ▶ **Posted:**

- **Project 3: hawk dove**, a bird simulation, *due in two weeks*.
- **Project 4: adventure**, a text-based game, *proposal due one week from Friday*.

### ▶ **Today's lecture:**

- We look at *linked lists*.

# LIST DEMO

```
>>> xs = list(range(10000000))
>>> for _ in range(100000):
...     xs.append(1)
...
>>> for _ in range(100000):
...     xs.insert(0,0)
...
...
```

# LIST DEMO

```
>>> xs = list(range(10000000))
>>> for _ in range(100000):
...     xs.append(1)
...
>>> for _ in range(100000):
...     xs.insert(0,0)
...
...
```



This runs somewhat instantaneously.

# LIST DEMO

```
>>> xs = list(range(10000000))
>>> for _ in range(100000):
...     xs.append(1)
...
>>> for _ in range(100000):
...     xs.insert(0,0)
...
```



**This loop sure takes a while. Why?**

# LIST DEMO

```
>>> xs = list(range(10000000))
>>> for _ in range(100000):
...     xs.append(1)
...
>>> for _ in range(100000):
...     xs.insert(0,0)
...

```

**This loop sure takes a while. Why?**

**The items stored at 0 onward have to be copied right to make room for the new item #0.**

# LIST DEMO

```
>>> xs = list(range(10000000))
>>> for _ in range(100000):
...     xs.append(1)
...
>>> for _ in range(100000):
...     xs.insert(0,0)
...
>>> for _ in range(100000):
...     del xs[0]
...
...

```



This loop also takes a while. Why?

# LIST DEMO

```
>>> xs = list(range(10000000))
>>> for _ in range(100000):
...     xs.append(1)
...
>>> for _ in range(100000):
...     xs.insert(0,0)
...
>>> for _ in range(100000):
...     del xs[0]
...
...

```

**This loop also takes a while. Why?**

The items stored at 1 onward have to be copied left to when we eliminate item #0.

# LINKED DATA STRUCTURES

- ▶ Rather than storing data as a sequence in memory...
- ▶ ...we can house the data into individual storage units called **nodes**.
- ▶ The sequencing happens by having each node\* know some successor node.
  - Each node refers to, or *links to*, some other node\*.
- ▶ We can change the sequence order, or add things, or remove things, by changing the links.
- ▶ You don't have to move the data around.

\* *NOTE: except the last node in the sequence.*

# A NODE CLASS

```
class Node:  
    def __init__(self, value):  
        self.value = value  
        self.next = None
```

>>>

**GLOBAL FRAME**

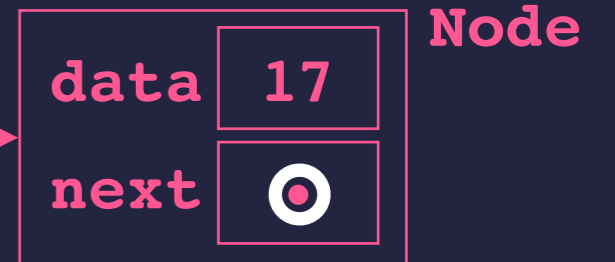
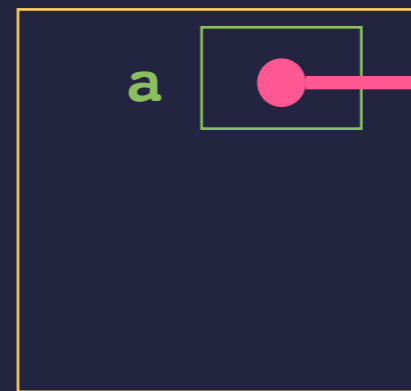


## A NODE CLASS

```
class Node:  
    def __init__(self, value):  
        self.value = value  
        self.next = None
```

```
>>> a = Node(17)  
>>>
```

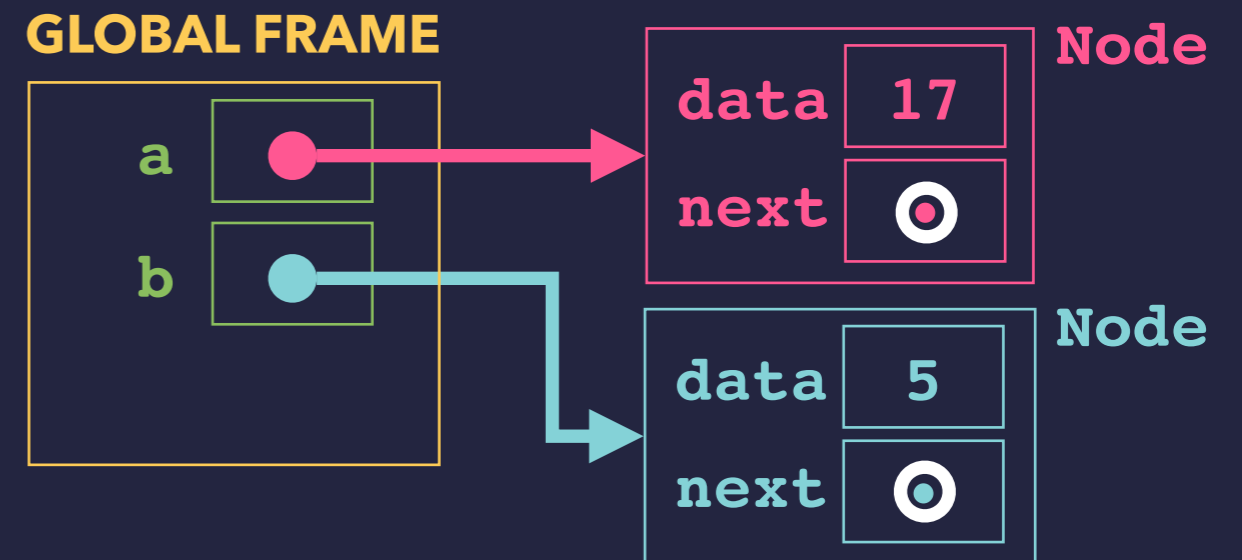
**GLOBAL FRAME**



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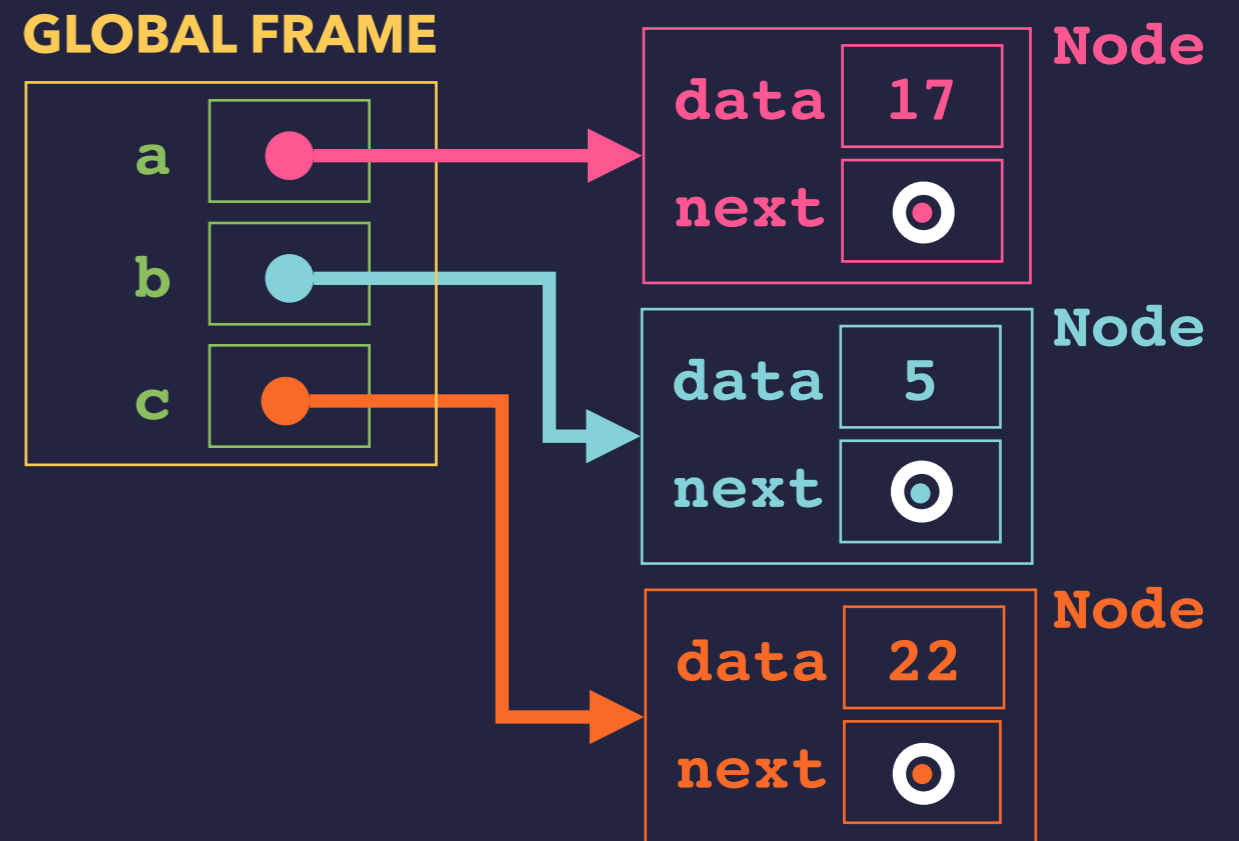
```
>>> a = Node(17)  
>>> b = Node(5)  
>>>
```



# A NODE CLASS

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```

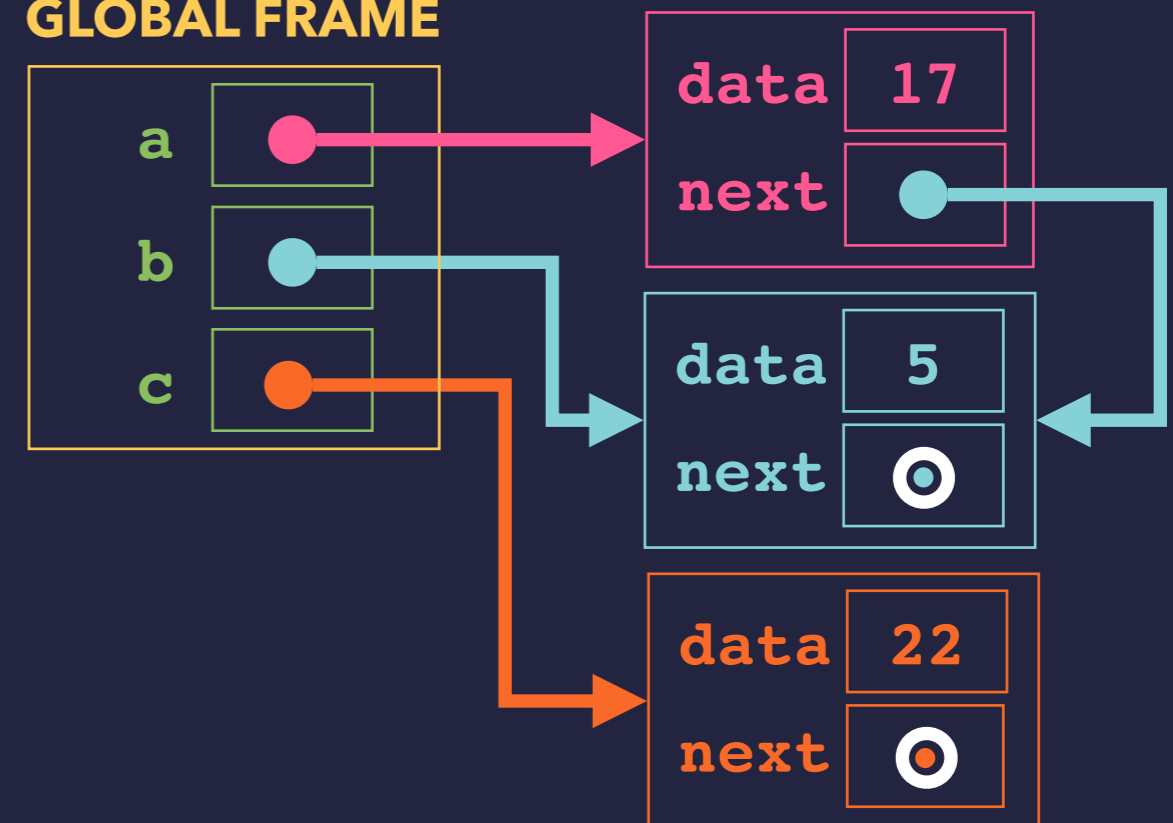


# LINKING NODES IN SERIES

```
class Node:  
    def __init__(self, value):  
        self.value = value  
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```

```
>>> a = Node(17)  
>>> b = Node(5)  
>>> c = Node(22)  
>>> a.next = b  
>>>
```

## GLOBAL FRAME

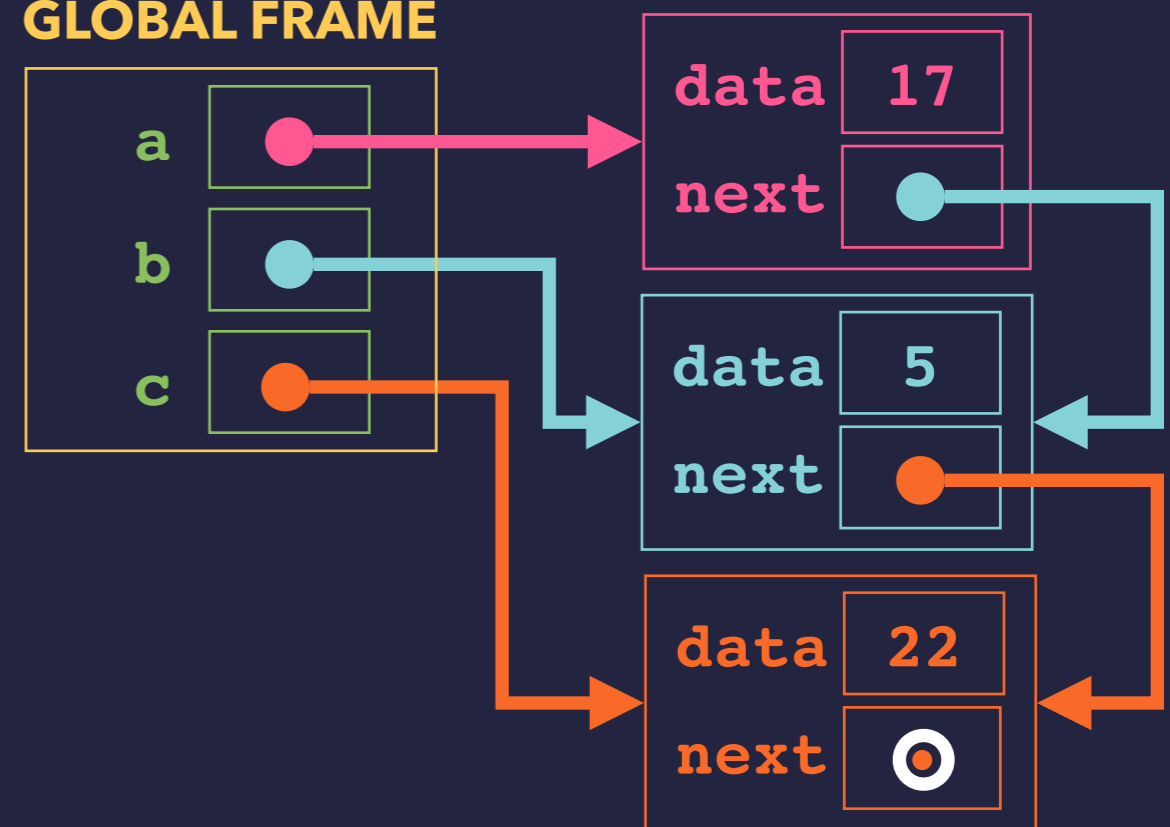


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>>> a = Node(17)  
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```

## GLOBAL FRAME

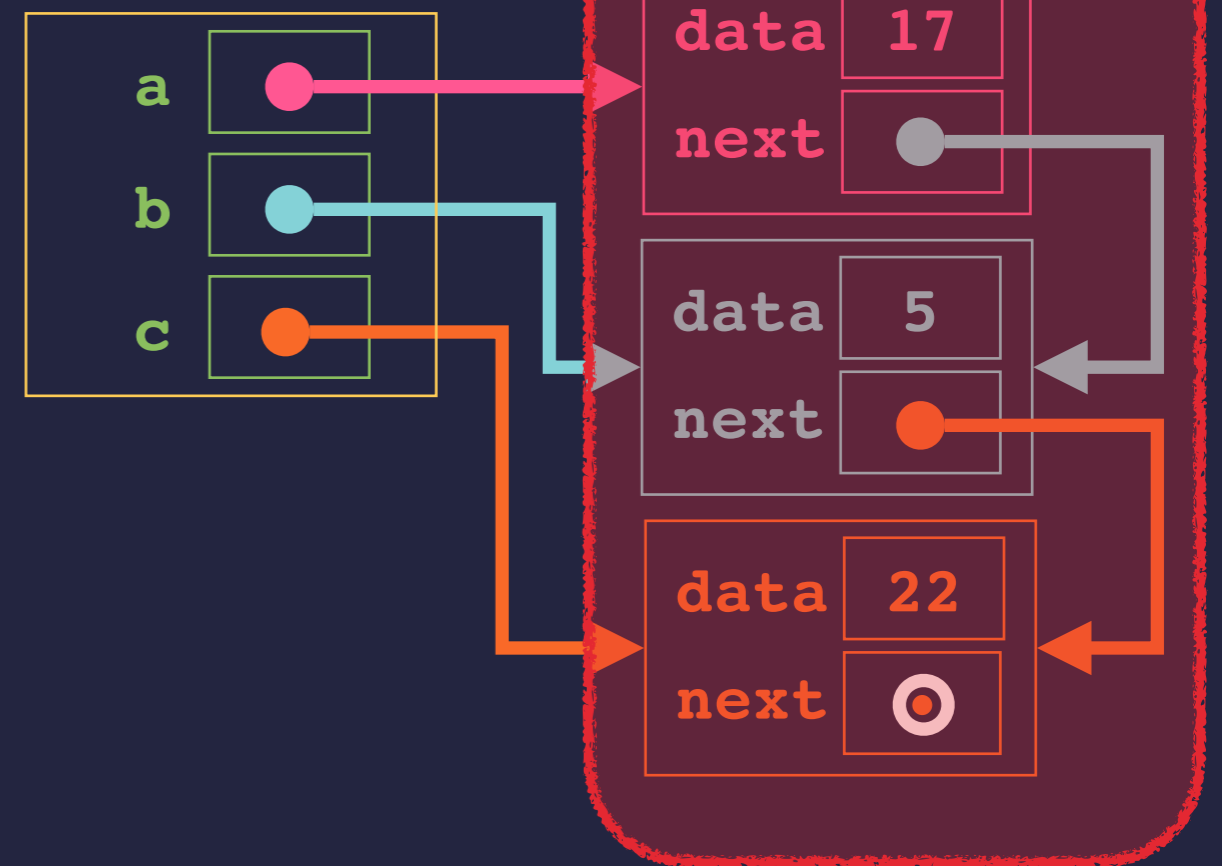


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```

GLOBAL FRAME



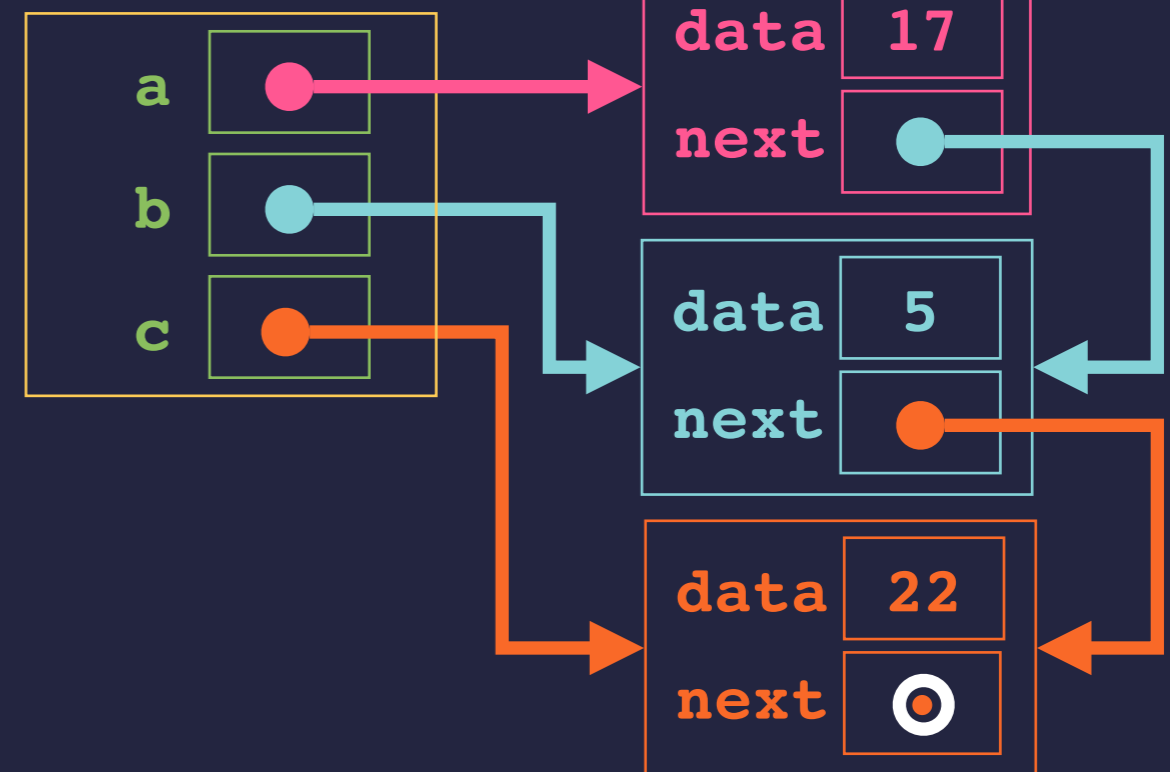
THIS STRUCTURE IS CALLED A LINKED LIST

# ACCESSING VALUES THROUGH SEVERAL LINKS

```
class Node:
    def __init__(self, value):
        self.value = value
        self.next = None
```

```
>>> a = Node(17)
>>> b = Node(5)
>>> c = Node(22)
>>> a.next = b
>>> b.next = c
>>> print(a.value)
17
>>> print(a.next.value)
5
>>> print(a.next.next.value)
22
>>>
```

## GLOBAL FRAME



# A WAY OF THINKING ABOUT REFERENCES

```
class Node:
    def __init__(self, value):
        self.value = value
        self.next = None

>>> a = Node(17)
>>> b = Node(5)
>>> c = Node(22)
>>> print(a)
<__main__.Node object at 0x1003f7c50>
>>> print(b)
<__main__.Node object at 0x1003f6600>
>>> print(c)
<__main__.Node object at 0x1004389b0>
>>> |
```

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```

### OBJECT MEMORY

0x1003f7c50 :

data	17
next	None

0x1003f6600 :

data	5
next	None

0x1004389b0 :

data	22
next	None

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### GLOBAL FRAME

a :	0x1003f7c50
b :	0x1003f6600
c :	0x1004389b0

### OBJECT MEMORY

0x1003f7c50 :	
data	17
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>>> a.next = b
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## GLOBAL FRAME

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## OBJECT MEMORY

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## OBJECT MEMORY

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## GLOBAL FRAME

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## OBJECT MEMORY

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0x1004389b0 :	
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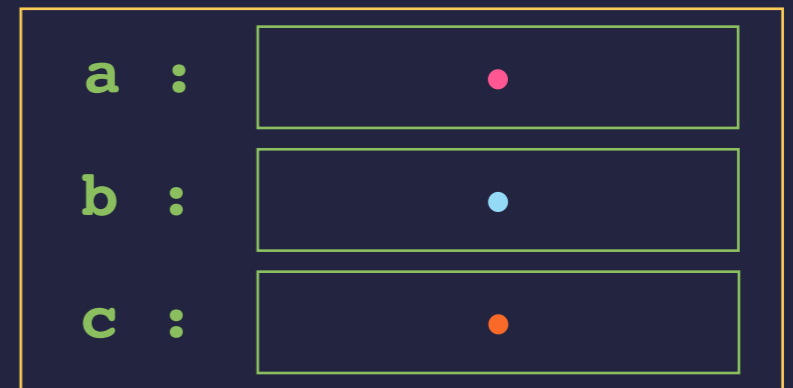
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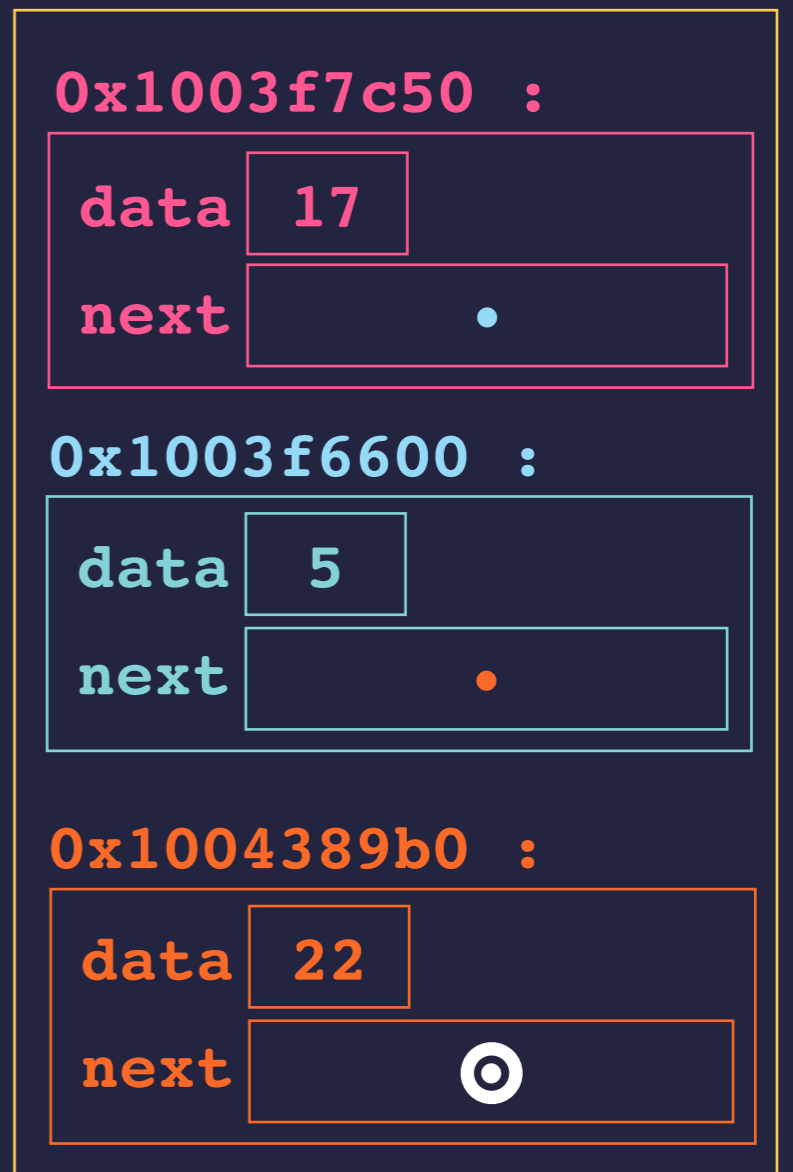
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## GLOBAL FRAME



## OBJECT MEMORY

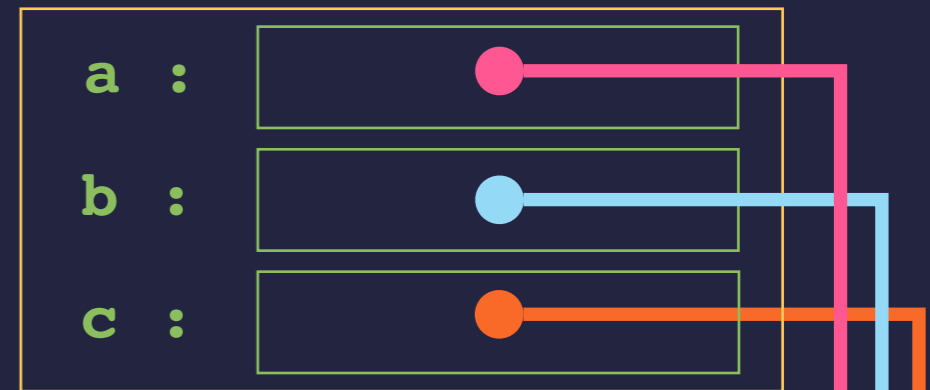


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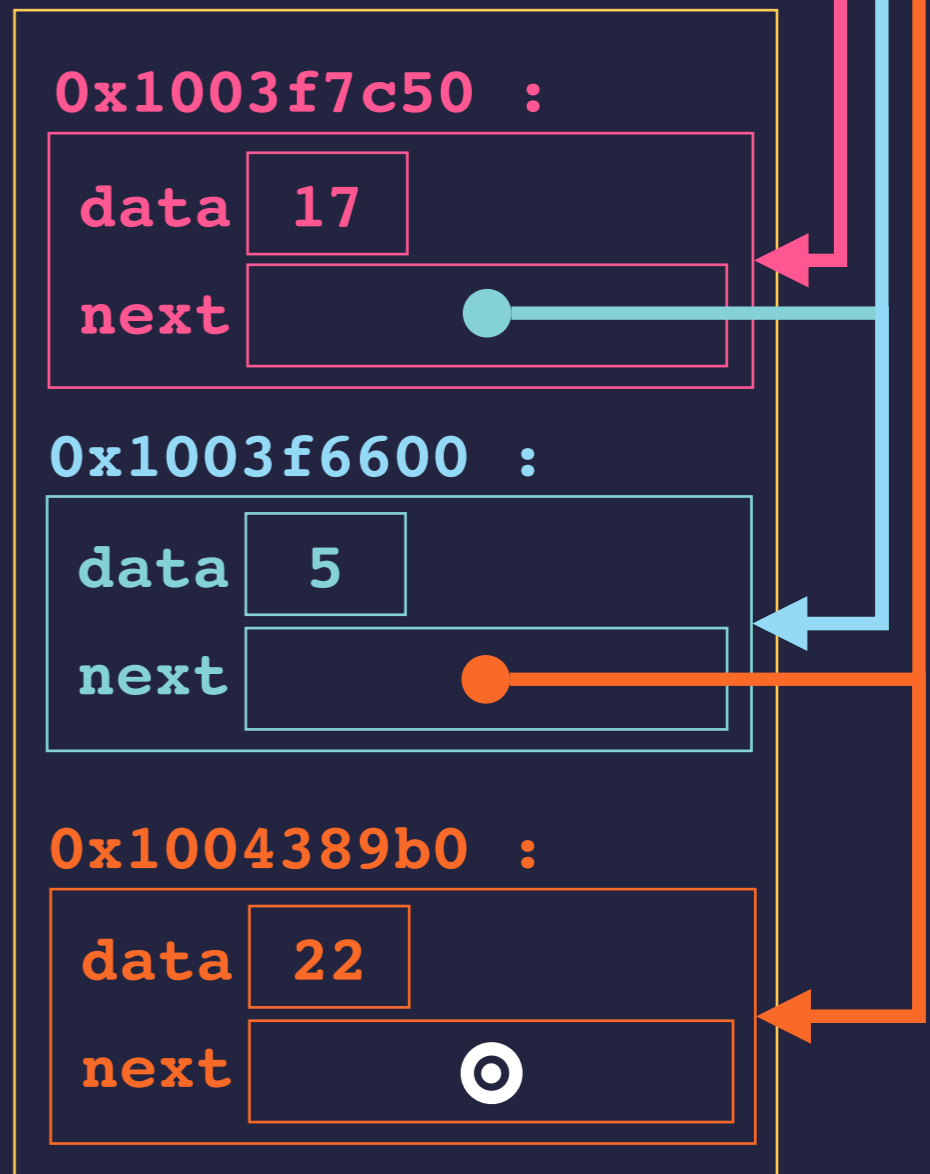
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```

## GLOBAL FRAME



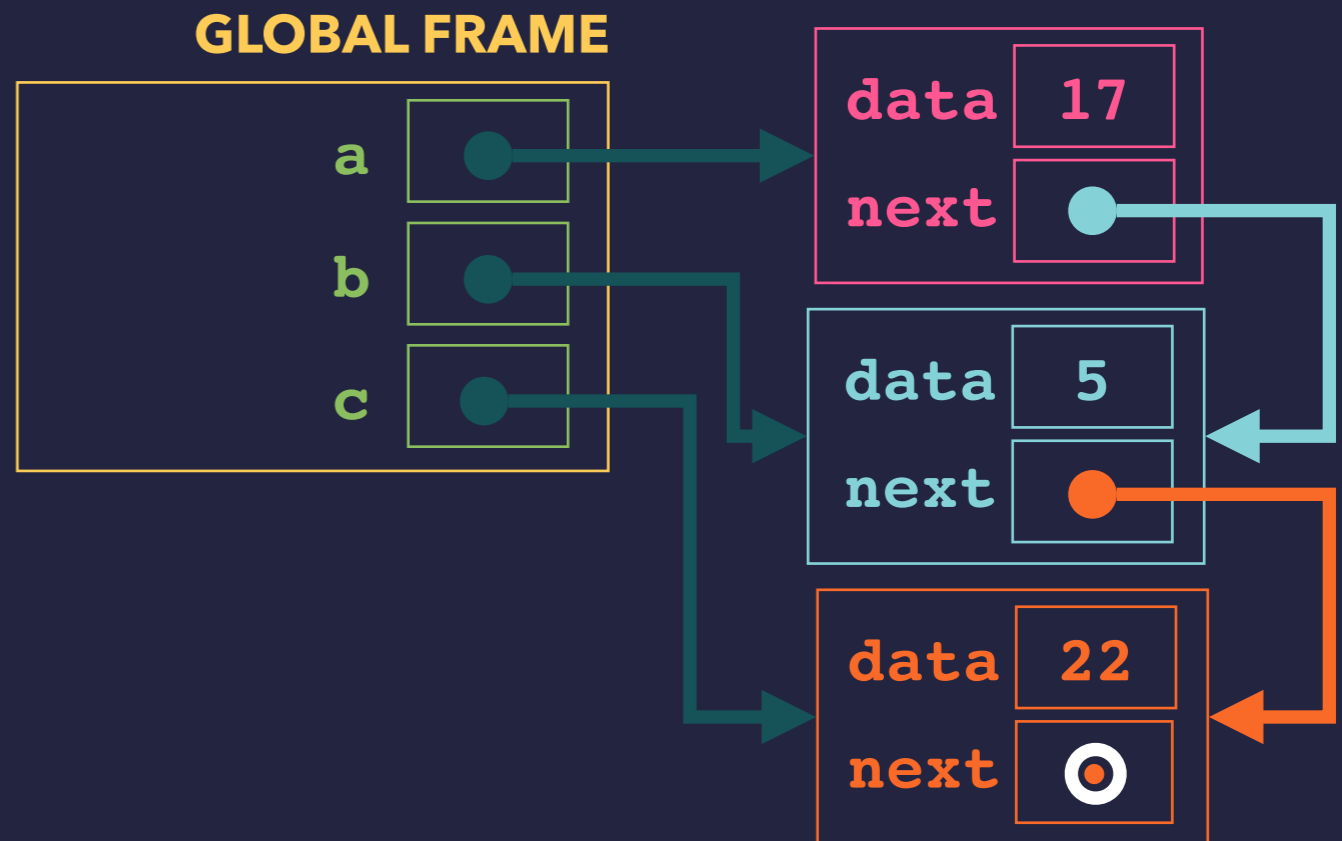
## OBJECT MEMORY



# MOVING A REFERENCE DOWN THE LIST

```
class Node:  
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```

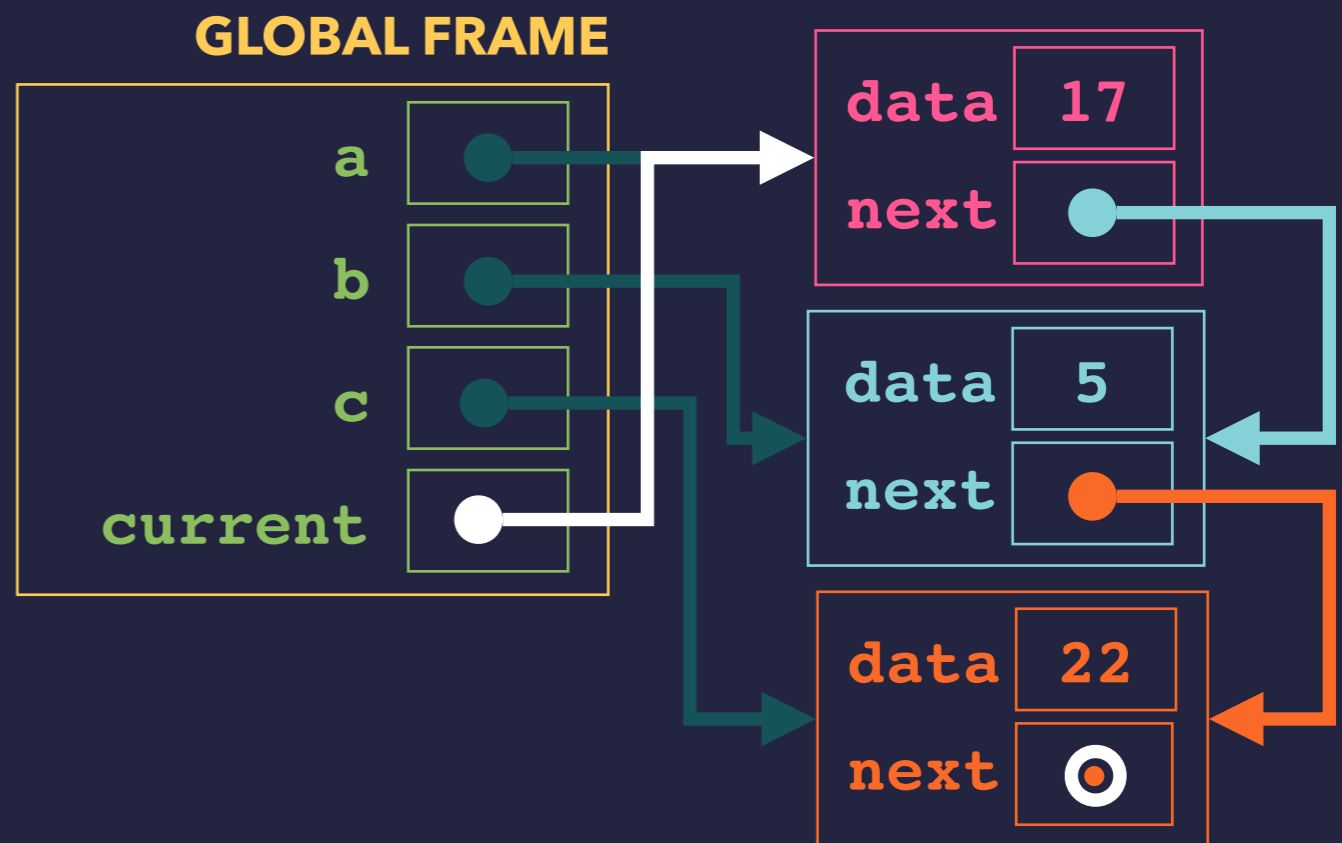
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>>> a = Node(17)  
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>>> a.next = b  
>>> b.next = c  
>>> current = a|
```



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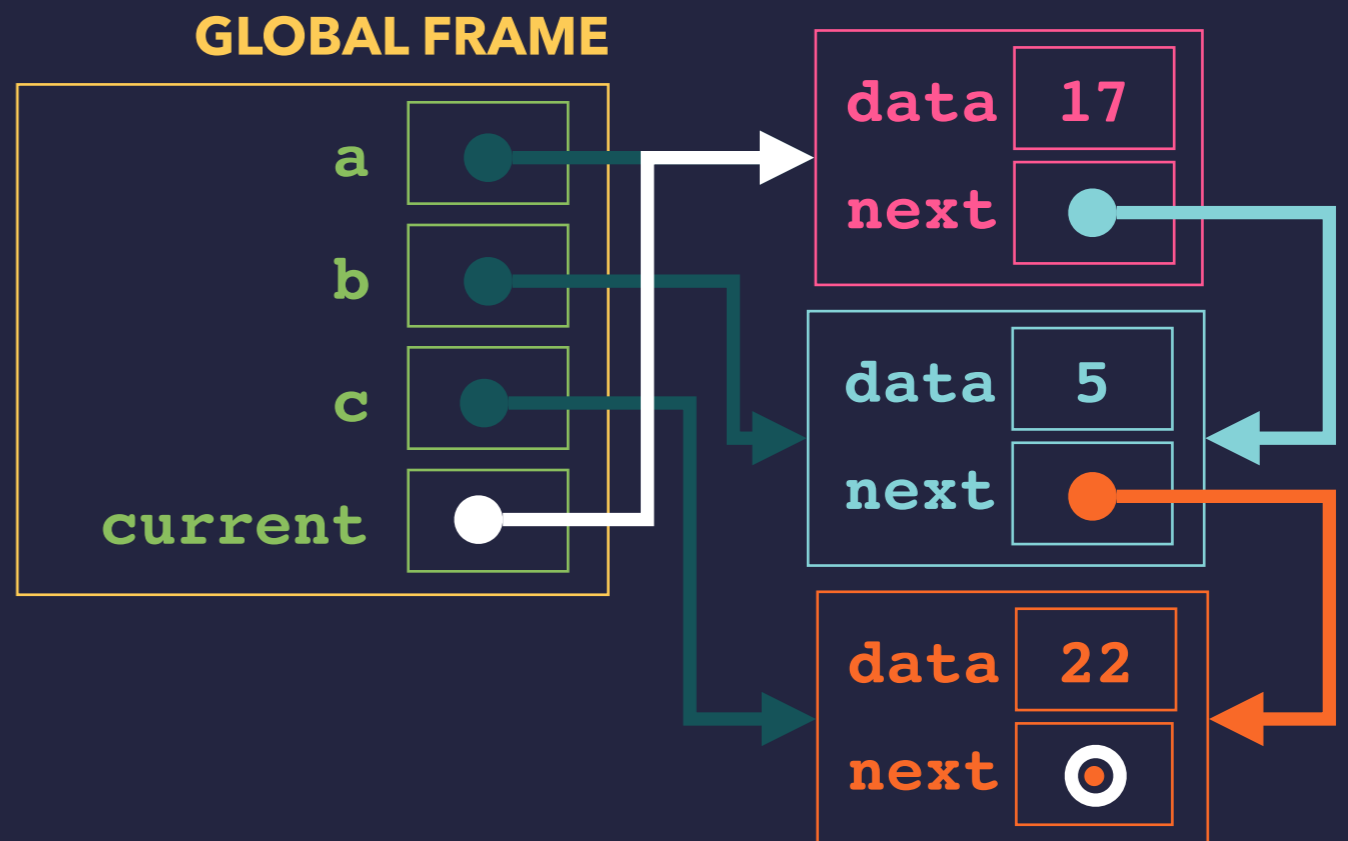
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```



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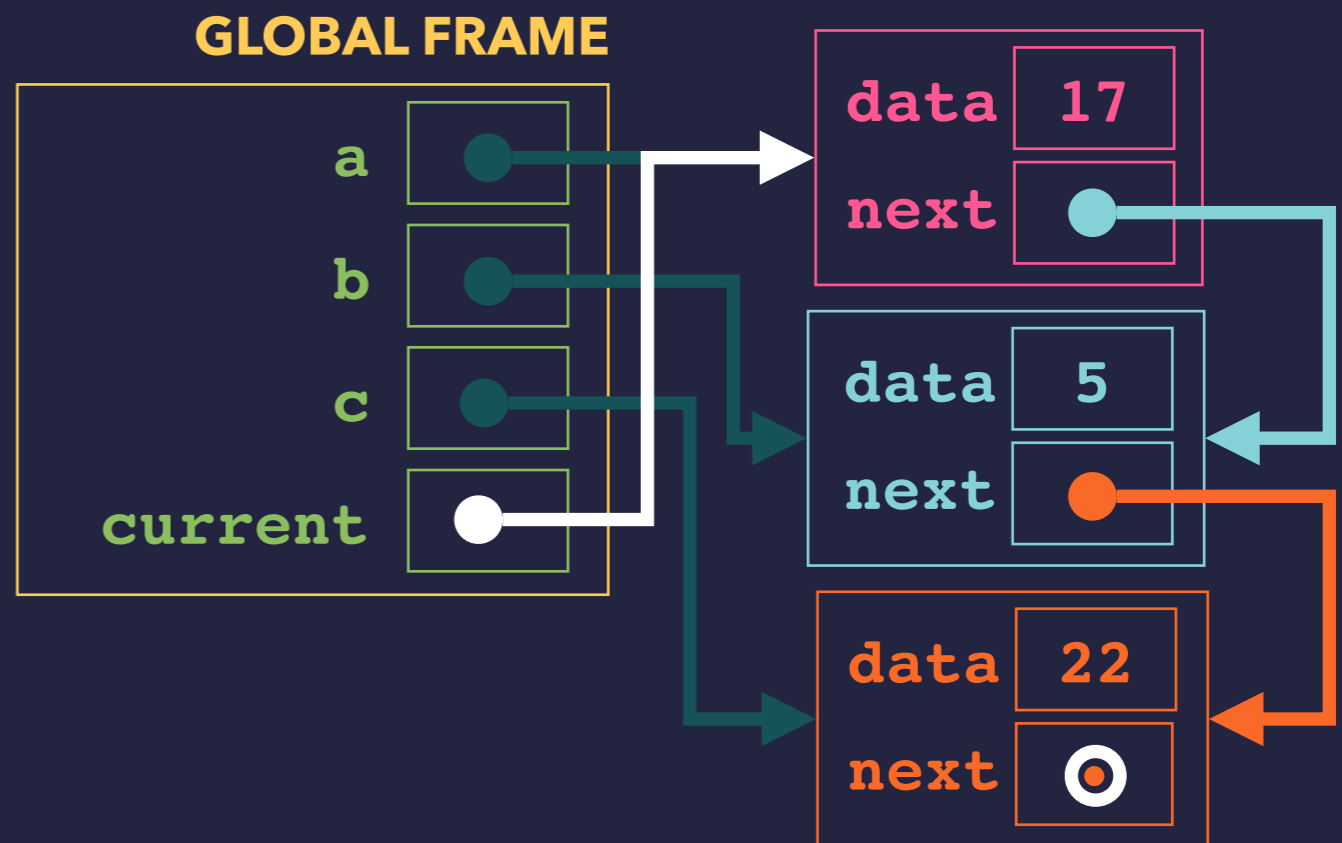
```
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>>> current = a
>>> print(current.value)
17
>>> |
```



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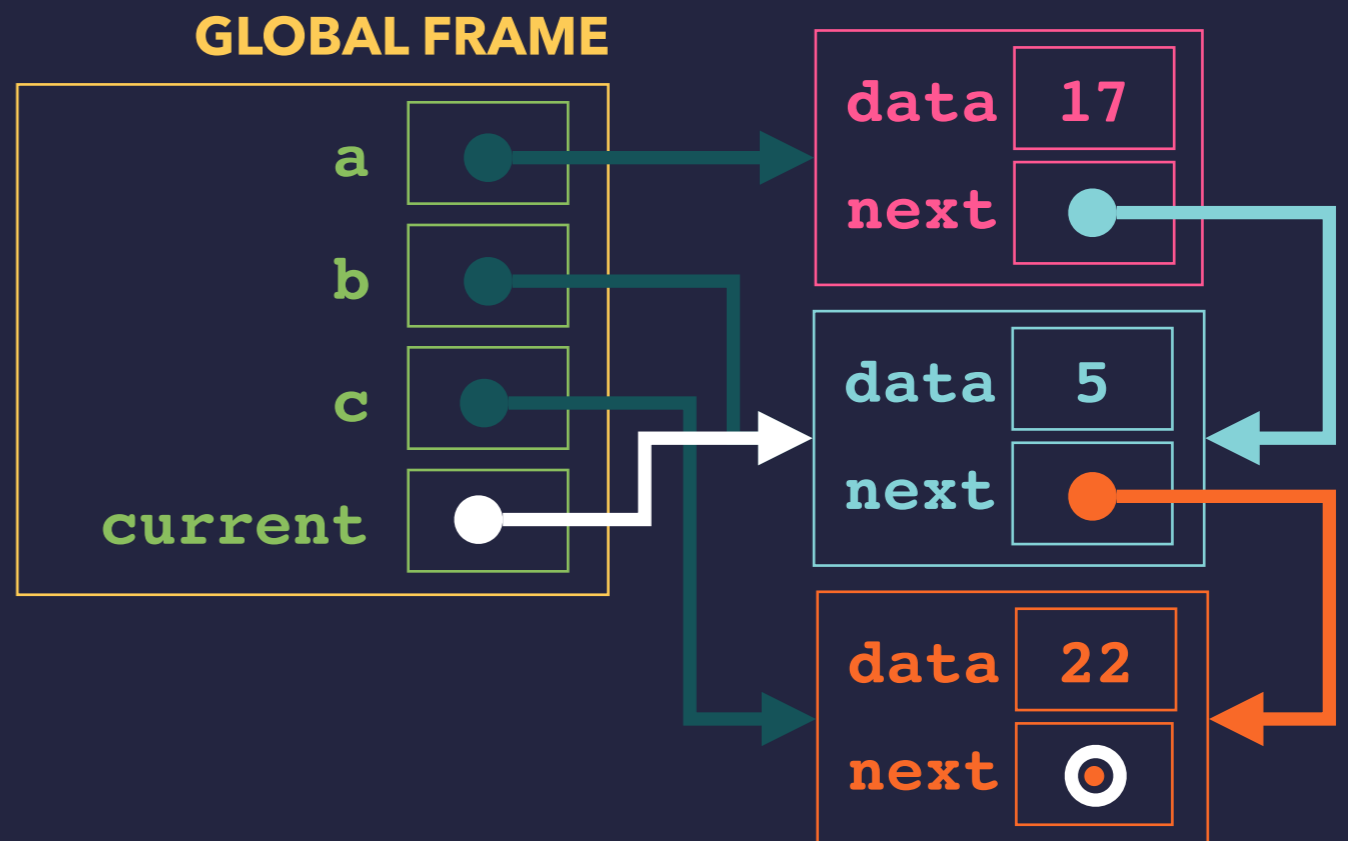
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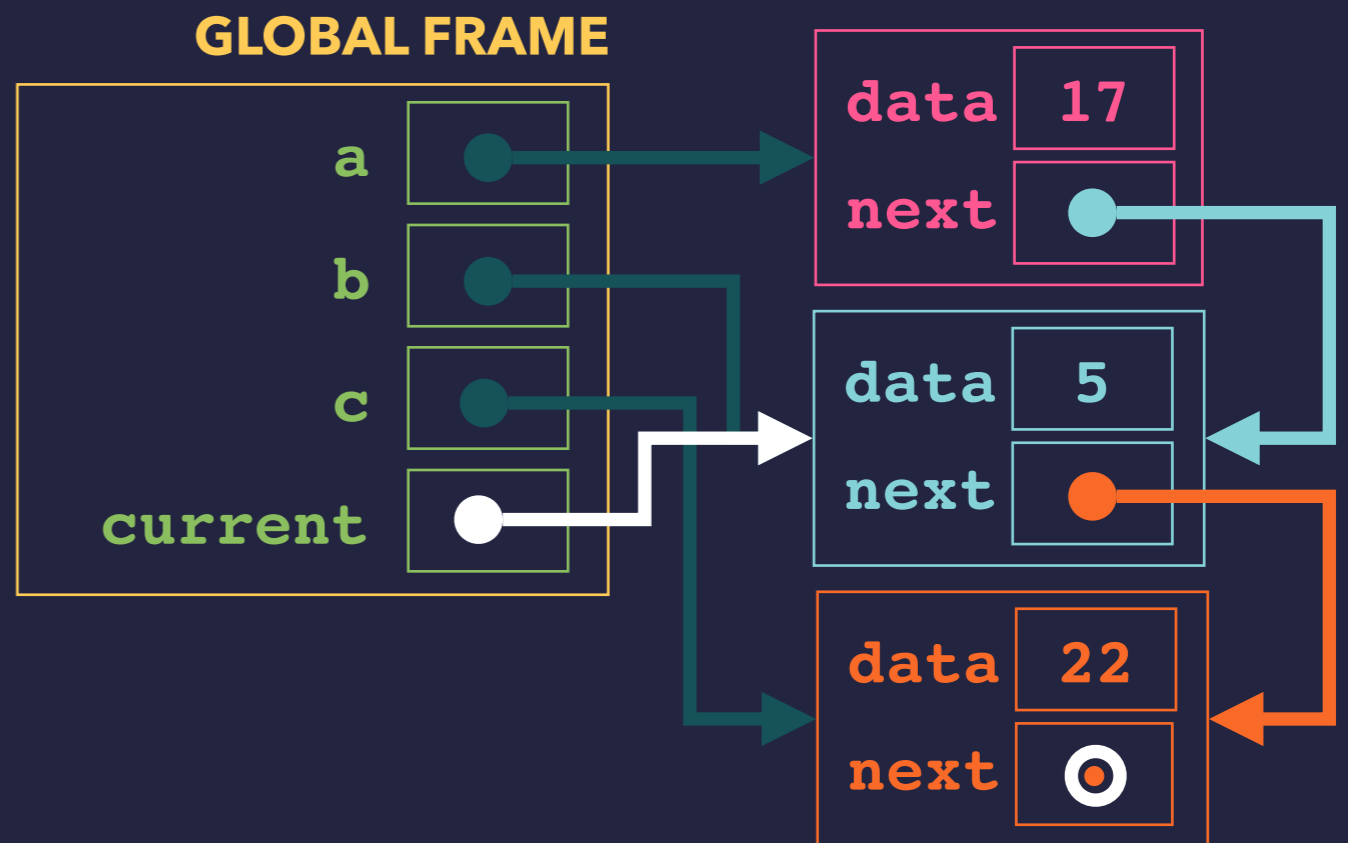
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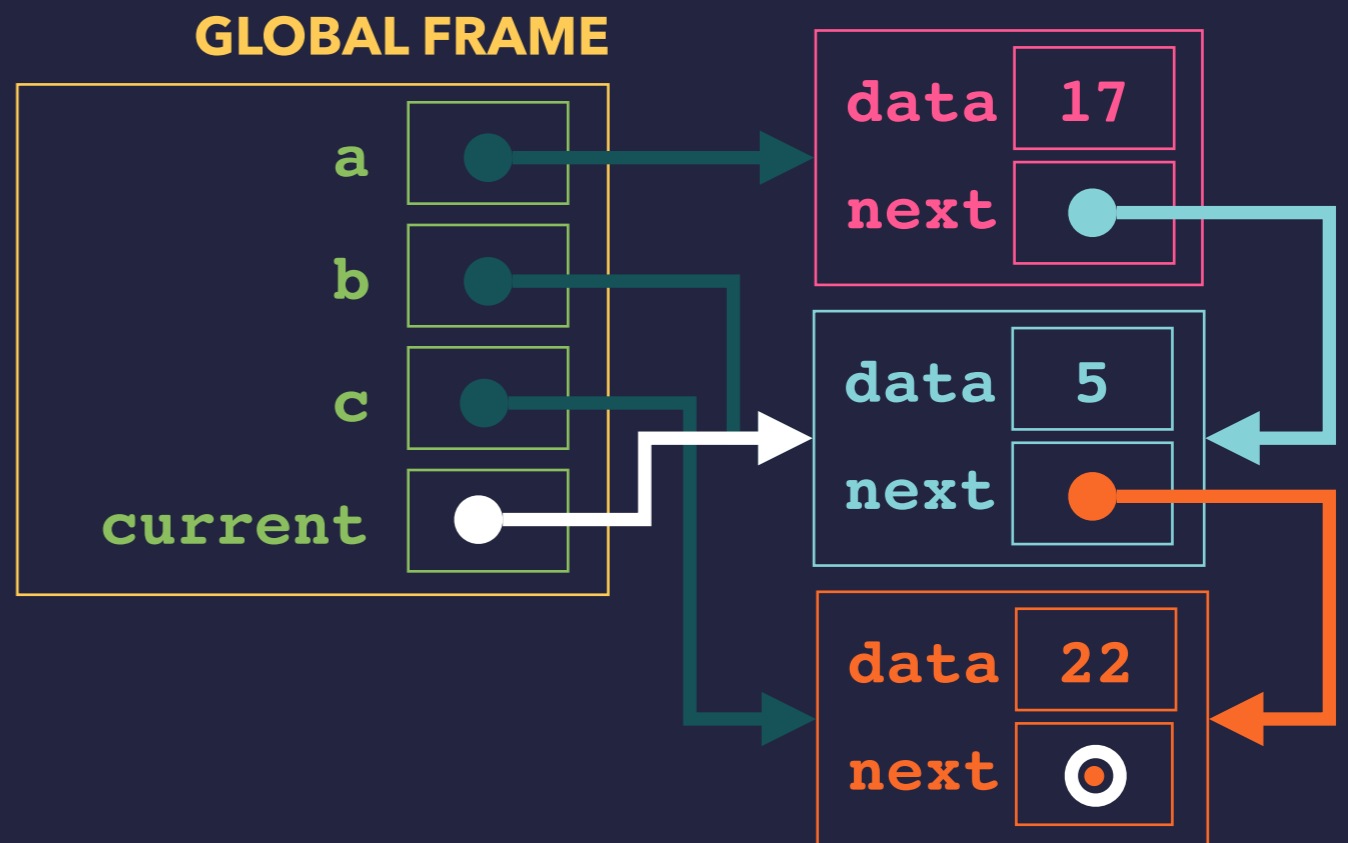
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17
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>>> print(current.value)
5
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```



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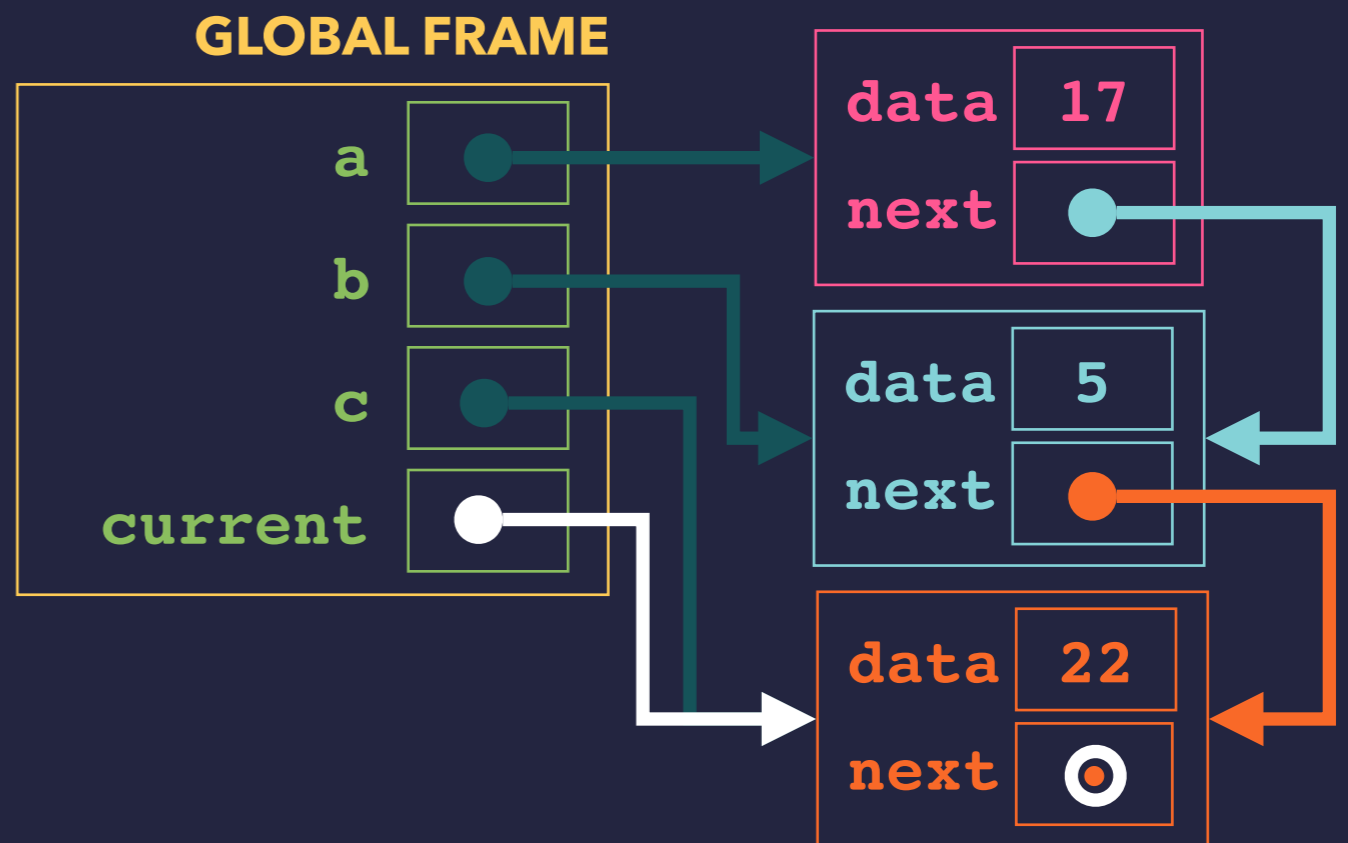
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```



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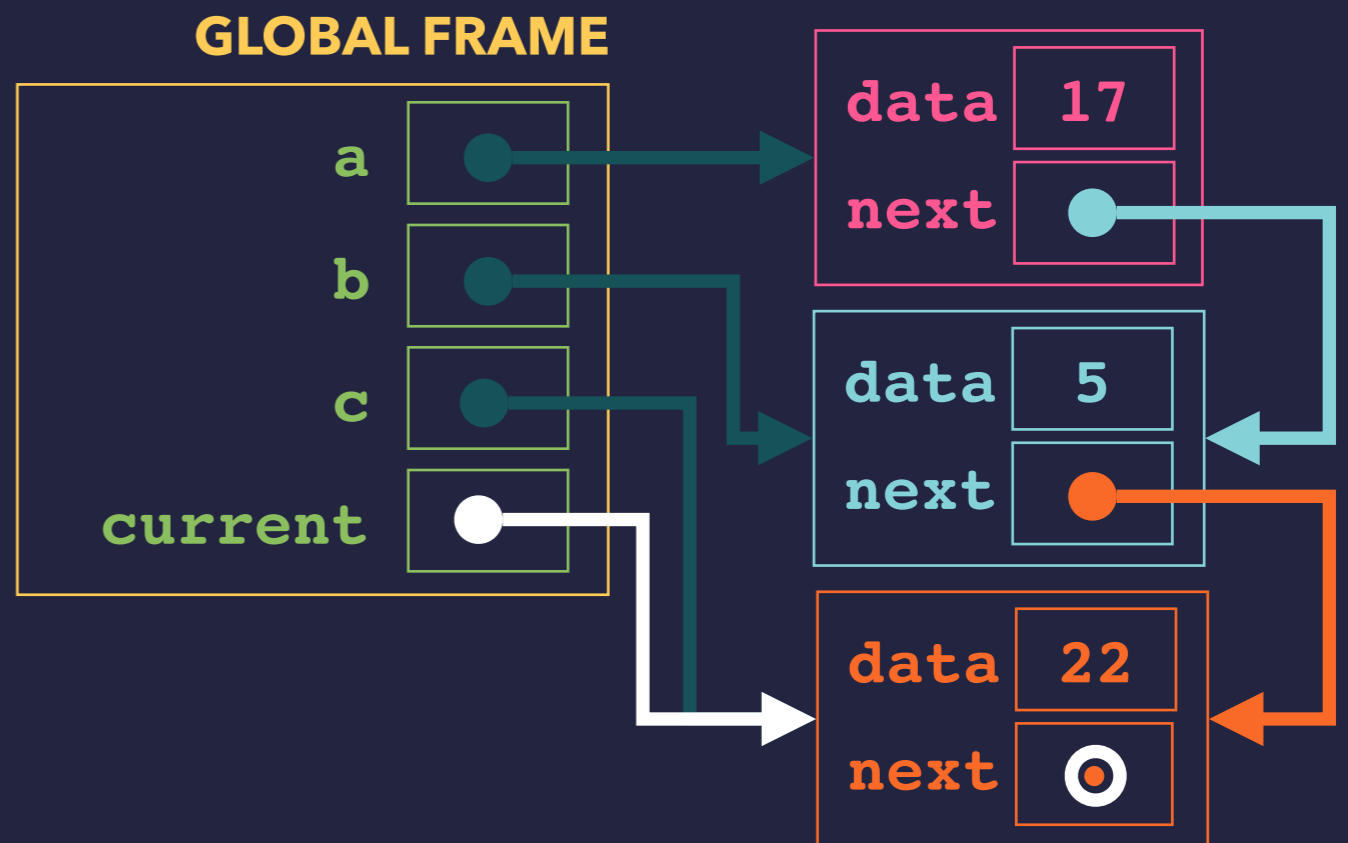
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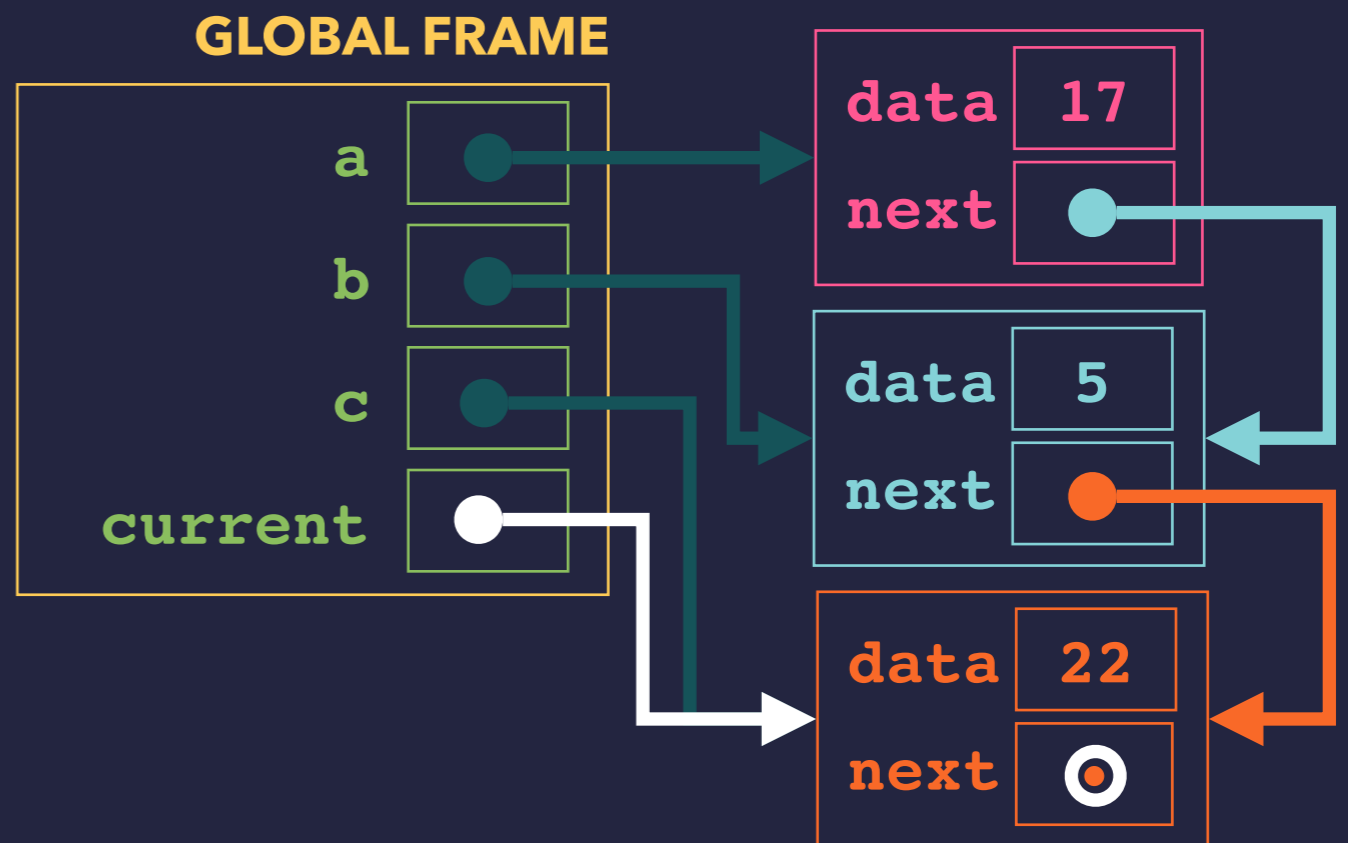
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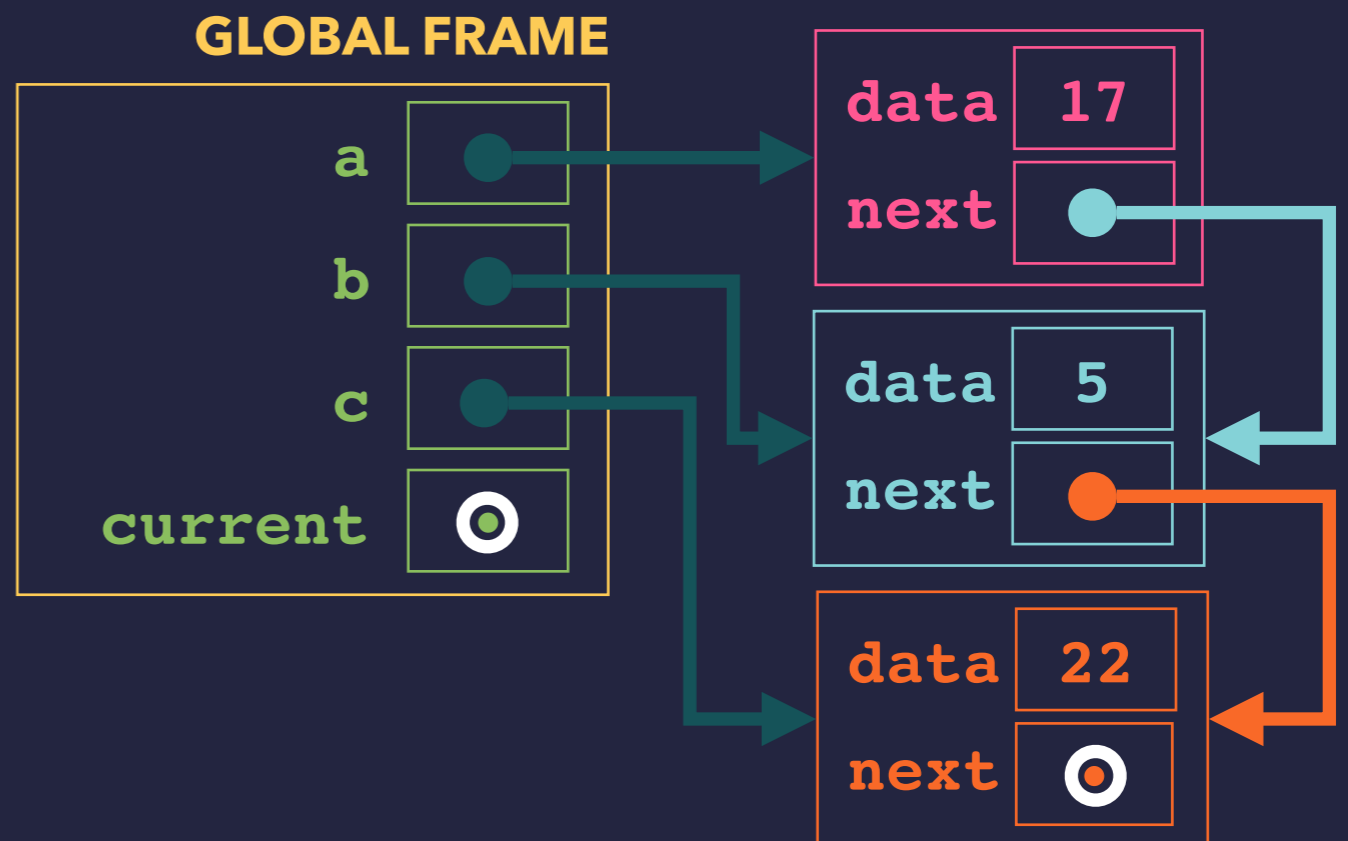
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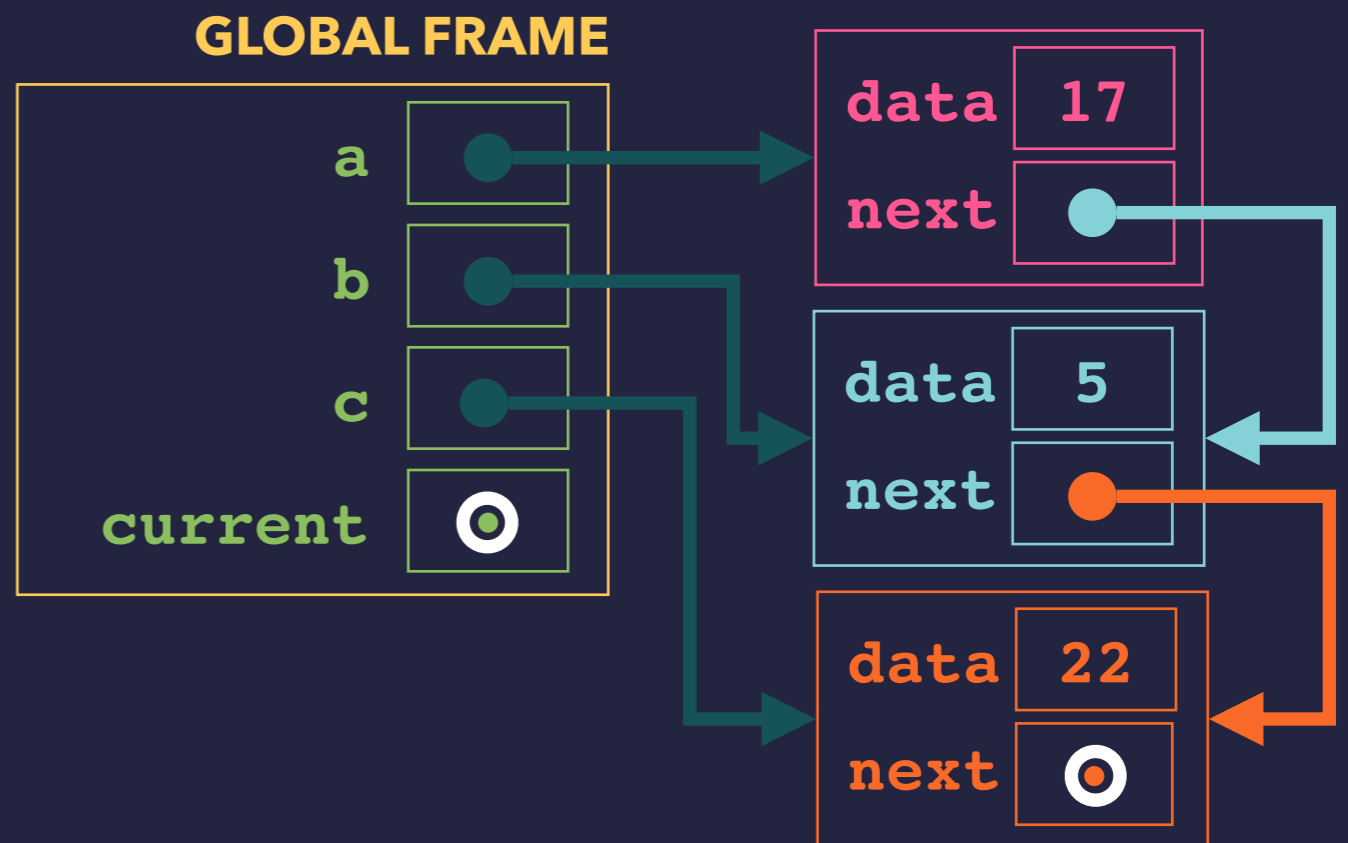
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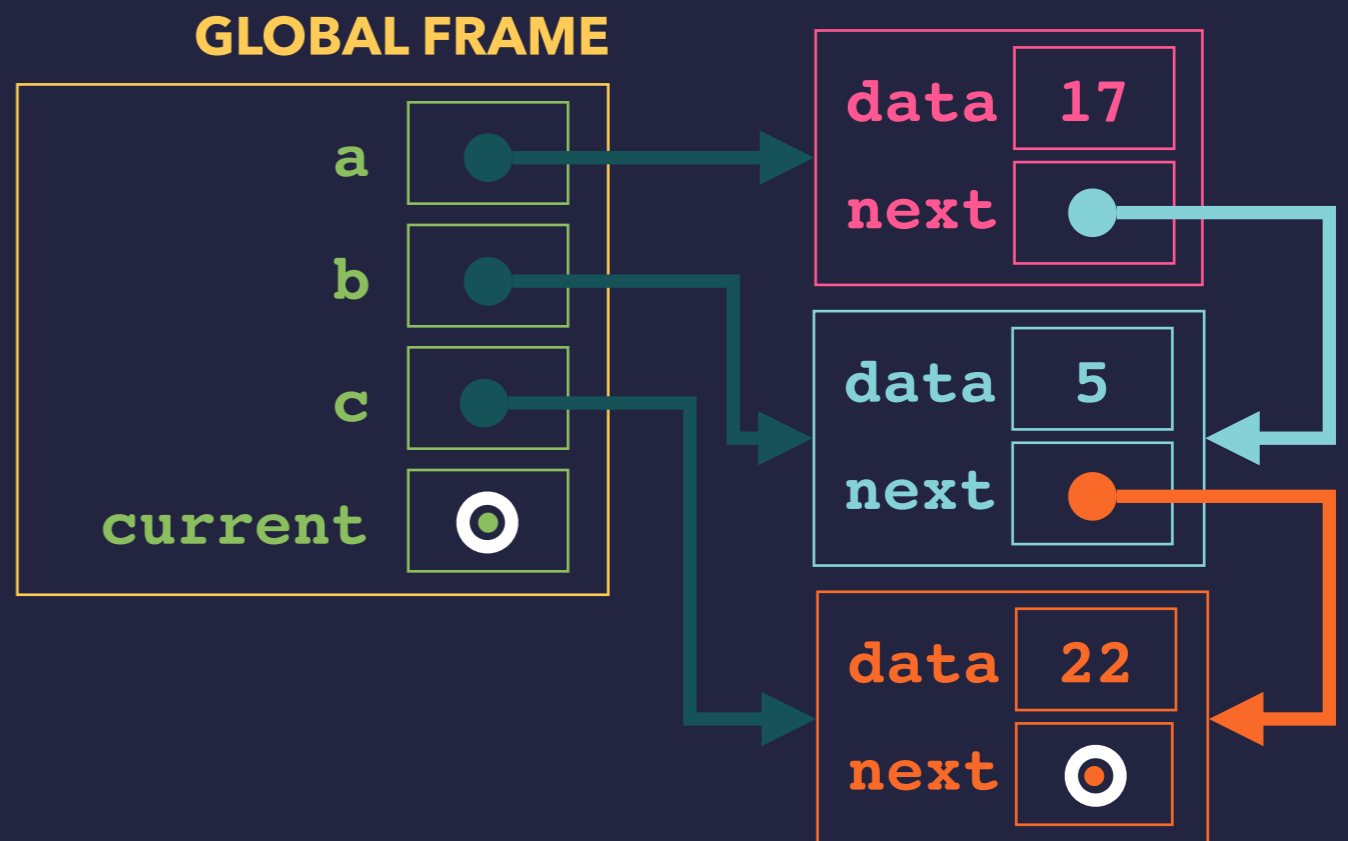
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>>> current = current.next
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5
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>>> print(current.value)
22
>>> current = current.next
>>> print(current) |
```



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>>> current = current.next
>>> print(current)
None
>>> |
```

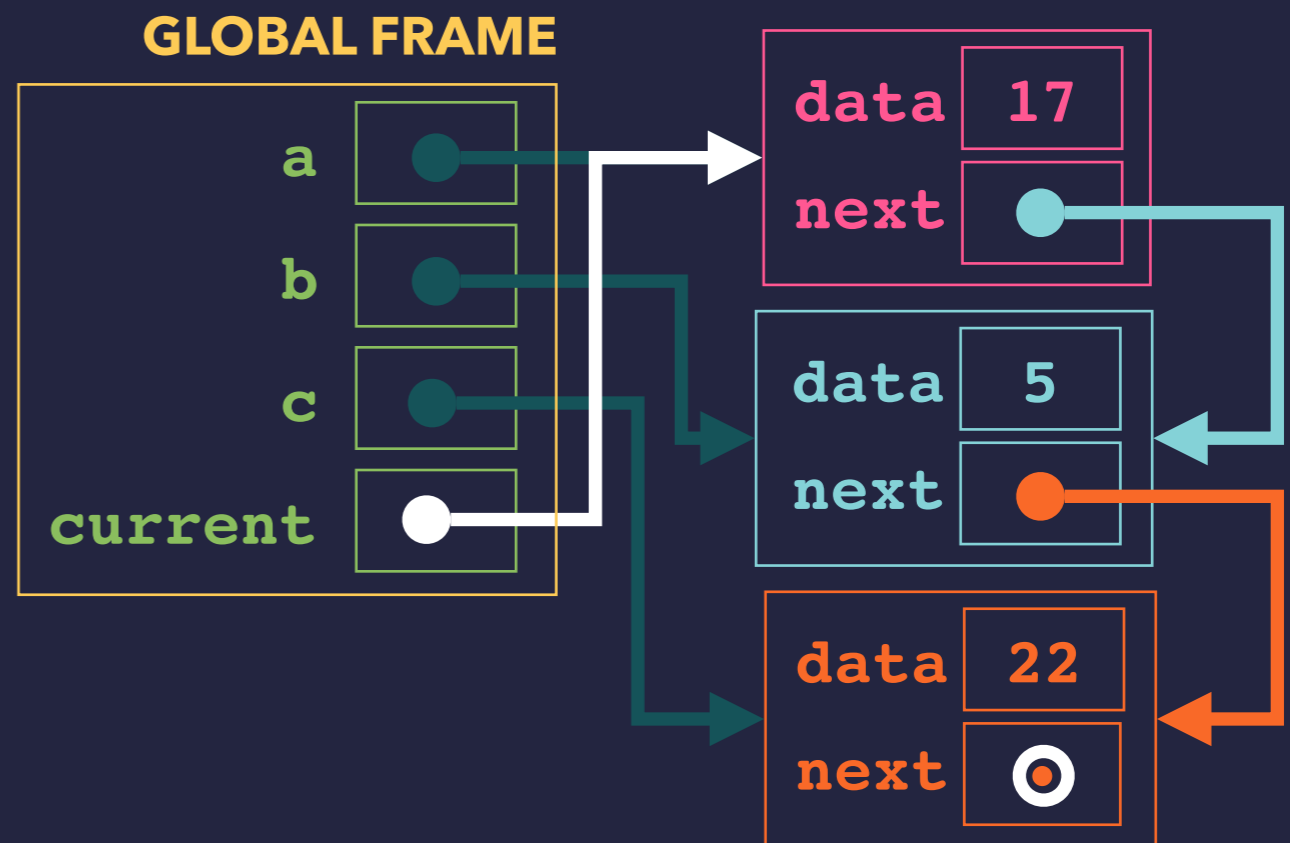


# LOOPING THROUGH A LINKED LIST

# WALKING DOWN A LIST: TRAVERSAL

```
class Node:  
    def __init__(self, value):  
        self.value = value  
        self.next = None
```

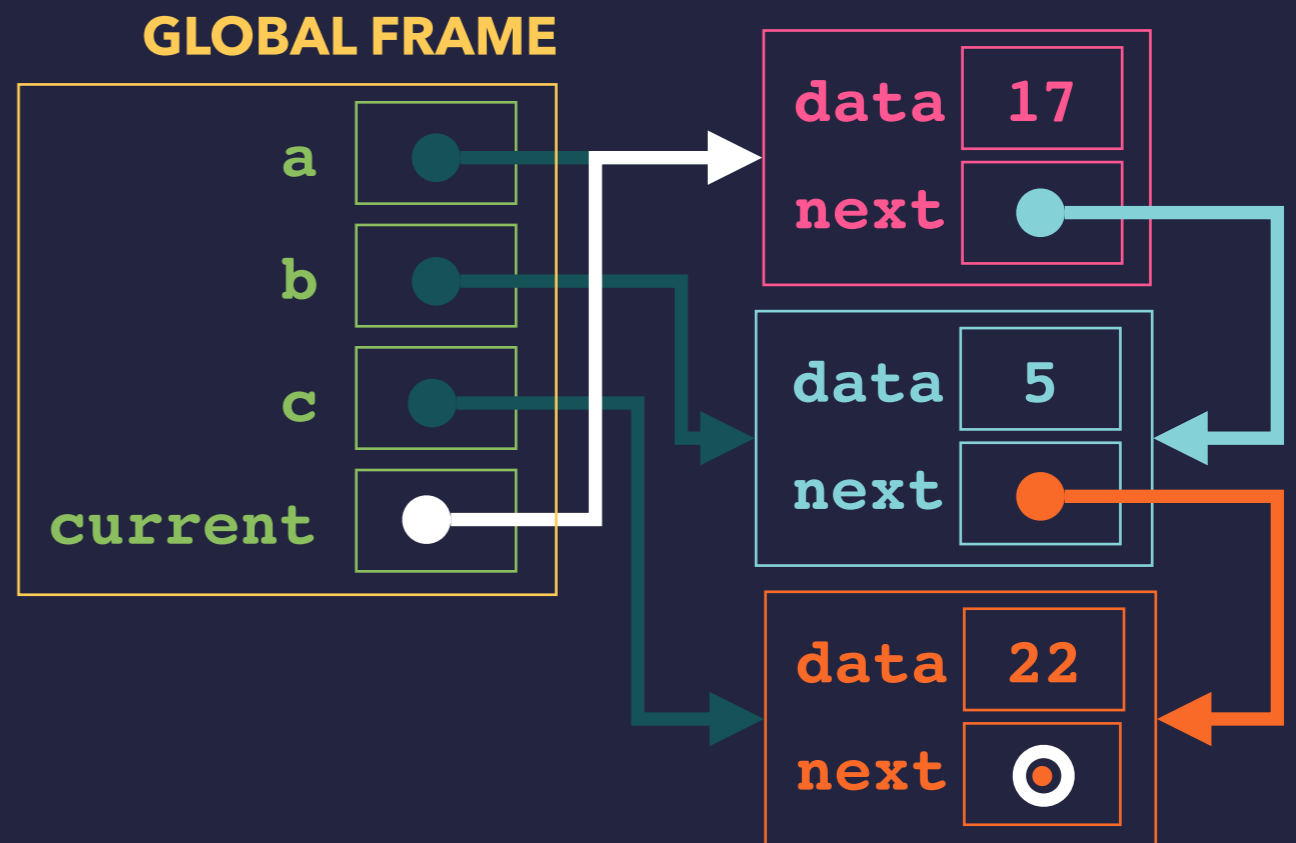
```
>>> a = Node(17)  
>>> b = Node(5)  
>>> c = Node(22)  
>>> a.next = b  
>>> b.next = c  
>>> current = a  
>>> |
```



# WALKING DOWN A LIST: TRAVERSAL

```
class Node:  
    def __init__(self, value):  
        self.value = value  
        self.next = None
```

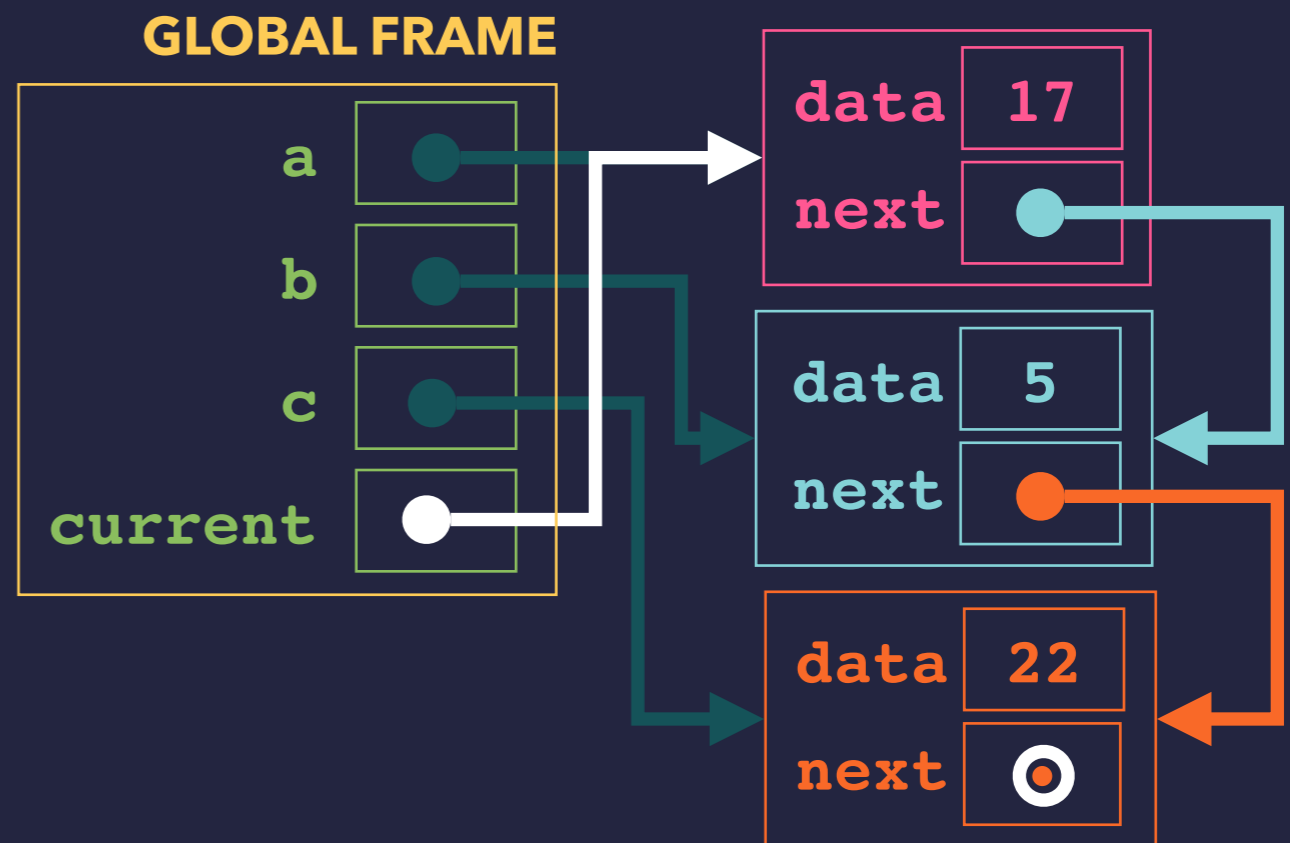
```
>>> a = Node(17)  
>>> b = Node(5)  
>>> c = Node(22)  
>>> a.next = b  
>>> b.next = c  
>>> current = a  
>>> while current != None:  
.....     print(current.value)  
.....     current = current.next  
.....  
|
```



# WALKING DOWN A LIST: TRAVERSAL

```
class Node:  
    def __init__(self, value):  
        self.value = value  
        self.next = None
```

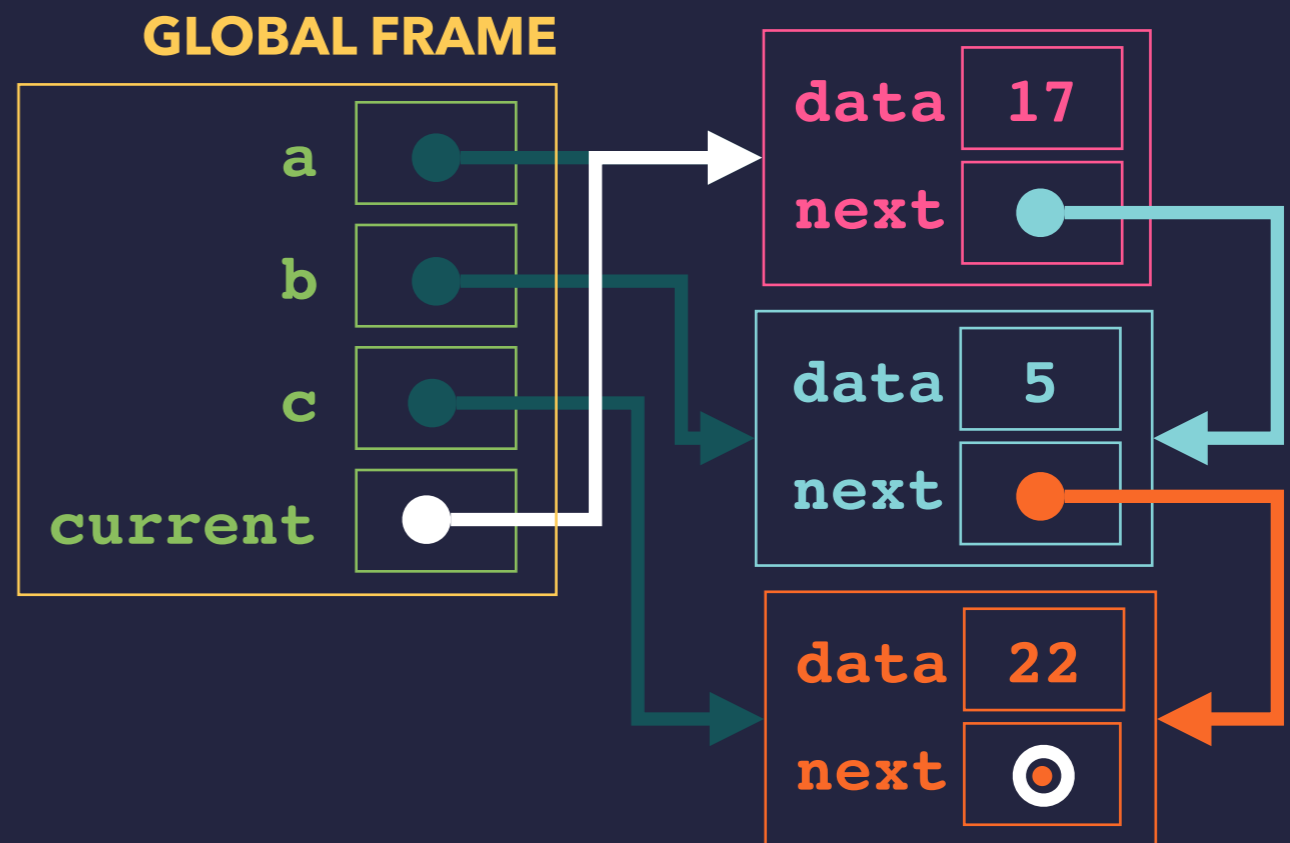
```
>>> a = Node(17)  
>>> b = Node(5)  
>>> c = Node(22)  
>>> a.next = b  
>>> b.next = c  
>>> current = a  
>>> while current != None:  
.....     print(current.value)  
.....     current = current.next  
.....  
|
```



# WALKING DOWN A LIST: TRAVERSAL

```
class Node:  
    def __init__(self, value):  
        self.value = value  
        self.next = None
```

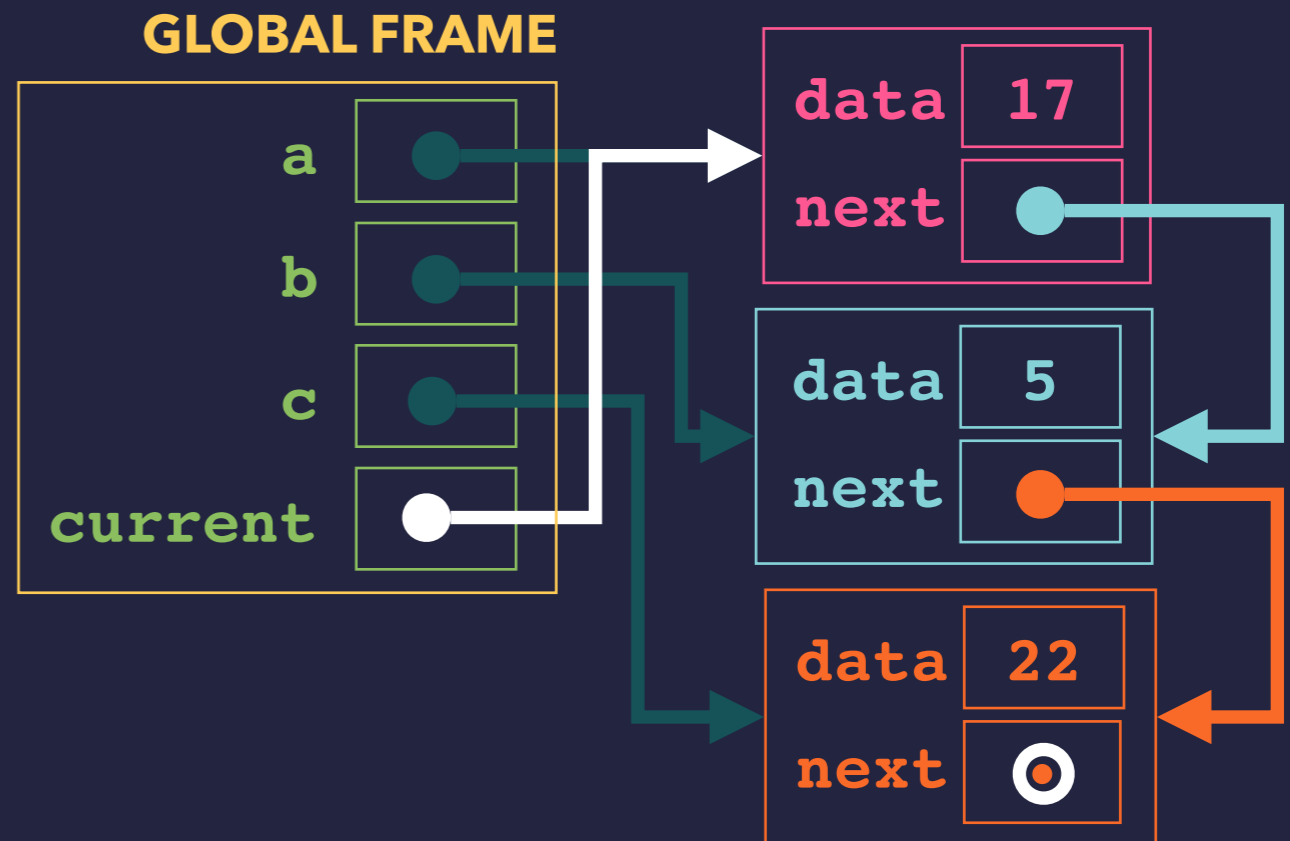
```
>>> a = Node(17)  
>>> b = Node(5)  
>>> c = Node(22)  
>>> a.next = b  
>>> b.next = c  
>>> current = a  
>>> while current != None:  
.....     print(current.value)  
.....     current = current.next  
.....  
|
```



# WALKING DOWN A LIST: TRAVERSAL

```
class Node:  
    def __init__(self, value):  
        self.value = value  
        self.next = None
```

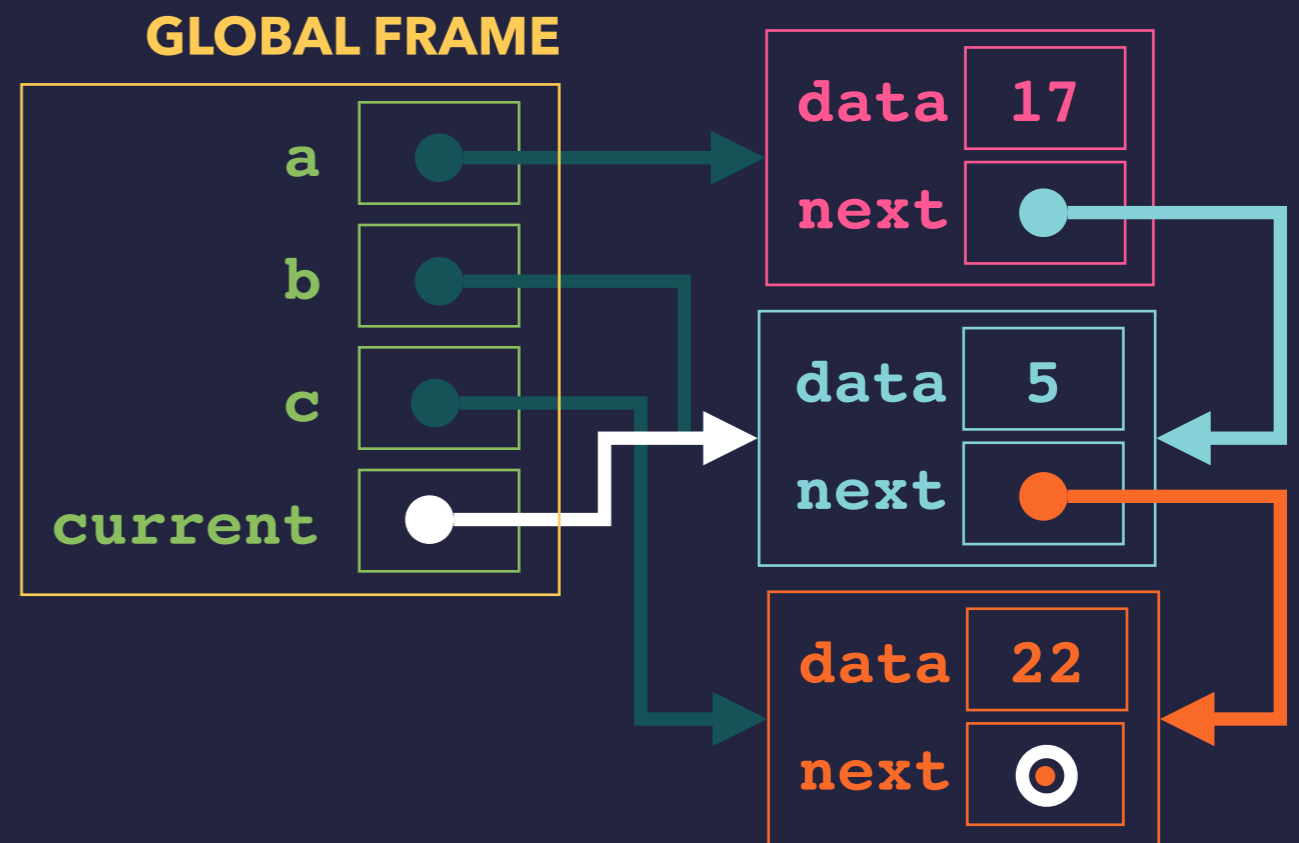
```
>>> a = Node(17)  
>>> b = Node(5)  
>>> c = Node(22)  
>>> a.next = b  
>>> b.next = c  
>>> current = a  
>>> while current != None:  
..... print(current.value)  
..... current = current.next  
.....  
17  
|
```



# WALKING DOWN A LIST: TRAVERSAL

```
class Node:
    def __init__(self, value):
        self.value = value
        self.next = None
```

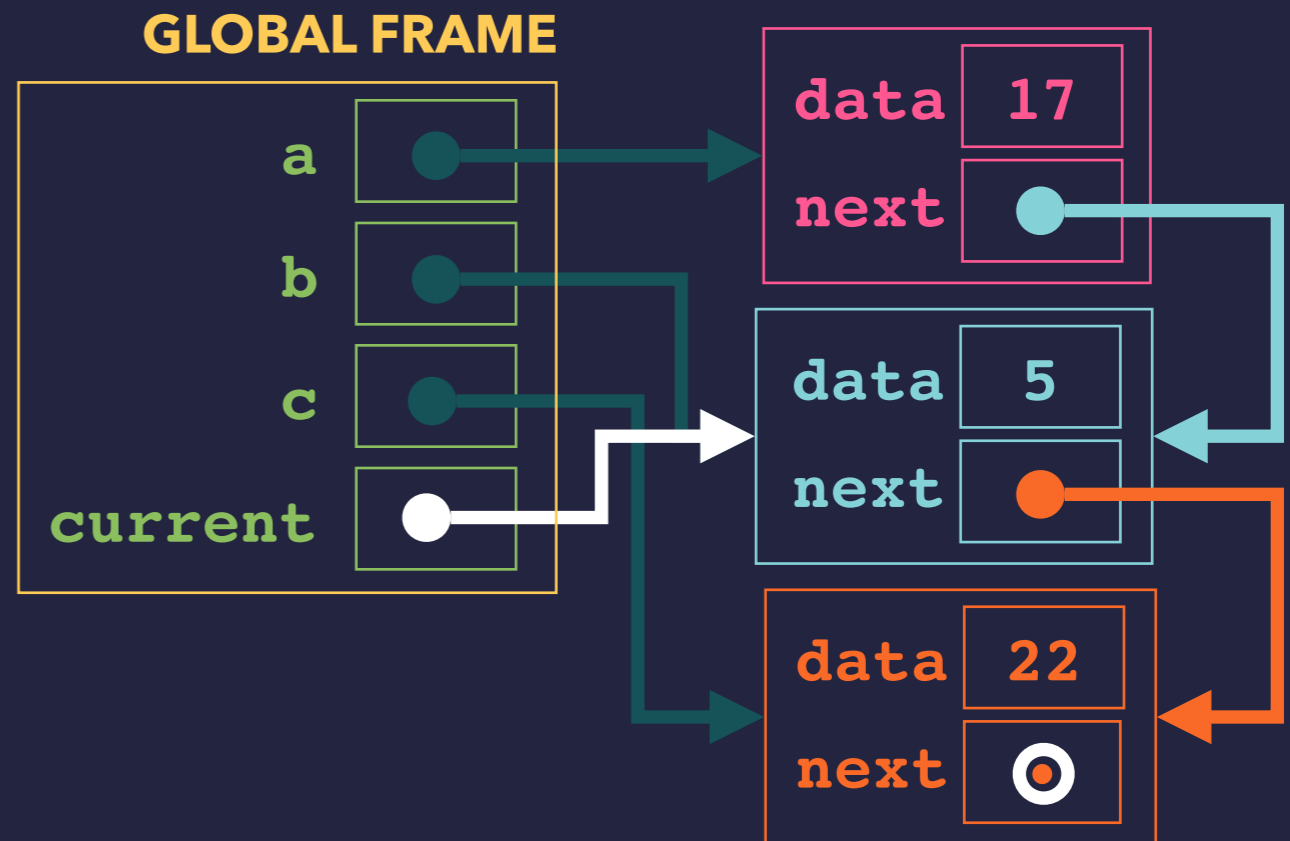
```
>>> a = Node(17)
>>> b = Node(5)
>>> c = Node(22)
>>> a.next = b
>>> b.next = c
>>> current = a
>>> while current != None:
>>>     print(current.value)
>>>     current = current.next
>>>
17
|
```



# WALKING DOWN A LIST: TRAVERSAL

```
class Node:  
    def __init__(self, value):  
        self.value = value  
        self.next = None
```

```
>>> a = Node(17)  
>>> b = Node(5)  
>>> c = Node(22)  
>>> a.next = b  
>>> b.next = c  
>>> current = a  
>>> while current != None:  
..... print(current.value)  
..... current = current.next  
.....  
17  
|
```

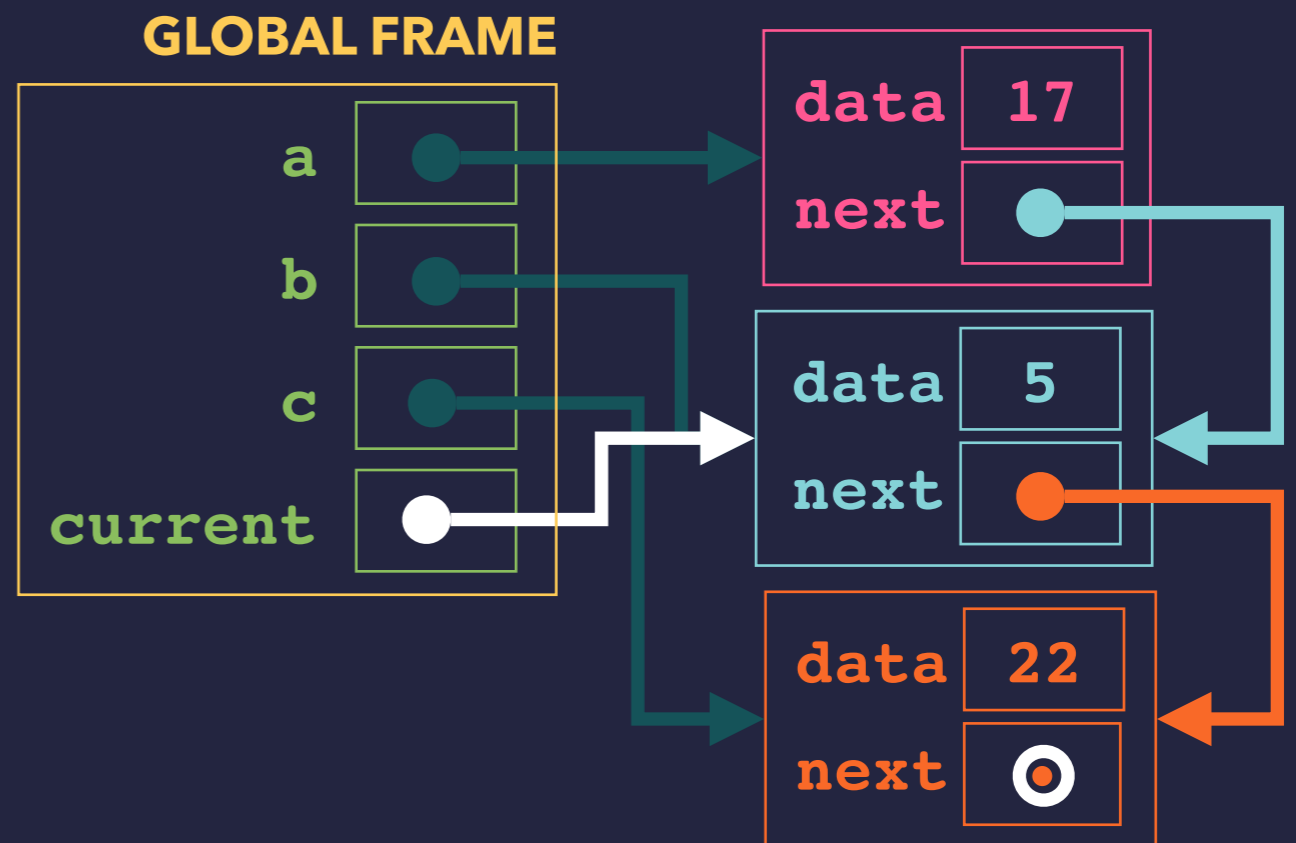


# WALKING DOWN A LIST: TRAVERSAL

```
class Node:
    def __init__(self, value):
        self.value = value
        self.next = None
```

```
>>> a = Node(17)
>>> b = Node(5)
>>> c = Node(22)
>>> a.next = b
>>> b.next = c
>>> current = a
>>> while current != None:
>>>     print(current.value)
>>>     current = current.next
```

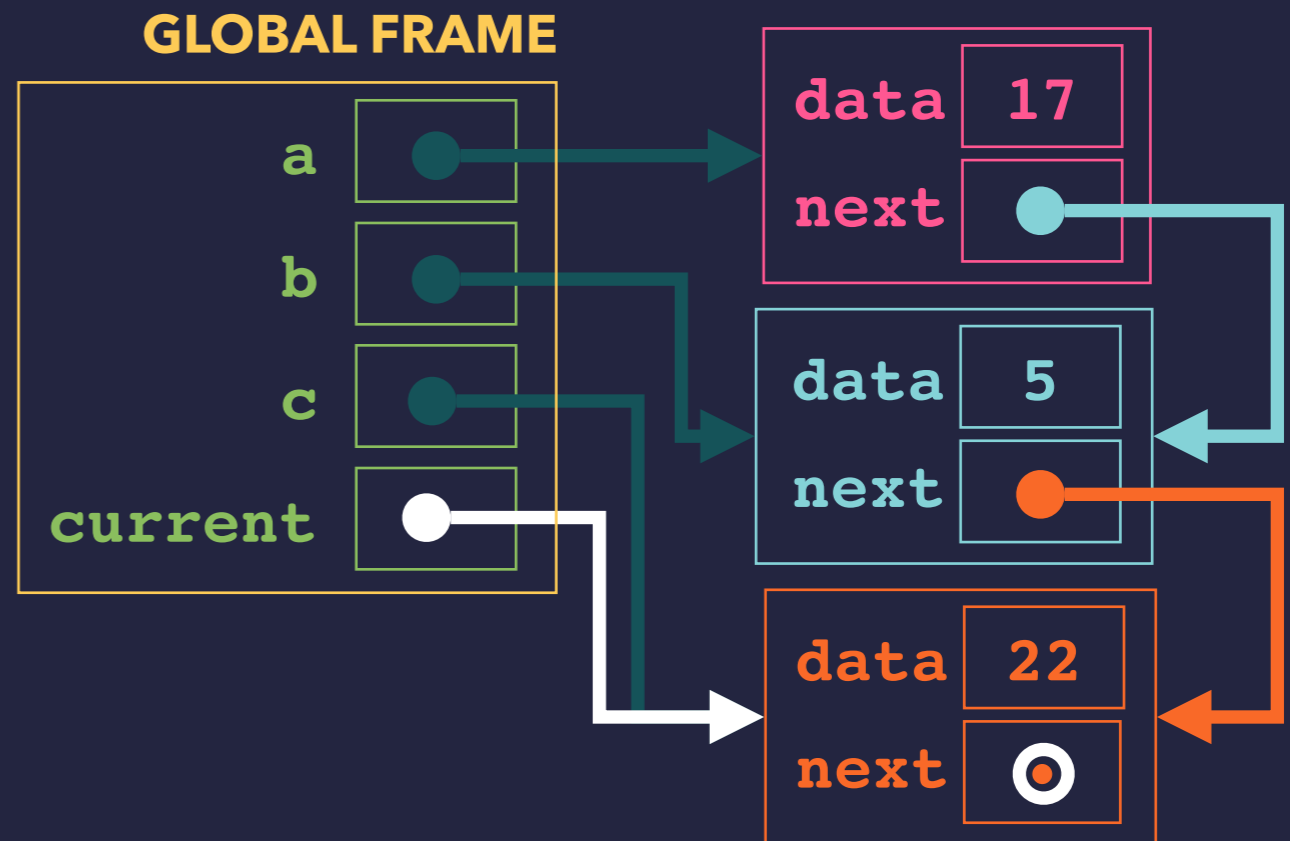
```
17
5
|
```



# WALKING DOWN A LIST: TRAVERSAL

```
class Node:  
    def __init__(self, value):  
        self.value = value  
        self.next = None
```

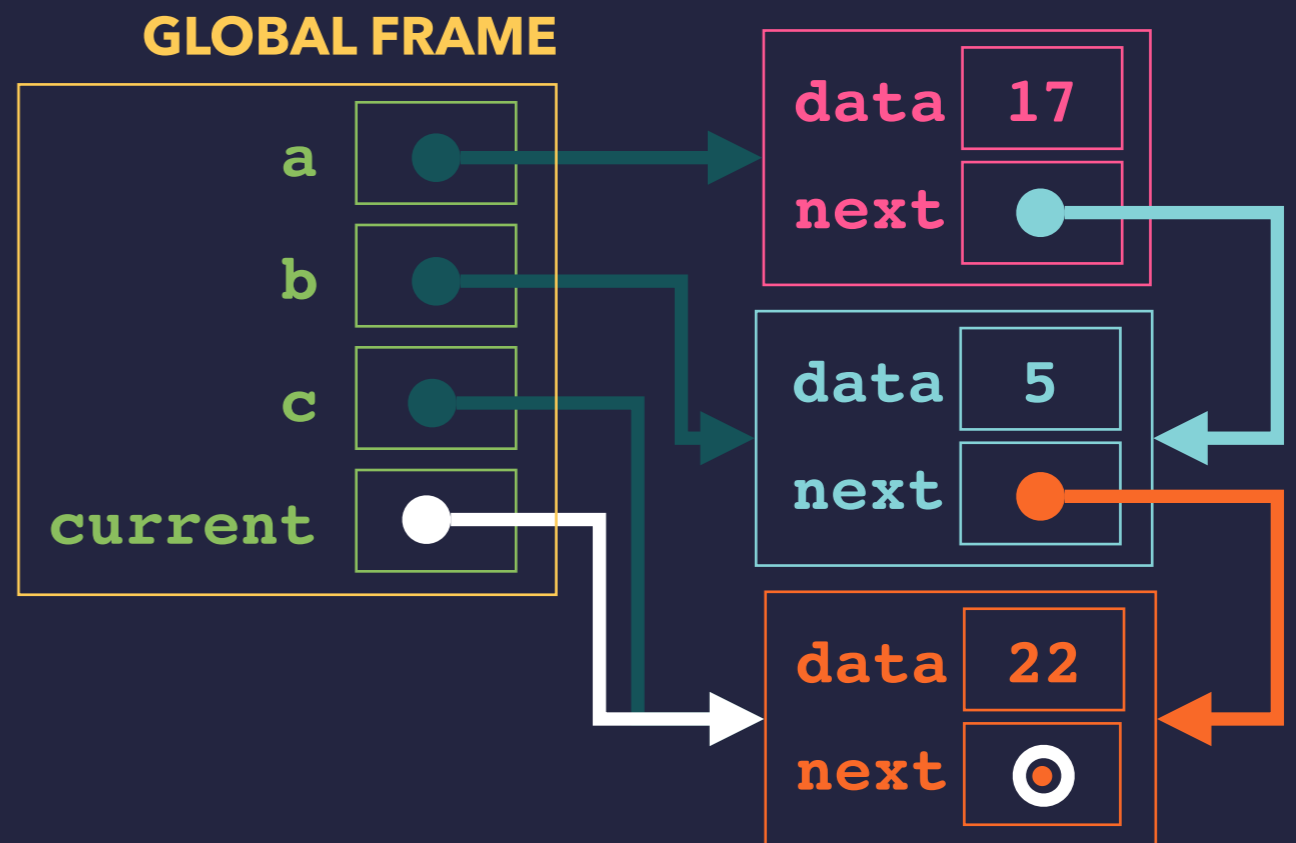
```
>>> a = Node(17)  
>>> b = Node(5)  
>>> c = Node(22)  
>>> a.next = b  
>>> b.next = c  
>>> current = a  
>>> while current != None:  
..... print(current.value)  
..... current = current.next  
.....  
17  
5  
|
```



# WALKING DOWN A LIST: TRAVERSAL

```
class Node:  
    def __init__(self, value):  
        self.value = value  
        self.next = None
```

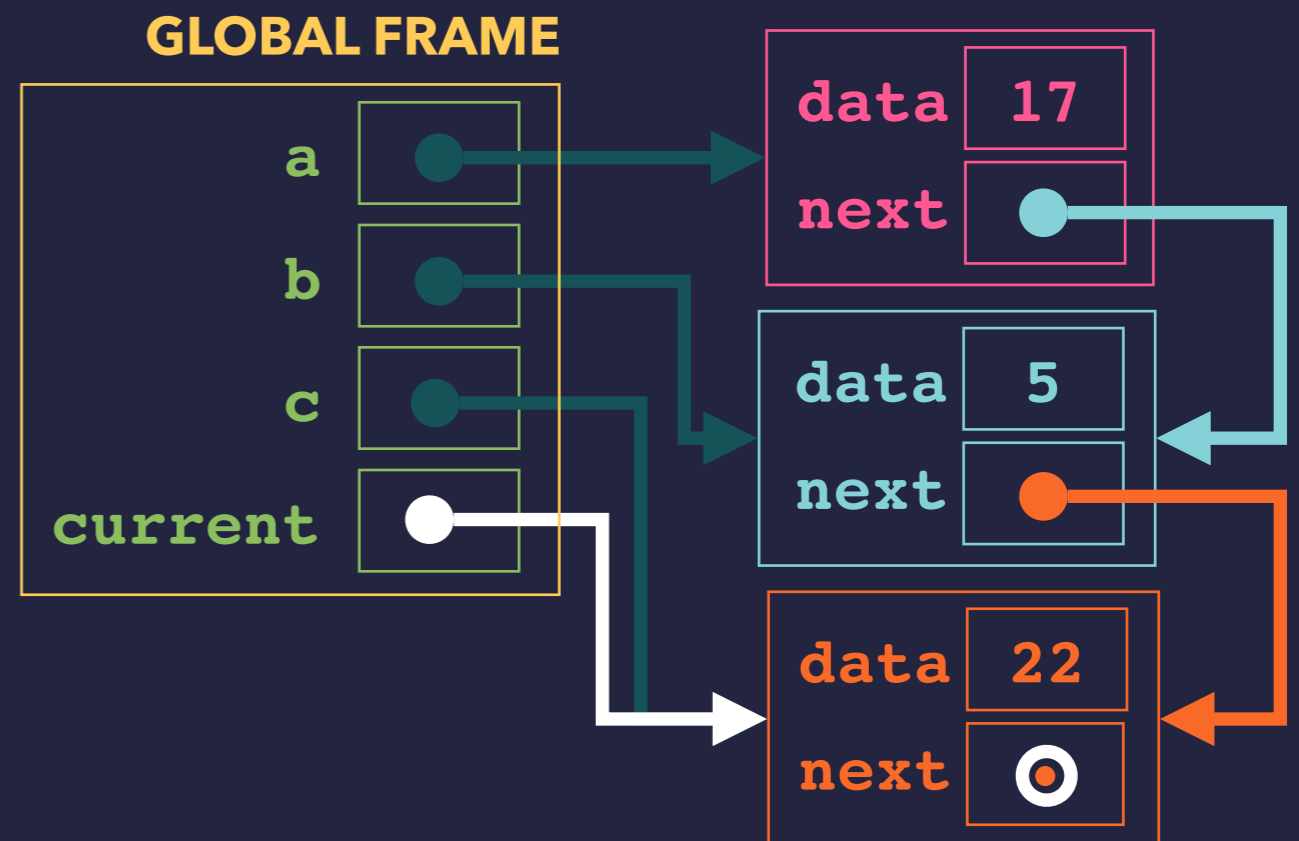
```
>>> a = Node(17)  
>>> b = Node(5)  
>>> c = Node(22)  
>>> a.next = b  
>>> b.next = c  
>>> current = a  
>>> while current != None:  
..... print(current.value)  
..... current = current.next  
.....  
17  
5  
|
```



# WALKING DOWN A LIST: TRAVERSAL

```
class Node:  
    def __init__(self, value):  
        self.value = value  
        self.next = None
```

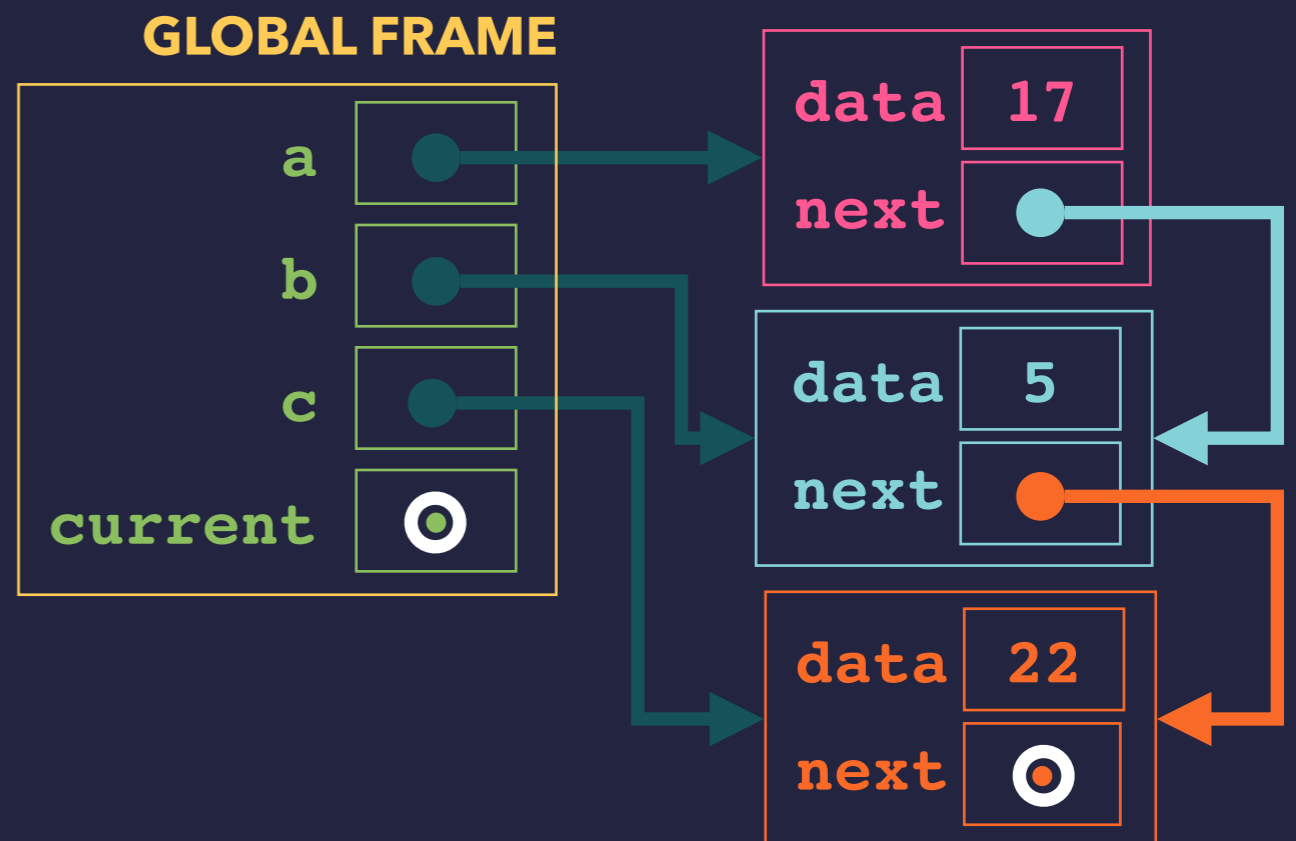
```
>>> a = Node(17)  
>>> b = Node(5)  
>>> c = Node(22)  
>>> a.next = b  
>>> b.next = c  
>>> current = a  
>>> while current != None:  
..... print(current.value)  
..... current = current.next  
.....  
17  
5  
22  
|
```



# WALKING DOWN A LIST: TRAVERSAL

```
class Node:
    def __init__(self, value):
        self.value = value
        self.next = None
```

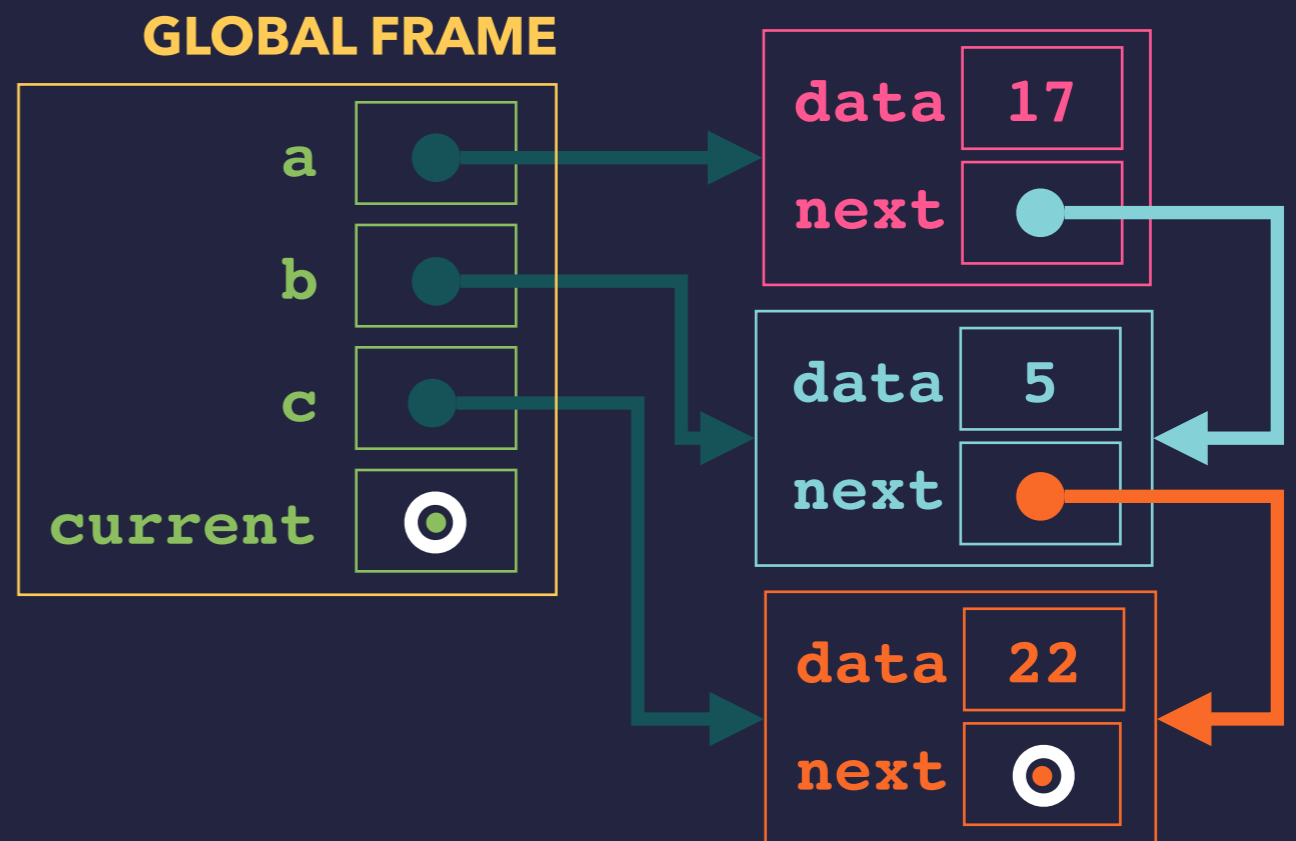
```
>>> a = Node(17)
>>> b = Node(5)
>>> c = Node(22)
>>> a.next = b
>>> b.next = c
>>> current = a
>>> while current != None:
>>>     print(current.value)
>>>     current = current.next
>>>
17
5
22
|
```



# WALKING DOWN A LIST: TRAVERSAL

```
class Node:
    def __init__(self, value):
        self.value = value
        self.next = None
```

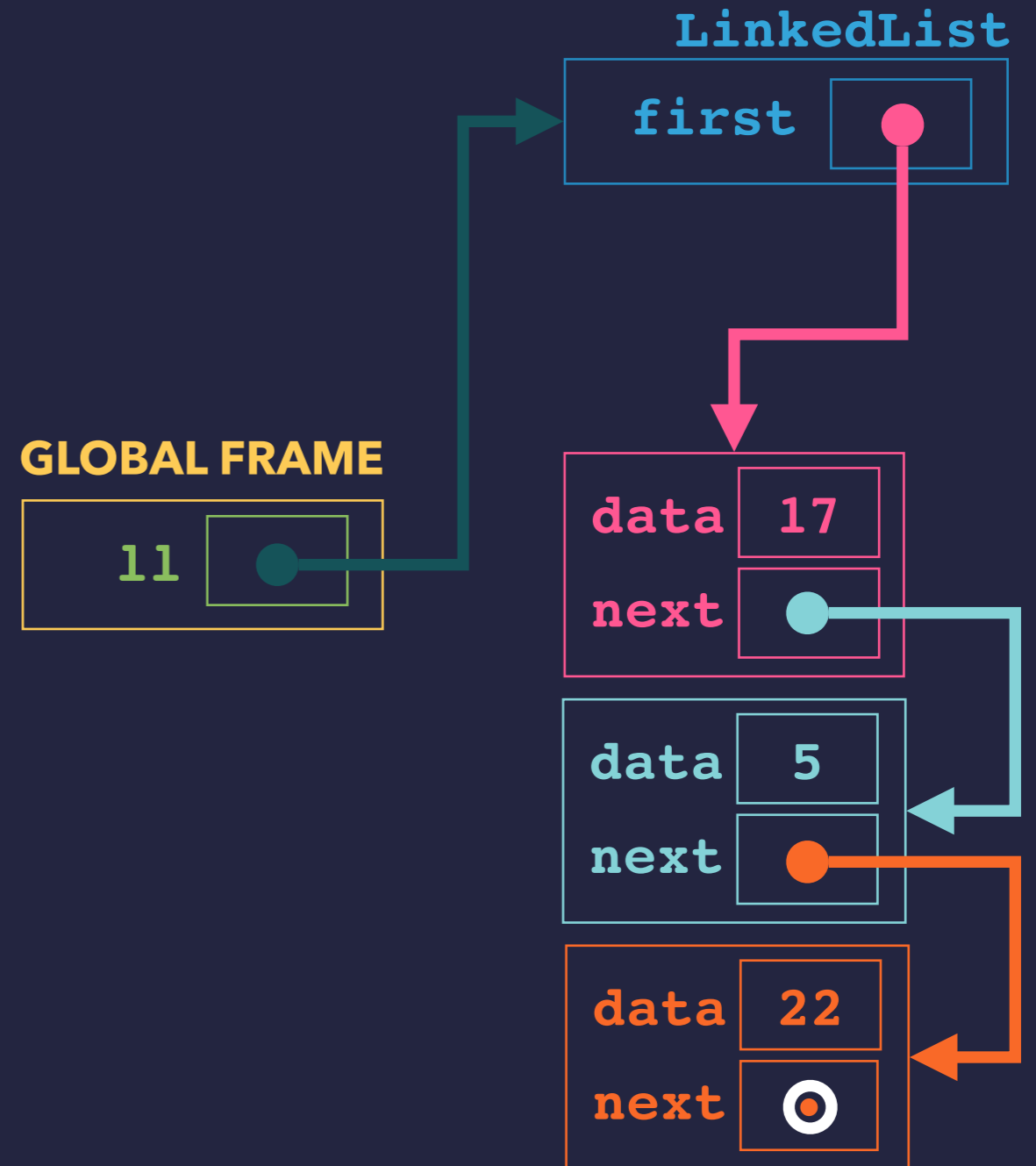
```
>>> a = Node(17)
>>> b = Node(5)
>>> c = Node(22)
>>> a.next = b
>>> b.next = c
>>> current = a
>>> while current != None:
>>>     print(current.value)
>>>     current = current.next
>>>
>>> |
```



## A LINKED LIST CLASS

```
class Node:  
    def __init__(self, value):  
        self.value = value  
        self.next = None  
  
class LinkedList:  
    def __init__(self):  
        self.first = None  
  
    def prepend(self, value):  
        newNode = Node(value)  
        newNode.next = self.first  
        self.first = newNode
```

```
>>> l1 = LinkedList()  
>>> l1.prepend(22)  
>>> l1.prepend(5)  
>>> l1.prepend(17)
```



# LINKED LIST APPEND

# A LINKED LIST CLASS WITH APPEND

```

class Node:
    def __init__(self, value):
        self.value = value
        self.next = None

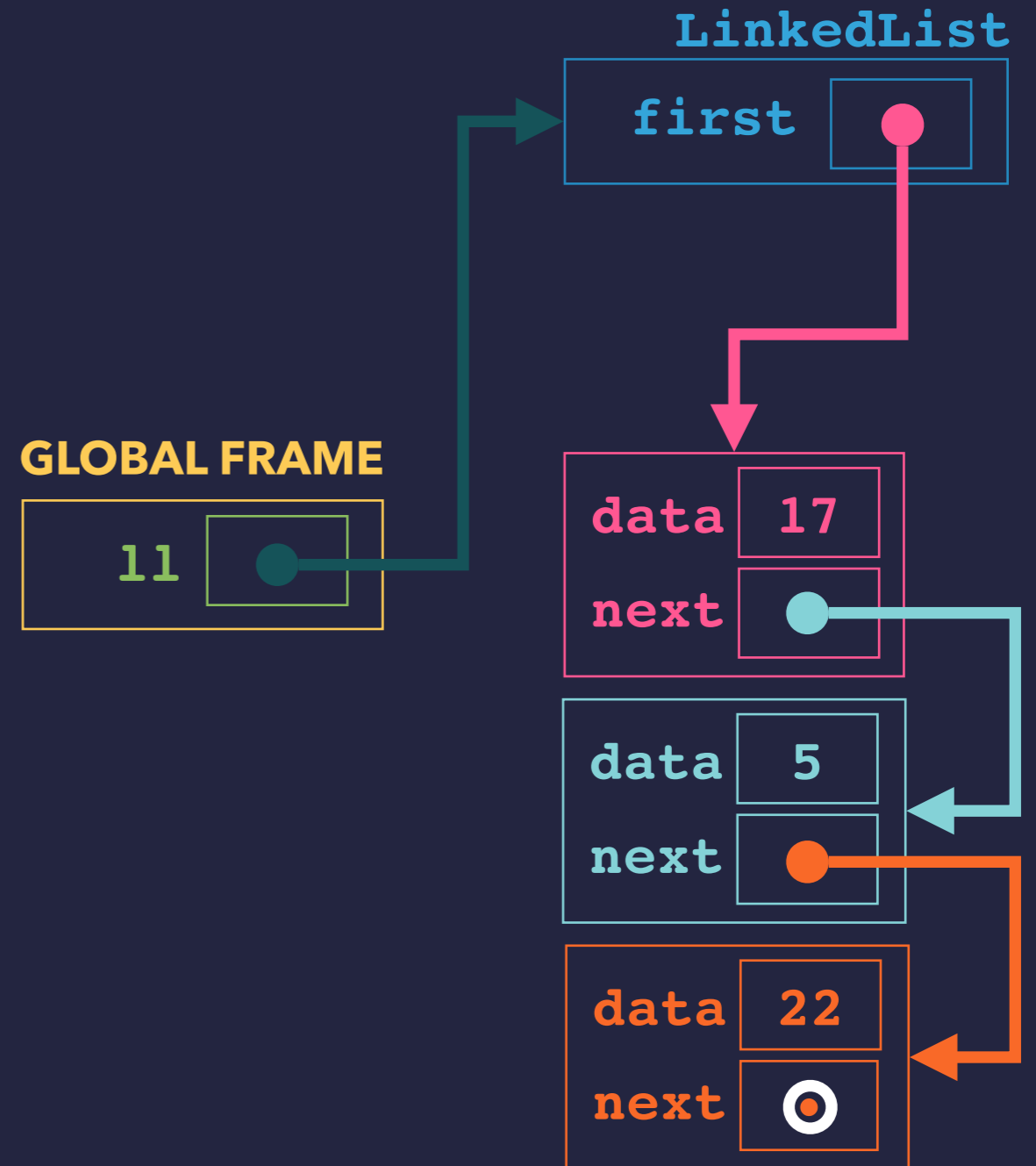
class LinkedList:
    ...
    def append(self, value):
        if self.first == None:
            self.first = Node(value)
        else:
            curr = self.first
            while curr.next != None:
                curr = curr.next
            curr.next = Node(value)

```

```

>>> ll = LinkedList()
>>> ll.append(17)
>>> ll.append(5)
>>> ll.append(22)
>>>

```



## LINKED LIST APPEND

```

class Node:
    def __init__(self, value):
        self.value = value
        self.next = None

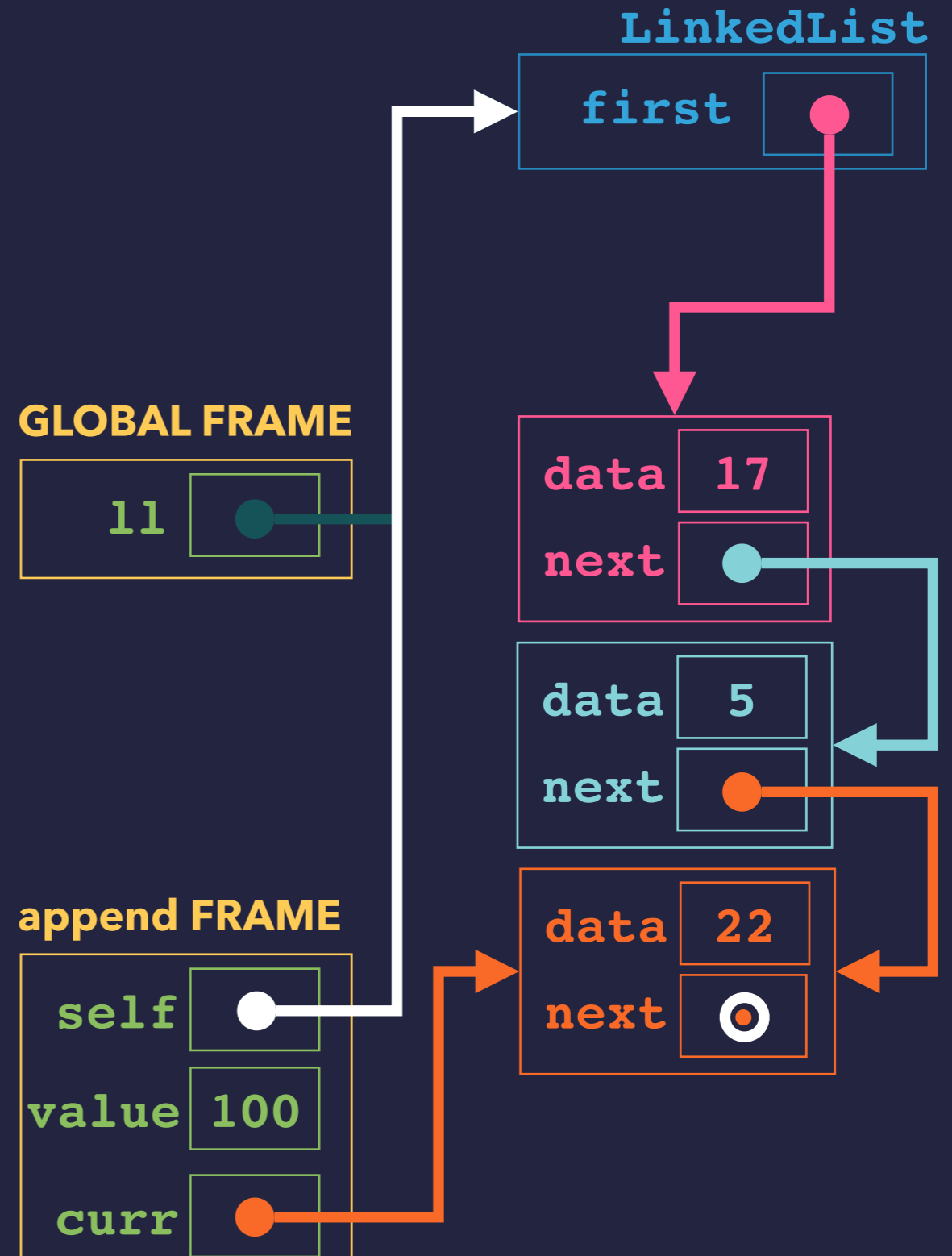
class LinkedList:
    ...
    def append(self, value):
        if self.first == None:
            self.first = Node(value)
        else:
            curr = self.first
            while curr.next != None:
                curr = curr.next
            curr.next = Node(value)

```

```

>>> ll = LinkedList()
>>> ll.append(17)
>>> ll.append(5)
>>> ll.append(22)
>>> ll.append(100)

```



## LINKED LIST APPEND

```

class Node:
    def __init__(self, value):
        self.value = value
        self.next = None

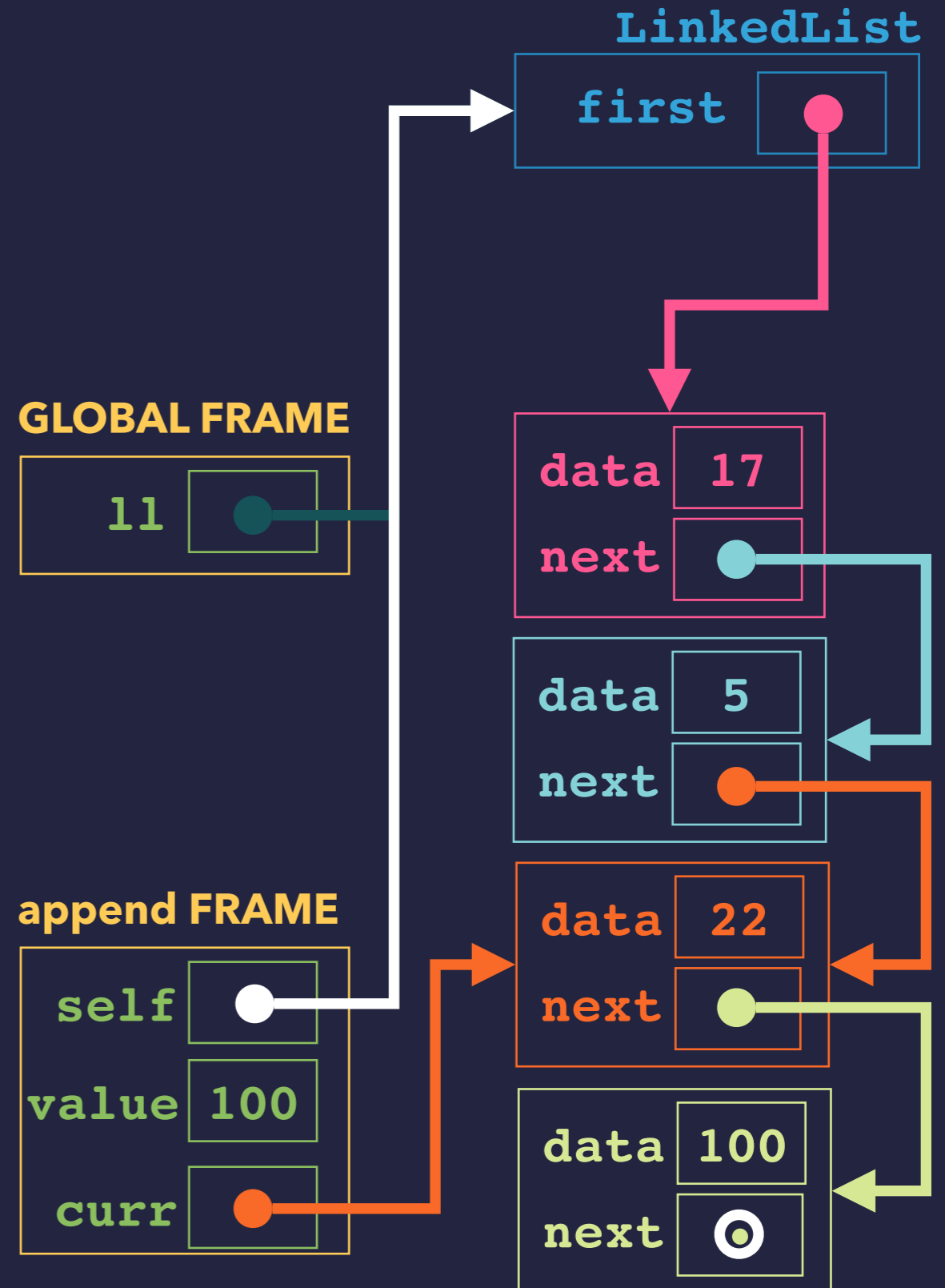
class LinkedList:
    ...
    def append(self, value):
        if self.first == None:
            self.first = Node(value)
        else:
            curr = self.first
            while curr.next != None:
                curr = curr.next
            curr.next = Node(value)

```

```

>>> ll = LinkedList()
>>> ll.append(17)
>>> ll.append(5)
>>> ll.append(22)
>>> ll.append(100)

```



# PRINTING THE VALUES IN A LINKED LIST

# LINKED LIST OUTPUT

```
class LinkedList:  
    ...  
    def output(self):  
        curr = self.first  
        while curr != None:  
            print(curr.value)  
            curr = curr.next
```

```
>>> ll.output()  
17  
5  
22  
100  
>>>
```

GLOBAL FRAME



LinkedList



# STRING REPRESENTING A LINKED LIST

## LINKEDLIST AS STRING

```

class LinkedList:
    ...
    def asString(self):
        s = "<"
        if self.first != None:
            s += str(self.first.value)
            curr = self.first.next
            while curr != None:
                s += ", "
                s += str(curr.value)
                curr = curr.next
        s += ">"
        return s

```

```

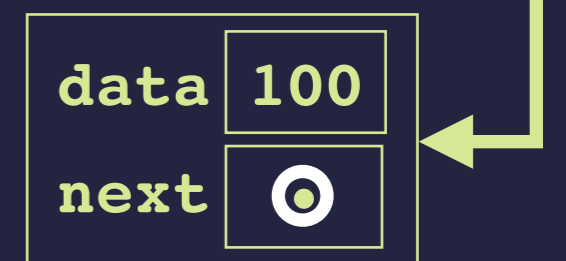
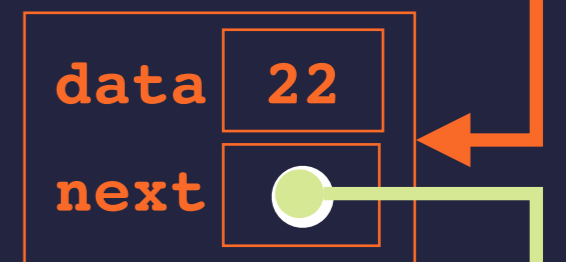
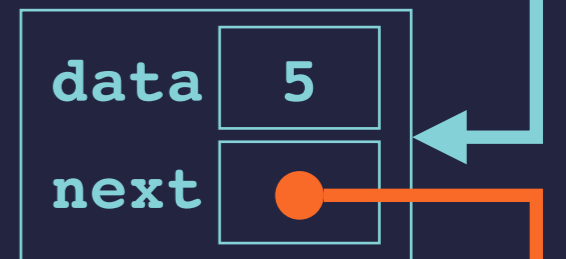
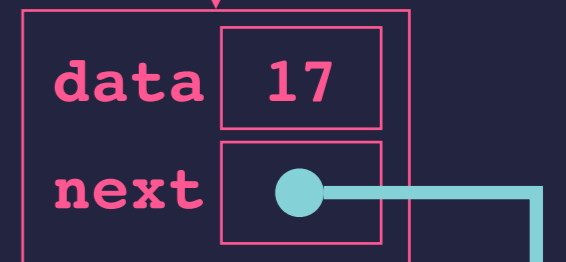
>>> ll.asString()
'<17, 5, 22, 100>'
>>>

```

GLOBAL FRAME



LinkedList



# CHECKING WHETHER A LIST CONTAINS A VALUE

# LINKED LIST CONTAINS CHECK

```
class LinkedList:
    ...
    def contains(self, value):
        curr = self.first
        while curr != None:
            if curr.value == value:
                return True
            curr = curr.next
        return False
```

```
>>> ll.contains(5)
True
>>> ll.contains(88)
False
>>>
```

GLOBAL FRAME



LinkedList

