

1 Linked List Practice

Here's a basic `SLList` class we've defined. Assume the `SLList` constructor is properly implemented and creates a sentinel with a placeholder value. Use `SLList` to answer the following parts.

```
public class SLList {
    private class IntNode {
        public int item;
        public IntNode next;
        public IntNode(int item, IntNode next) {
            this.item = item;
            this.next = next;
        }
    }

    private IntNode sentinel;
    private int size;

    public void addFirst(int x) {
        this.sentinel.next = new IntNode(x, this.sentinel.next);
        this.size += 1;
    }
}
```

- (a) Implement `addLast(int x)`, a method of `SLList` that creates a new `IntNode` and adds it to the back of our `SLList`

```
public void addLast(int x) {
```

```
}
```

- (b) Notice that this is quite slow for long `SLLists`, why? How can we change `SLList` to make this faster?

- (c) Let's create a Doubly Linked List class. The `DLList` should be able to support a fast insertion at both the front and back of the list. Assume the `DLList` constructor is already implemented and creates a sentinel node with a placeholder value properly. Also assume `sentinel.next` points to the first node in the list, and `sentinel.prev` points to the last node. Fill in the blanks below:

```
public class DLList {
    private class IntNode {
        public int item;

        public IntNode(int item, IntNode next, IntNode previous) {

        }
    }

    private IntNode sentinel;
    private int size;

    public void addFirst(int x) {
        this.size += 1;
        IntNode oldFront = this.sentinel.next;
        IntNode newNode =

    }

    public void addLast(int x) {
        this.size += 1;
        IntNode oldBack = this.sentinel.prev;
        IntNode newNode =

    }
}
```

- (d) Implement `destructiveReverse`, a method of `DLList` that destructively reverses the values of our `DLList`. For example, if our list is $1 \leftrightarrow 3 \leftrightarrow 5 \leftrightarrow 7$, then `destructiveReverse` should modify the list to be $7 \leftrightarrow 5 \leftrightarrow 3 \leftrightarrow 1$. `destructiveReverse` should modify **values only**, not pointers.

```

public void destructiveReverse() {
    if (this.size == 0) {
        return;
    }
    IntNode lPointer =
    IntNode rPointer =
    int lIndex = 0;
    int rIndex = this.size - 1;
    while (.....) {
        int temp =

    }
}

```

2 ArrayLists

Use the following class structure to answer the following parts below.

```

1 public class AList {
2     private int[] items;
3     private int size;
4     private int FACTOR = 2;
5
6     public AList() {
7         items = new int[100];
8         size = 0;
9     }
10
11    public int getLast() {
12        return items[size - 1];
13    }
14
15    public int get(int i) {
16        return items[i];
17    }
18
19    public int size() {
20        return size;
21    }
22
23    private void resize(int capacity) {
24        int[] a = new int[capacity];
25        System.arraycopy(items, 0,
26                        a, 0, size);
27        items = a;
28    }
29 }

```

- (a) Implement the `removeLast(int x)` method that "removes" and returns the int value at the end of the `AList` by setting it to null. You do not have to resize down in this implementation.

```

    public int removeLast() {

    }

```

- (b) Finish the implementation of the `addLast(int x)` method that adds an int at the end of the `AList` (`index=size`). The method should take into account the case

when items has no more space available and increase the capacity of items by a factor of FACTOR. Feel free to use any helper methods available in the code above.

```
public void addLast(int x) {
    if (-----) {

    }
}
```

```
}
```

- (c) Your friend would love to use your AList class for Proj0 of his SC16p class at UCLA. However, he needs your AList class to have a method that allows him to remove and return values at specific indices. Since you go to the Number 1 public university in the United States, he requests you to implement `remove(int index)` which removes and returns the element at the index. Assume index is in $[0, \text{size})$ and that the method in part a works as intended.

```
public int remove(int index) {

    for (-----) {

    }

}
```

```
}
```

