Ordered Linked List Activity

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- Remarks for Python and Java programmers
 - Python and Java do not have explicit pointers
 - But an object is given by its address
 - Objects persists in memory until nobody has a reference (i.e. a pointer) to them

- What do we need for a node:
 - A place for the key
 - A pointer to the record
 - A pointer to the next node

```
class Node:
def __init__ (self, key = None, nextN = None, data = None):
    self.key = key
    self.next = nextN
    self.data = data
def __str__(self):
```

return "Node: key={}, data={}, next={}".format(self.key, self.data, self.next)

- An ordered linked list is given by a node with sentinel value minus infinity
- To find in an OLL:
 - Follow the next pointer until you hit a node with the key that you are looking for
 - Then follow the data link

Implementing look-up

```
def find(self, key):
currentNode = self.head
while currentNode and currentNode.key < key:
    currentNode = currentNode.next
if currentNode and currentNode.key == key:
    return currentNode.key, currentNode.data
else:
    return None</pre>
```

 Question: Why do I know that at the end of the while loop, currentNode.key >= key?

• Implementing insert

```
def insert(self, key, data):
current = self.head
while current.next and key > current.next.key:
    current = current.next
if current.next and current.next.key == key:
    print('key error: insertion failed, {}'.format(key))
    return
newNode = Node(key, current.next, data)
current.next = newNode
return
```

 Why do I know that current after the while loop is the node just to the left of the insertion point?

- Loop Invariant:
 - key > current.next.key
- Only violated when I jump out of the while loop
- Therefore
 - current.key < key < current.next.key if current.next exists
 - current.key < key otherwise

• Implementing delete

```
def delete(self, key):
current = self.head
while current.next and key > current.next.key:
    current = current.next
    if key != current.next.key:
        return
    else:
        current.next = current.next.next
```

Task: Preparation for the homework

- Implement baby bullet nodes
 - Assume that on insert, you make the node into a baby bullet node with probability 0.5
 - if random.random() < 0.5: make node a baby bullet