

Lecture 10: Iterators & Linked Lists

CS 62
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Questions on Lab or Assignment?

Timing?

Quiz

- Topics:
 - Sorting, big-O,
 - iterators
 - set up induction ...

Sort Review

- Selectionsort:
 - Algorithm: Find largest, put at end, sort rest
 - Complexity: $O(n^2)$
- Mergesort:
 - Algorithm: Divide in half, sort each half, then merge them in order
 - Complexity: $O(n \log n)$
 - but needs $O(n)$ extra space to merge into

When we write $\log n$ in CS, we mean $\log_2 n$

Sort Review

- Quicksort: New divide & conquer:
 - Algorithm: Move small elts to left, large to right
Sort left elts, sort right elts, done!
 - Complexity: $O(n \log n)$ on average, $O(n^2)$ in worst case

When we write $\log n$ in CS, we mean $\log_2 n$

What is Best to Use?

- Depends:
 - If small list, then selection, insertion have less overhead
 - If large and must always run quickly, merge sort, but need extra space.
 - If must run fast on average, but occasional slow OK, then quick sort.

When we write $\log n$ in CS, we mean $\log_2 n$

Iterators

- Provide elements of data structure one at a time so can iterate through elts performing operations.
- Interface in standard Java

Iterator in Java

```
public interface Iterator<E> {  
    // Returns true if the iteration has more elements.  
    boolean hasNext()  
  
    // Returns the next element in the iteration.  
    E next()  
  
    /**  
     * Removes from the underlying collection the last element  
     * returned by this iterator (optional operation). */  
    void remove()  
}
```

Another method in Java 8 — may discuss later

Iterator Rules

- Remove is optional (we won't use it)
- Only allowed to call remove once and then must terminate iteration.
- Never change a collection in middle of an iteration
 - Behavior is officially undefined if do!
 - Iterator often copies data structure before iterating, so changes may not appear to original!

Iterable

- Data structures with an iterator, satisfy interface Iterable:
 - Has method iterator() returning Iterator<E>
- Example: ArrayList<E> has method
 - Iterator<E> iterator()
- See definition and use of of iterator in ArrayList<E>.
 - Often implemented by inner class. *Why?*

Code using Iterator

```
Iterator<String> listIterator = myList.iterator();

while(listIterator.hasNext()){
    System.out.println(listIterator.next());
}

while(listIterator.hasNext()){
    String elt = listIterator.next()    if need it twice
    System.out.println(elt);
}
```

Can make it even easier!

Iterators and For loops

```
for(String elt: myList){
    System.out.println(elt);
}
```

- Abbreviates previous code!
- Fine as long as myList has an iterator method
- Called an active or external iterator.

List Iterator

- Notice can have two iterators going through list independently!
- Never modify a data structure when iterating through elements as may get unpredictable results.
 - Most classes in Java collection classes have iterators which are designed to “fail fast”. Throw an exception if continue with iterator (e.g., next()) after add or delete.

Java 8

- See [Iterating over collections in Java 8](#)
- forEach method now in collection classes

```
public void forEach(Consumer<? super E> action)
Description copied from interface: Iterable
```

Performs the given action for each element of the Iterable until all elements have been processed or the action throws an exception. Unless otherwise specified by the implementing class, actions are performed in the order of iteration (if an iteration order is specified). Exceptions thrown by the action are relayed to the caller.

Internal iterator!

Code using forEach

```
myList.forEach(elt ->
    {System.out.println(elt);});
```

red code is anonymous function

- No explicit control over iterator
- Similar to Java 5 built-in for loop
 - but it is a method of data structure!!
 - Consumer is an interface with method void accept (T t)
 - accept method has code to be executed
 - Most valuable when more than one way to traverse
 - May only access effectively final variables from scope

Code

- Method definition:

```
public void forEach(Consumer <? super E>action) {
    for (E elt: this) {
        action.accept(elt);
    }
}
```
- forEach is “default method” of Iterable interface.
 - Automatically inherited in all classes implementing it.
 - See article for restrictions on default methods — can’t access instance variables!