



CH7.

# LIST AND ITERATOR ADTS

ACKNOWLEDGEMENT: THESE SLIDES ARE ADAPTED FROM SLIDES PROVIDED WITH DATA STRUCTURES AND ALGORITHMS IN JAVA, GOODRICH, TAMASSIA AND GOLDWASSER (WILEY 2016)

# ITERATORS

- An **iterator** is a software design pattern that abstracts the process of scanning through a sequence of elements, one element at a time.

`hasNext()`: Returns true if there is at least one additional element in the sequence, and false otherwise.

`next()`: Returns the next element in the sequence.

- Some iterators offer a third operation: `remove()` to modify the data structure while scanning its elements

# USES OF ITERATORS

- Abstracts a series or collection of elements
  - A container, e.g., List or PositionalList
  - A stream of data from a network or file
  - Data generated by a series of computations, e.g., random numbers
- Facilitate generic programming of algorithms to operate on any source of data, e.g., finding the minimum element in the data
- Why?
  - While it is true we could just reimplement minimum as many times as needed, it is better to use a trusted single implementation for: (1) correctness – no silly typos and (2) efficiency – professional libraries are often better than what you could implement on your own.

# THE ITERABLE INTERFACE

- Java defines a parameterized interface, named **Iterable**, that includes the following single method:
  - `iterator()`: Returns an iterator of the elements in the collection.
- An instance of a typical collection class in Java, such as an `ArrayList`, is `Iterable` (but not itself an iterator); it produces an iterator for its collection as the return value of the `iterator()` method.
- Each call to `iterator()` returns a new iterator instance, thereby allowing multiple (even simultaneous) traversals of a collection.

# EXAMPLE IN PSEUDOCODE

- The following algorithm will compute the minimum of an iterable collection:

Algorithm minimum

**Input:** **Iterable** collection  $I$  of comparable **Elements**

1. **Iterator**  $it \leftarrow I.iterator()$

2. **Element**  $min \leftarrow \text{null}$

3. **while**  $it.hasNext()$  **do**

4.     **Element**  $e \leftarrow it.next()$

5.     **if**  $e.compareTo(min) < 0$  **then**

6.          $min \leftarrow e$

7. **return**  $min$

## EXAMPLE IN JAVA

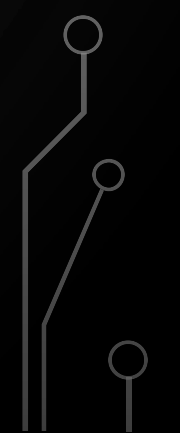
- The following code will compute the minimum of an Iterable collection:

```
1. public static <E extends Comparable<E>> E minimum(  
    Iterable<E> iterable) {  
2.     Iterator<E> it = iterable.iterator();  
3.     E min = null;  
4.     while(it.hasNext()) {  
5.         E e = it.next();  
6.         if(e.compareTo(min) < 0)  
7.             min = e;  
8.     }  
9.     return min;  
10. }
```



# EXERCISE

- Write an algorithm and a Java program using iterators to compute whether a collection contains only unique elements.
    - Test your generic method with both a Java ArrayList and a Java LinkedList
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## EXAMPLE IN PSEUDOCODE

- The following algorithm will compute the minimum of an iterable collection:

Algorithm minimum

**Input:** **Iterable** collection  $I$  of comparable **Elements**

1. **Element**  $min \leftarrow null$
2. **for all** **Element**  $e \in I$  **do**
3.   **if**  $e.compareTo(min) < 0$  **then**
4.      $min \leftarrow e$
5. **return**  $min$


## EXAMPLE IN JAVA

- The following code will compute the minimum of an Iterable collection:

```
1. public static <E extends Comparable<E>> E minimum(  
    Iterable<E> iterable) {  
2.     E min = null;  
3.     for (E e : iterable) {  
4.         if (e.compareTo(min) < 0)  
5.             min = e;  
6.     }  
7.     return min;  
8. }
```



# EXERCISE

- Simplify your algorithm and Java program using the for-each loop construct to determine whether a collection contains only unique elements.
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# FOR-EACH VS ITERATORS

- For-each is not always a replacement for iterators
  - In fact it only replaces the most common use of iterators – iterating entirely through a collection
  - When you can't use a for-each loop, use iterators
    - Essentially, when you need more power, use more power
- Remember this is about generic programming. Iterators abstract the underlying collection. When you know your collection, you might be able to do something different.