# INTRODUCTION TO COMPUTER SCIENCE II LAB 6 Simple lists

#### 1 The SimpleList interface

Some code that you will get from me (see Section 2) contains an *Interface* for a SimpleList. It is a highly simplified version of what the Java List interface demands. Specifically, it requires only the following capabilities of any container object that wants to qualify as a SimpleList:

- insert a value at an index
- remove an index from the list
- get at an index
- set a value at an index
- find the index of a value
- length<sup>1</sup>

We will create and work with a couple of container classes that *implement this interface*.

#### 2 Getting started

Begin by obtaining the source code that is the starting point for this lab, either by clicking this link or by logging into remus/romulus and using this command:

```
$ cp ~sfkaplan/public/COSC-112/lab-6/* .
```

You should end up with a collection of five source code files:

- SimpleList.java: Defines the SimpleList interface.
- SimpleArrayList.java: A complete container class that implements the SimpleList interface and internally uses an array to store the values.
- SimpleLinkedList.java: An incomplete container class that implements the SimpleList interface and internally uses a linked list to store the values.
- SimpleLink.java: A (very simple) class whose objects are used by a SimpleLinkedList to construct its chain.
- TestList.java: A static class that is used to create a SimpleList and use its methods to test and debug a SimpleList container class (e.g., SimpleArrayList, SimpleLinkedList).

<sup>&</sup>lt;sup>1</sup>Unfortunately, this one is a noun and not a verb, so it looks a little awkward here, but I think you know what it does.

### 3 Your assignment

There are a few steps to be performed with this source code:

- 1. **Comment the interface**: Examine both SimpleList.java (the interface itself) and SimpleArrayList.java (a container class that implements the interface). See how each method behaves. For example, if there is a call to *insert* a value at a position that is beyond the current list's length, what should happen? See what the actual container class does. Then, **comment** SimpleList.java to explain how each method in the interface should behave to properly conform to the interface's expectations.
- 2. Complete the linked list container: Open SimpleLinkedList.java and you will find three methods, marked by the comment, // COMPLETE ME, that are not complete. Fill in those methods to behave just as you described in the interface's comments.
- 3. **Test your linked list container:** Modify and use the tester class, TestList.java, to debug your work in SimpleLinkedList.java.

## 4 How to submit your work

Use the CS submission systems to submit your SimpleList.java and SimpleLinkedList.java source code files:

- Web-based: Visit the submission system web page.
- Command-line based: Use the "lamcgeoch/submit command at your shell prompt.

This assignment is due on Sunday, Dec-04, 11:59 pm.