## INTRODUCTION TO COMPUTER SCIENCE II LAB 5 A Singly Linked List

## **1** A nice singly-linked list

We have, in class, worked out in some detail how to construct a linked list container that implements a linear-container interface (NiceList<E>) that can store any object type (i.e., is *generic*). It used *sentinels* as beginning and ending markers of the list, thus avoiding the need for special cases when inserting and deleting items.

That work was on a *doubly-linked list*—that is, a list whose links contain both *next* and *previous* pointers. Linked lists, however, may also be *singly linked*—each link contains a *next* pointer, but no *previous* one. Our goal, in this lab, is to implement the NiceList<E> interface with a singly linked list structure.

## 2 What you must do

As usual, create a new lab-5 directory, and then grab some new starting source code:

- On remus/romulus, perform the following command: \$ cp ~sfkaplan/public/COSC-112/lab-5/\*.java .
- On your own computer, download and extract this zip file.

You will find the following in this collection of source code files:

- NiceList.java: The interface that defines what a NiceList class must do.
- NiceSingleLinkedList.java: The beginnings of our new linked list class. So far, it declares some data members and a constructor, but the rest of the methods must be filled in. You **are** allowed to add additional methods and data members as you see fit.
- NiceSingleLink. java: Defines one link in a singly linked-list chain.
- SingleSentinel.java: A sentinel for a singly-linked list. This class overrides the *value* getter and setter, making any attempted use throw an exception.
- SingleHeadSentinel.java: A special type of sentinel to be used only to mark the head of a list.

• SingleTailSentinel.java: A special type of sentinel to be used only to mark the tail of a list. Its *next* getter and setter are overriden, where any attempted use triggers an exception.

A few critical things to notice about the linked list class that you must complete:

- There is a <u>length</u> data member. If your methods keep this instance variable updated, then they may also use it. Doing so may simplify the code for a number of methods.
- The methods you must write should be a specific behavior. Check the interface itself (in NiceList.java) and examine the comments to see what the behavior of each should be.
- There is a reverse () method required by the interface. You may have this method initially do nothing, and completing it is not necessary for the assignment. Consider it a personal challenge. It must be written to reverse the order of the links in the list (and not just the values) without creating any new links.
- There is no class with a main () method. Write one. Use it to test your own code.

## **3** How to submit your work

Use the CS submission systems to submit your NiceSingleLinkedList.java source code file. Use one of these two methods:

- Web-based: Visit the submission system web page.
- Command-line based: Use the cssubmit command at your shell prompt.

This assignment is due on Sunday, Apr-09, 11:59 pm.