



# IN1010 uke 7

Gruppe 7

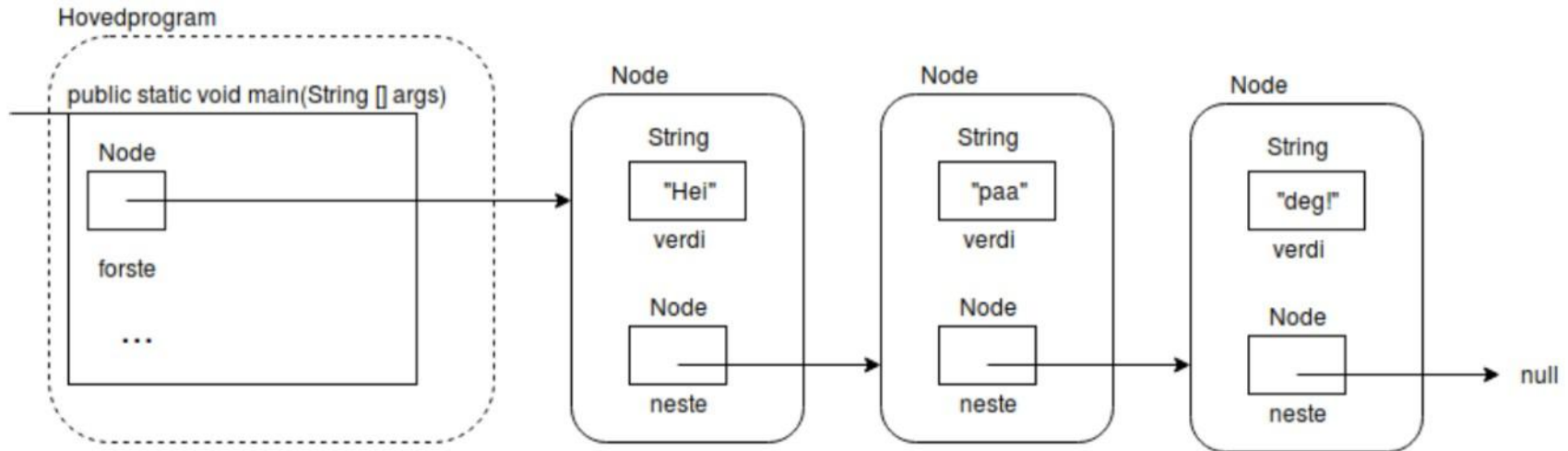
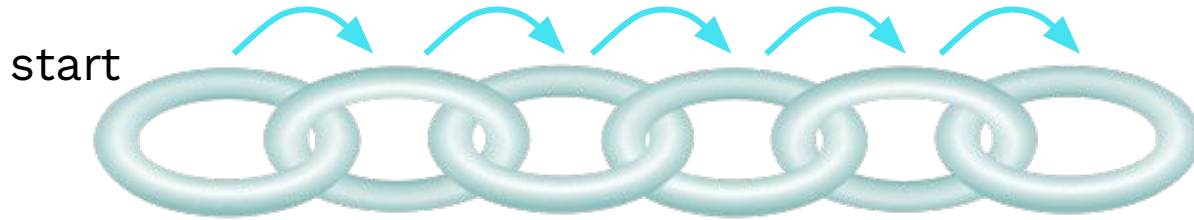
# Agenda

- Mer om lister og lenkelister
  - Alternativ: Dobbeltenket liste
  - Ulike listetyper
    - FIFO
    - LIFO
  - Comparable, compareTo
  - Iterable
    - Kodeeksempel
- Jobbe med oppgaver/trix/oblig!

# Lenkelister



# Lenkeliste - repetisjon



### Hovedprogram

```
public static void main(String [] args)
```

```
Lenkeliste<String>
```

```
listenVaar
```

```
...
```

### Lenkeliste

```
Node
```

```
forste
```

```
void settInnForan(T ting)
```

```
void taBortSiste()
```

```
void skrivUtAlle()
```

```
boolean finnesIListen(T ting)
```

Node

```
String
```

```
"Hei"
```

```
verdi
```

```
Node
```

```
neste
```

Node

```
String
```

```
"paa"
```

```
verdi
```

```
Node
```

```
neste
```

Node

```
String
```

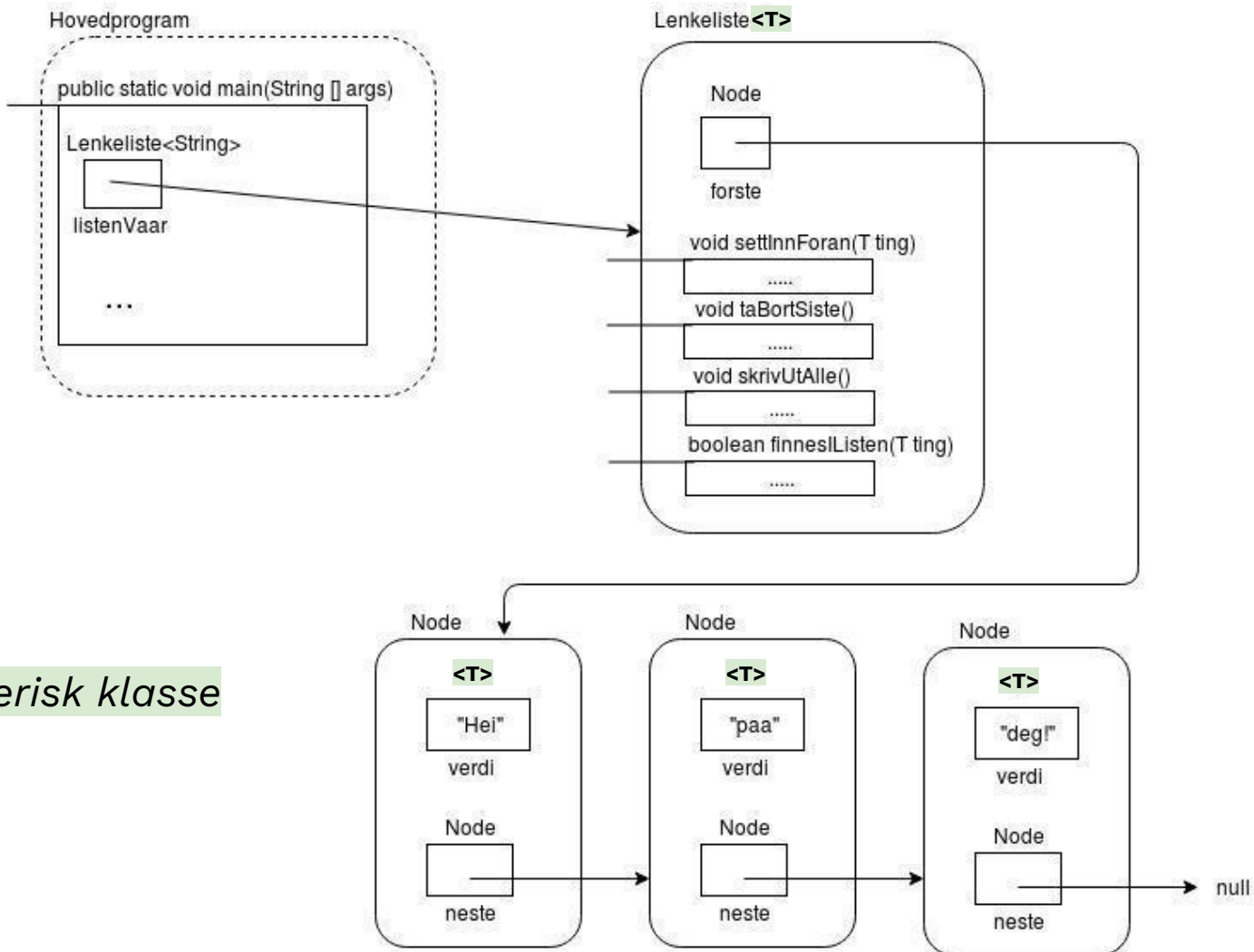
```
"deg"
```

```
verdi
```

```
Node
```

```
neste
```

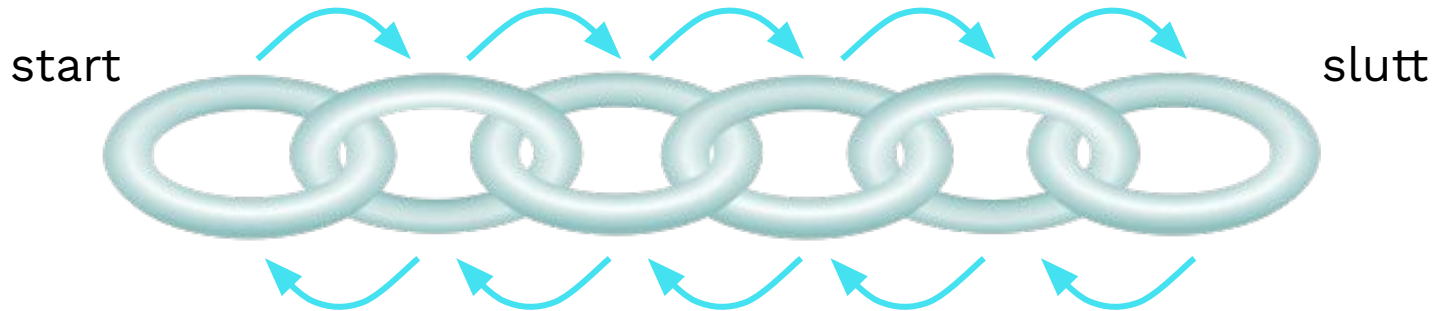
null



*Generisk klasse*

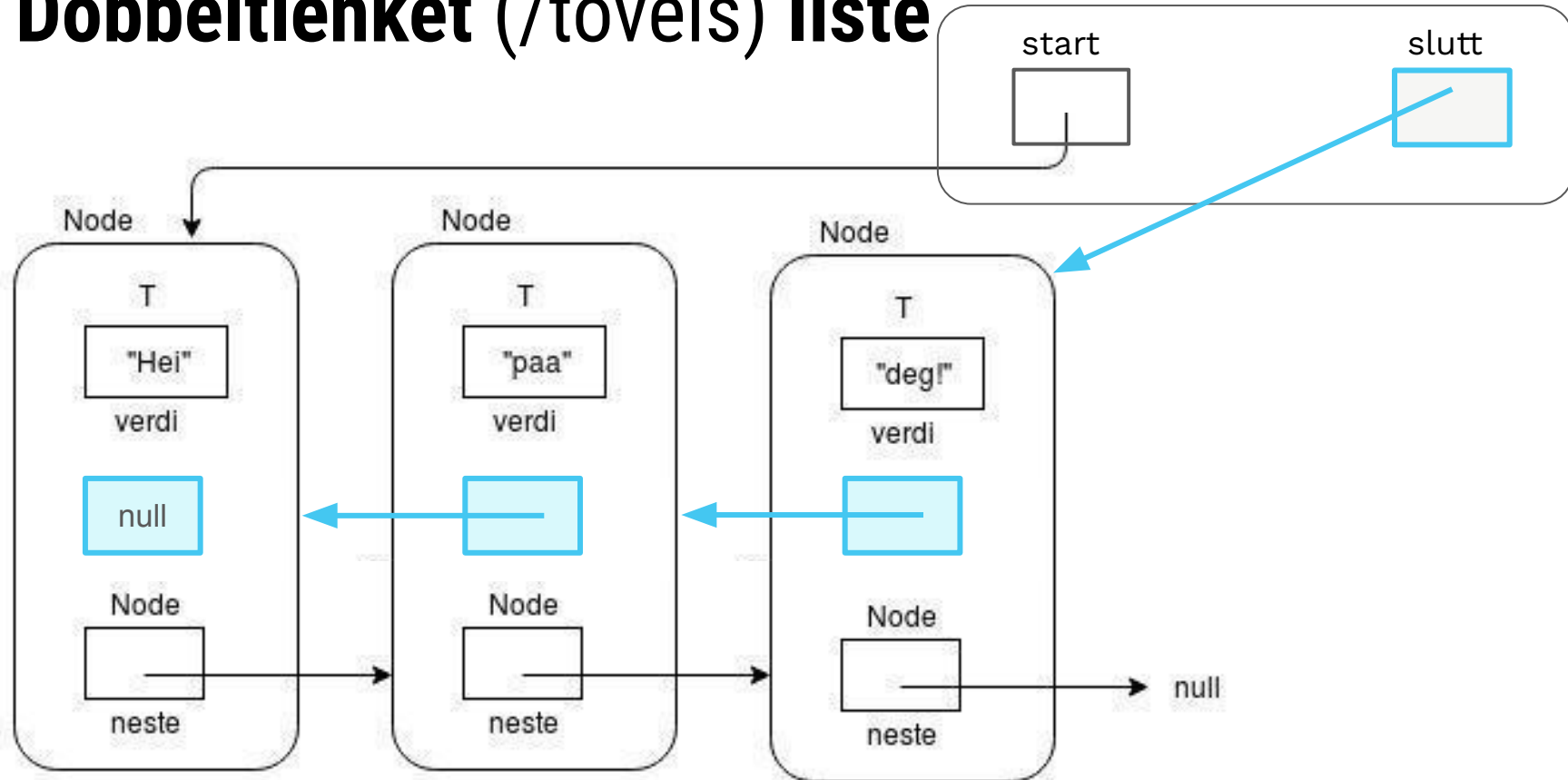
# Dobbeltlenket (/toveis) liste

- + Kan gå gjennom listen begge retningene
- + Lettere sletting av noder som ikke ligger først i listen
- Mer å holde orden på når man skriver metodene



# Dobbeltlenket (/toveis) liste

Lenkeliste<T>





# Ulike typer lister

- Kø (FIFO: First in first out)

- *Sett inn:* Bakerst
- *Ta ut:* Foran



- Stabel/Stack (FILO: First in last out)

- *Sett inn:* Foran
- *Ta ut:* Foran



- Prioritetskø

- *Ta ut:* Verdi med høyest prioritet

# Comparable, compareTo

- *Comparable*: interface med metoden  

```
int compareTo(T otherObj);
```
- Implementer hvis vil sammenligne objekter av vår klasse
- *a.compareTo(b)* returnerer en int...
  - = 0 hvis lik
  - *positivt* tall hvis **a** er *større* enn **b**
  - *negativt* tall hvis **a** er *mindre* enn **b**

*compareTo* er implementert i *Vare* basert på prisen  
Hva burde skrives ut? (0 / positivt tall / negativt tall)?

```
public static void main(String[] args) {  
    Vare agurk = new Vare(pris: 20);  
    Vare tomat = new Vare(pris: 10);  
    Vare melk = new Vare(pris: 20);  
  
    System.out.println(agurk.compareTo(tomat));  
    System.out.println(agurk.compareTo(agurk));  
    System.out.println(agurk.compareTo(melk));  
    System.out.println(tomat.compareTo(melk));  
}
```

*compareTo* er implementert i *Vare* basert på prisen  
Hva burde skrives ut? (0 / positivt tall / negativt tall)?

```
public static void main(String[] args) {
```

```
    Vare agurk = new Vare(pris: 20);
```

```
    Vare tomat = new Vare(pris: 10);
```

```
    Vare melk = new Vare(pris: 20);
```

```
    System.out.println(agurk.compareTo(tomat));
```

10

```
    System.out.println(agurk.compareTo(agurk));
```

0

```
    System.out.println(agurk.compareTo(melk));
```

0

```
    System.out.println(tomat.compareTo(melk));
```

-10

Svar:

*compareTo* er implementert i *Vare* basert på prisen

```
class Vare implements Comparable<Vare> {
    int pris;

    public Vare(int pris) {
        this.pris = pris;
    }

    @Override
    public int compareTo(Vare o) {
        return pris - o.pris;
    }
}
```

*compareTo* er implementert i *Vare* basert på prisen

*Alternativ:*

```
class Vare implements Comparable<Vare> {
    int pris;

    public Vare(int pris) {
        this.pris = pris;
    }

    @Override
    public int compareTo(Vare o) {
        if (pris > o.pris) return 1;
        if (pris < o.pris) return -1;
        // pris == o.pris
        return 0;
    }
}
```

# Iterable

- *Iterable*: interface med metoden

```
public Iterator<T> iterator()
```

- For å kunne gå gjennom listen med en for-each loop

# Iterable

→ Trenger:

Liste<T> implements Iterable<T>

- metoder: `iterator()`

Indre klasse: `ListIterator` implements `Iterator<T>`

- metoder: `hasNext()` og `next()`



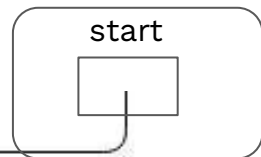
# Kodeeksempel

*Iterable Lenkeliste*



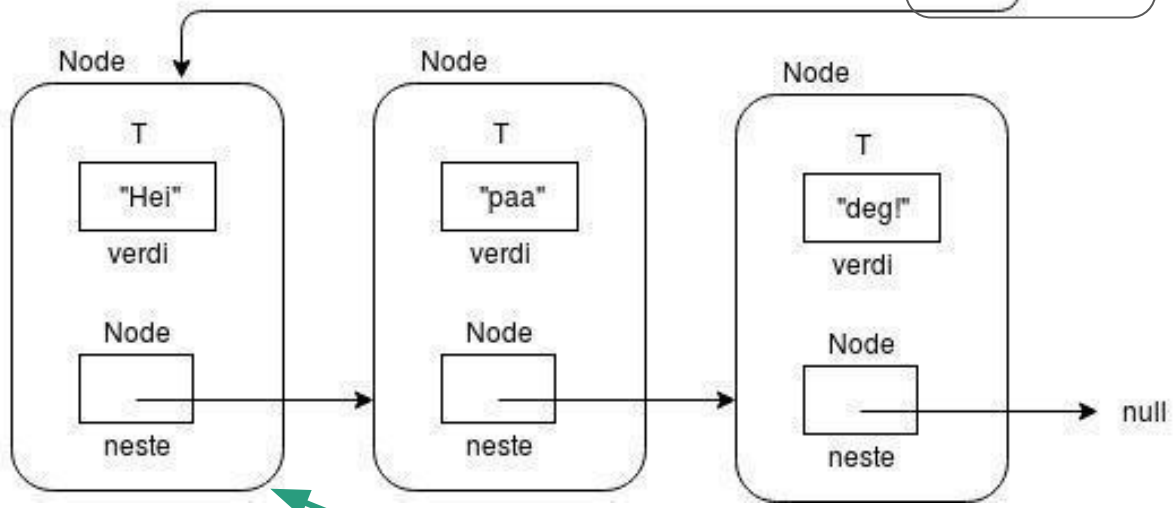
```
private class LenkelisteIterator implements Iterator<E> {  
    → Node noden = start;  
}
```

Lenkeliste<T>

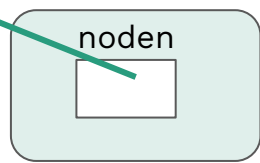


```
@Override  
public boolean hasNext() {  
    return noden != null;  
}
```

```
@Override  
public E next() {  
    if (noden == null) {  
        throw new NoSuchElementException(  
            s: "next");  
    }  
  
    E returVerdi = noden.verdi;  
    noden = noden.neste;  
    return returVerdi;  
}
```

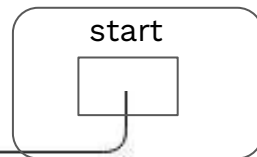


LenkelisteIterator



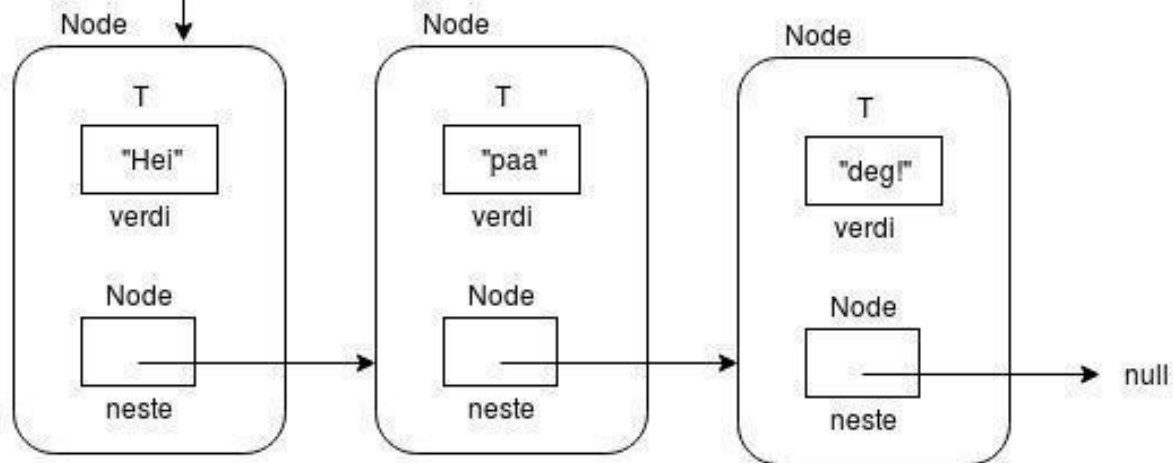
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    Node noden = start;  
}
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Lenkeliste<T>



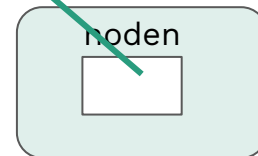
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    E returVerdi = noden.verdi;  
    → noden = noden.neste;  
    return returVerdi;  
}
```



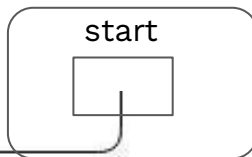
Returverdi:  
"Hei"

LenkelisteIterator



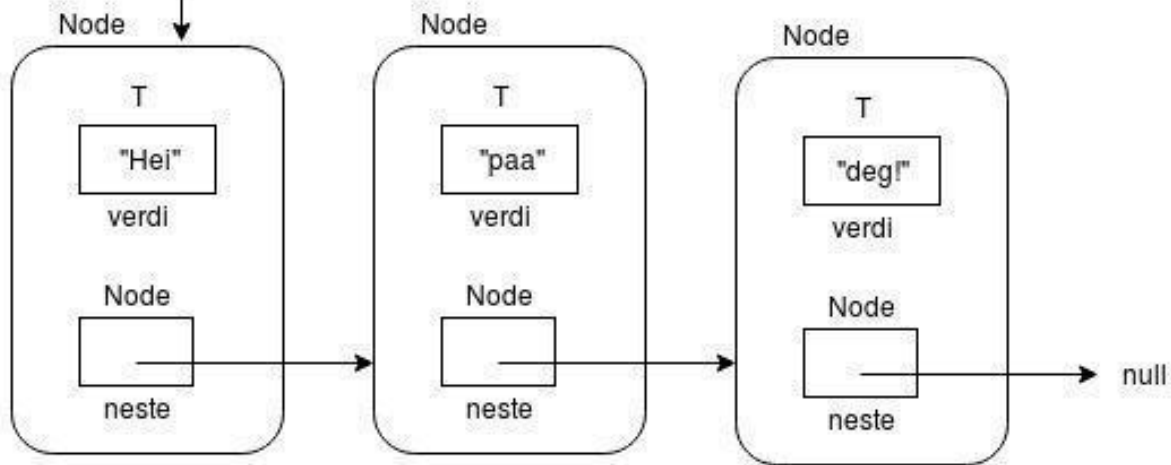
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Lenkeliste<T>



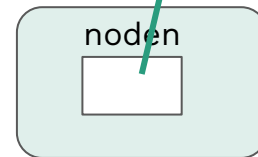
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@Override  
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    }  
  
    E returVerdi = noden.verdi;  
    → noden = noden.neste;  
    return returVerdi;  
}
```



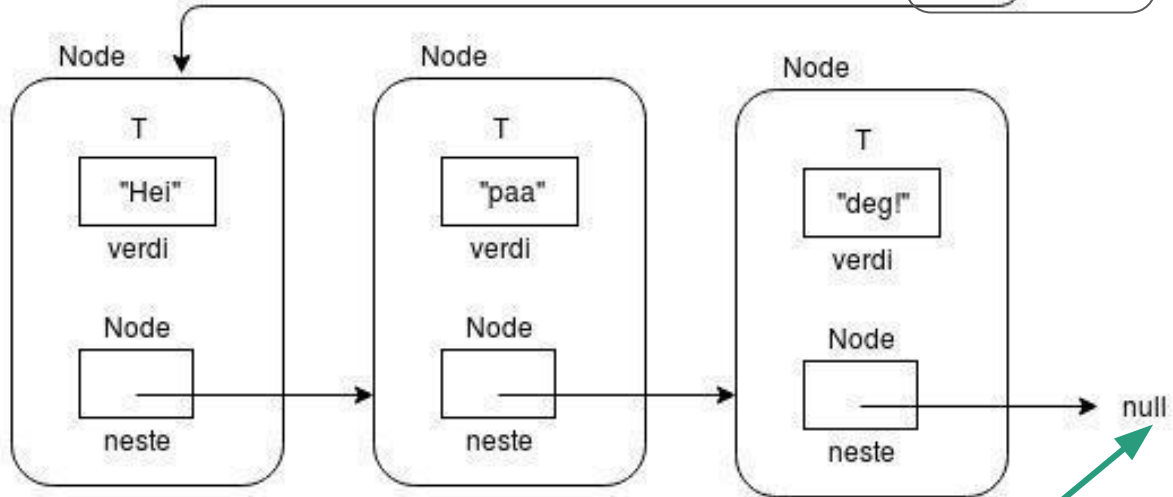
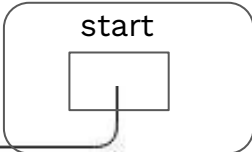
Returverdi:  
"Hei"  
"paa"

LenkelisteIterator



```
private class LenkelisteIterator implements Iterator<E> {  
    Node noden = start;  
}
```

Lenkeliste<T>

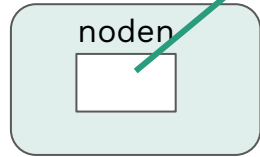


```
@Override  
public boolean hasNext() {  
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@Override  
public E next() {  
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        throw new NoSuchElementException(  
            s: "next");  
    }  
  
    E returVerdi = noden.verdi;  
    → noden = noden.neste;  
    return returVerdi;  
}
```

Returverdi:  
"Hei"  
"paa"  
"deg!"

LenkelisteIterator



# Jobb med oppgaver!

IN1010 Emnesiden → Grupper →  
Gruppe 7 → Uke7

