

Sequences and Iterators



Sequence ADT (§ 5.3)

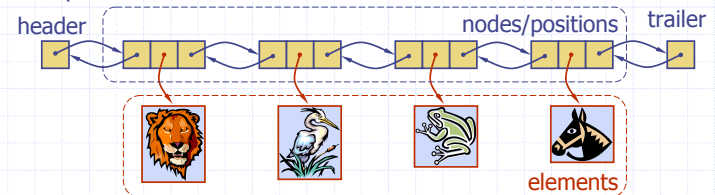
- ◆ The **Sequence** ADT is the union of the **Vector** and **List** ADTs
- ◆ Elements accessed by
 - Rank, or
 - Position
- ◆ Generic methods:
 - `size()`, `isEmpty()`
- ◆ **Vector-based** methods:
 - `elemAtRank(r)`, `replaceAtRank(r, o)`, `insertAtRank(r, o)`, `removeAtRank(r)`
- ◆ **List based** methods:
 - `first()`, `last()`, `prev(p)`, `next(p)`, `replace(p, o)`, `insertBefore(p, o)`, `insertAfter(p, o)`, `insertFirst(o)`, `insertLast(o)`, `remove(p)`
- ◆ **Bridge methods**:
 - `atRank(r)`, `rankOf(p)`

Applications of Sequences

- ◆ The **Sequence** ADT is a basic, general-purpose, data structure for storing an ordered collection of elements
- ◆ **Direct applications**:
 - Generic replacement for stack, queue, vector, or list
 - small database (e.g., address book)
- ◆ **Indirect applications**:
 - Building block of more complex data structures

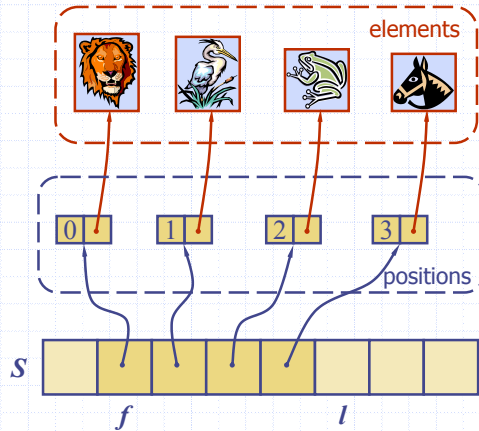
Linked List Implementation

- ◆ A doubly linked list provides a reasonable implementation of the **Sequence** ADT
- ◆ Nodes implement **Position** and store:
 - element
 - link to the previous node
 - link to the next node
- ◆ Special trailer and header nodes
- ◆ **Position-based** methods run in constant time
- ◆ **Rank-based** methods require searching from header or trailer while keeping track of ranks; hence, run in linear time



Array-based Implementation

- ◆ We use a circular array storing positions
- ◆ A position object stores:
 - Element
 - Rank
- ◆ Indices f and l keep track of first and last positions



Sequence Implementations

Operation	Array	List
size, isEmpty	1	1
atRank, rankOf, elemAtRank	1	n
first, last, prev, next	1	1
replace	1	1
replaceAtRank	1	n
insertAtRank, removeAtRank	n	n
insertFirst, insertLast	1	1
insertAfter, insertBefore	n	1
remove	n	1

Iterators (§ 5.4)

- ◆ An iterator abstracts the process of scanning through a collection of elements
- ◆ Methods of the ObjectIterator ADT:
 - object `object()`
 - boolean `hasNext()`
 - object `nextObject()`
 - `reset()`
- ◆ Extends the concept of Position by adding a traversal capability
- ◆ Implementation with an array or singly linked list
- ◆ An iterator is typically associated with another data structure
- ◆ We can augment the Stack, Queue, Vector, List and Sequence ADTs with method:
 - ObjectIterator `elements()`
- ◆ Two notions of iterator:
 - snapshot: freezes the contents of the data structure at a given time
 - dynamic: follows changes to the data structure