

Announcements

Thursday Extras: Today (Friday)

Internship/Research—Summer opportunities Panel

Organized by the SEPC

Office Hours:

Today: canceled

Sunday: 2:00-4:00

Status Reports: Likely Monday

Clear progression of linked list activities in CSC 161

1. Gain experience with access of lists

Program given to create lists with cons

Consider processing for car, second, etc

2. Gain experience with traversing lists

Program given to create lists

Processing starts at front and progresses node-by-node

Examples: count item, print last, change data in node

3. Gain experience modifying list

Example: insert node

two cases: new first node, new node later

Example: delete node—must update previous pointer

two cases: remove first node, remove node later

Example: move node to front

Still more practice with Linked Lists

Questions

Clicker questions

A procedure is supposed to initialize an int variable (in main) to 7. Two approaches are proposed:

```
void initA (int x)
{ x = 7;
}
```

```
int main ()
{ int a;
  initA (a);
}
```

```
void initB (int * p)
{ *p = 7;
}
```

```
int main ()
{ int b;
  initB (&b);
}
```

Which of these approaches works?

- A. Both initA and initB
- B. initA only
- C. initB only
- D. Neither initA nor initB

Assume this declaration

```
struct node {  
    int data;  
    struct node * next;  
}
```

A procedure is supposed to initialize a struct node variable (in main) to NULL. Two approaches are proposed:

```
void initA (struct node * x)  
{ x = NULL;  
}  
  
int main ()  
{ struct node * a;  
  initA (a);
```

```
void initB (struct node * * p)  
{ *p = NULL;  
}  
  
int main ()  
{ struct node * b;  
  initB (&b);
```

Which of these approaches works?

- A. Both initA and initB
- B. initA only
- C. initB only
- D. Neither initA nor initB

Assume this declaration

```
struct node {  
    int data;  
    struct node * next;  
}
```

Consider the following procedure:

```
proc (struct node * p)  
{  
    p->data = 17;  
}
```

Assume B is initialized in main as follows



After initialization, this code appears in main

```
proc (B);  
struct node * ptr = B;  
while (ptr != NULL)  
{ printf (" %d", (*ptr).data);  
  ptr = ptr->next;  
}
```

What is printed?

A. 2 7 1 8 2 8

B. 17 7 1 8 2 8

C. nothing printed

D. compile or run-time error

E. something else

Assume this declaration

```
struct node {  
    int data;  
    struct node * next;  
}
```

Consider the following procedure:

```
proc (struct node * p)  
{  
    p->data = 17;  
    p = p->next;  
}
```

Assume B is initialized in main as follows



After initialization, this code appears in main

```
proc (B);  
struct node * ptr = B;  
while (ptr != NULL)  
{ printf (" %d", (*ptr).data);  
  ptr = ptr->next;  
}
```

What is printed?

A. 2 7 1 8 2 8

B. 17 7 1 8 2 8

C. 7 1 8 2 8

D. compile error
or run-time

E. something else

Assume this declaration

```
struct node {  
    int data;  
    struct node * next;  
}
```

Consider the following procedure:

```
proc (struct node * * p)  
{  
    (*p)->data = 17;  
    *p = (*p)->next;  
}
```

Assume B is initialized in main as follows



After initialization, this code appears in main

```
proc (&B);  
struct node * ptr = B;  
while (ptr != NULL)  
{ printf (" %d", (*ptr).data);  
  ptr = ptr->next;  
}
```

What is printed?

A. 2 7 1 8 2 8

B. 17 7 1 8 2 8

C. 7 1 8 2 8

D. compile error
or run-time

E. something else

Assume this declaration

```
struct node {  
    int data;  
    struct node * next;  
}
```

Consider the following procedure:

```
proc (struct node * p)  
{  
    p->data=17;  
    p->next=(p->next)->next;  
}
```

Assume B is initialized in main as follows



After initialization, this code appears in main

```
proc (B);  
struct node * ptr = B;  
while (ptr != NULL)  
{ printf (" %d", (*ptr).data);  
  ptr = ptr->next;  
}
```

What is printed?

A. 17 7 1 8 2 8

B. 17 1 8 2 8

C. 7 1 8 2 8

D. compile error
or run-time

E. something else

Conclusions:

- In analyzing and developing code for linked lists, draw box-and-pointer diagrams early and often!
- To change a pointer variable within main using a procedure, use an address parameter
- To change values within nodes or pointers within nodes, either a value or address parameter can work

Reminder: CHANGE PARTNERS TODAY!!!!