CSC207.01 2014S, Class 39: Implementing Dictionaries with Arrays or Lists

Overview

- Preliminaries.
  - Upcoming work.
  - Admin.
  - Questions.
- Implementing dictionaries, mark I.
- Looking ahead: A better implementation.
- Lab.

Preliminaries

Upcoming Work

- No writeup today.
- HW 6 remains due tonight.
- Exam 2 makeup due Thursday night (printed in class Friday).

Admin

- Don't forget to vote in the SEPC elections.
- I have no clue why our server continues to flake out. I probably find it even more frustrating than you do.

Extra Credit

- http://www.strikingly.com/pioneerweekend
- Any one Spring into Humanities (or is it vice versa) talk.
- Get and wear one of the 1 in 4 shirts next week.
- CS extra Thursday: Software to enhance wellness: The DavisJan team.
- CS table Friday: Lambda in Java 8.
- CS extra next Monday: Walker and Liberto on bluetooth.

Questions

Do we need to implement iterators for problem 1?

Of course. Traditionaly, queue iterators iterate from front to back.

Do we need to implement iterators for problems 2 and 3?

Problems 2 and 3 are about using structures, rather than implementing them. You'll probably need an iterator for problem 3, but the underlying ADT should provide it to you.

Can you tell what's wrong with my code?

Probably, but I need your code and the actual error message that you got.

Implementing dictionaries, mark I

- Linked list of key/value pairs
- add is O(1)
- sensible add is O(n)
- get is O(n)
- remove is O(n)

Looking ahead: A better implementation

- Use skip lists
  - Add: O(logn)
  - Get: O(logn)
  - Remove: O(logn)
- If we keep the keys in order (and use an array rather than a list), we can do binary search
  - Add O(n)
  - Get O(logn)
  - Remove O(n)
- First question in improving algorithms: Can I use divide and conquer?
- Can we apply divide and conquer to data structures?

Lab

- What's wrong with the unit tests?
  - Don't test what happens if we remove something we've set twice.
- What's wrong with `add`?
  - It turns out that our construtor for nodes was buggy.
  - Moral: You need to look in lots of places to find bugs.
  - Moral: You might want to draw pictures.
  - Moral: Sometimes you only figure things out by tracing code.

- Is the incorrect unit test a good thing?
- How should we deal with the "`remove` fails with duplicate keys" problem?
  - Change `add` to not add duplicates.
  - Change `remove` to remove duplicates.