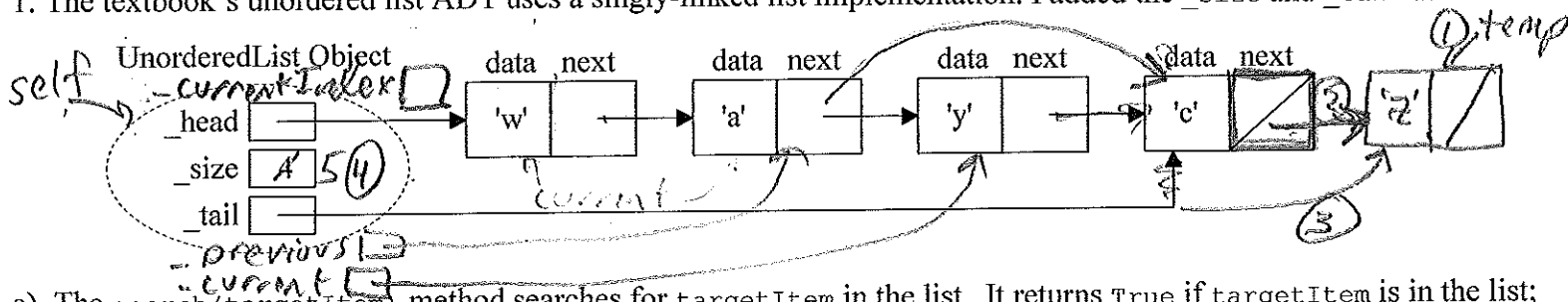


1. The textbook's unordered list ADT uses a singly-linked list implementation. I added the `_size` and `_tail` attributes:



a) The `search(targetItem)` method searches for `targetItem` in the list. It returns `True` if `targetItem` is in the list; otherwise it returns `False`. Complete the `search(targetItem)` method code:

```
class UnorderedList:
    def search(self, targetItem):
        if self._current != None and self._current.getData() == targetItem:
            self._currentIndex = 0
            return True
        self._previous = None
        self._current = self._head
        while self._current != None:
            if self._current.getData() == targetItem:
                return True
            else:
                self._previous = self._current
                self._current = self._current.getNext()
                self._currentIndex += 1
        return False
```

b) The textbook's unordered list ADT does not allow duplicate items, so operations `add(item)`, `append(item)`, and `insert(pos, item)` would have what precondition?

Precondition: item is not in the list

c) Complete the `append(item)` method including a check of it's precondition(s)?

```
def append(self, item):
    if self.search(item):
        raise ValueError("cannot append duplicate item")
    temp = Node(item)
    if self._size == 0:
        self._head = temp
    else:
        self._tail.getNext(temp)
```

d) Why do you suppose I added a `_tail` attribute? to get O(1) append

```
self._tail = temp
self._size += 1
```

e) The textbook's `remove(item)` and `index(item)` operations "Assume the item is present in the list." Thus, they would have a precondition like "Item is in the list." When writing a program using an `UnorderedList` object (say `myGroceryList = UnorderedList()`), how would the programmer check if the precondition is satisfied?

`itemToRemove = input("Enter the item to remove from the Grocery list: ")`

```
if myGroceryList.search(itemToRemove):
    myGroceryList.remove(itemToRemove)
```

f) The `remove(item)` and `index(item)` methods both need to look for the item. What is inefficient in this whole process?

call search as user of unorderedList, method calls search to check precondition, and method has loop to look down list

g) Modify the `search(targetItem)` method code in (a) to set additional data attributes to aid the implementation of the `remove(item)` and `index(item)` methods.

h) Write the `index(item)` method including a check of its precondition(s).

```
def index(self, item):
    if not self.search(item):
        raise ValueError("Cannot not call index if item not in list")
    return self._currentIndex
```

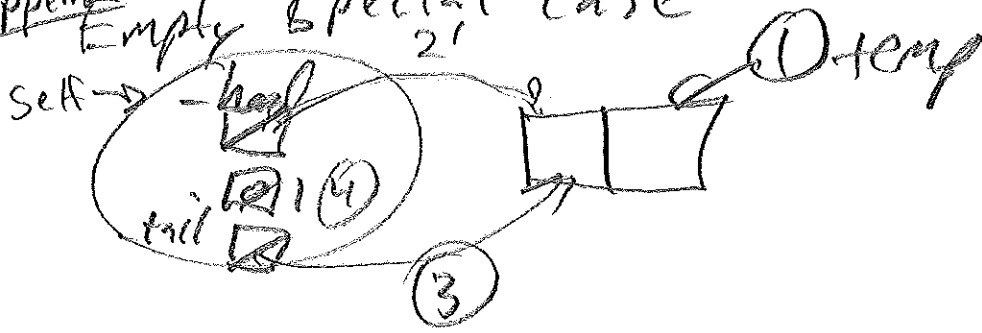
i) Write the `remove(item)` method including a check of its precondition(s).

```
def remove(self, item):
    if not self.search(item):
        raise ValueError("Cannot remove item not in list")
```

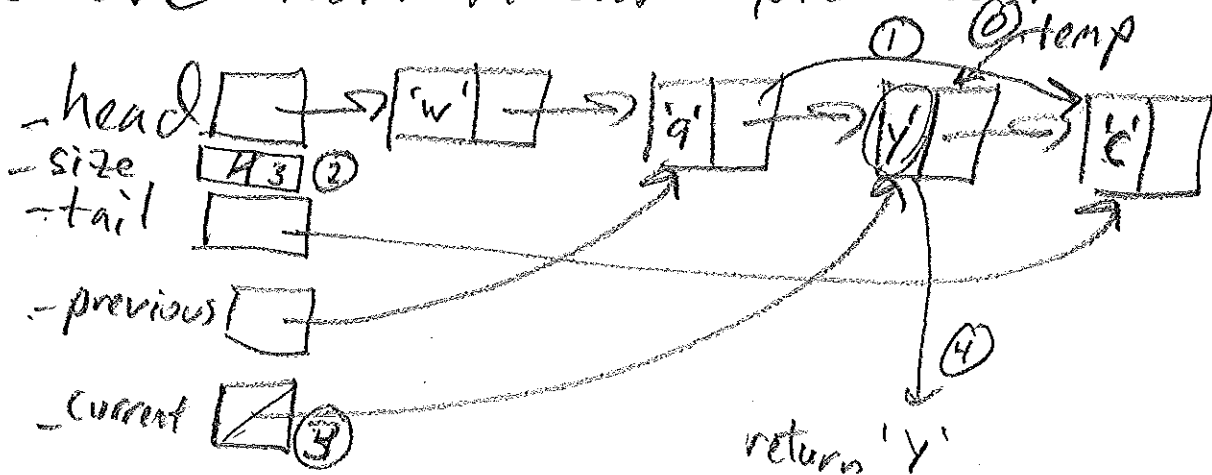
```

① temp = self._current
② if self._current == self._head:
③     self._head = self._current.getNext()
④ else:
⑤     self._previous.setNext(self._current.getNext())
⑥ self._size -= 1
⑦ if self._current == self._tail:
⑧     self._tail = self._previous
⑨ self._current = None
⑩ return temp.getData()
```

Appendix Empty & special case



and return middle of list
Remove "normal" case picture; remove 'y'

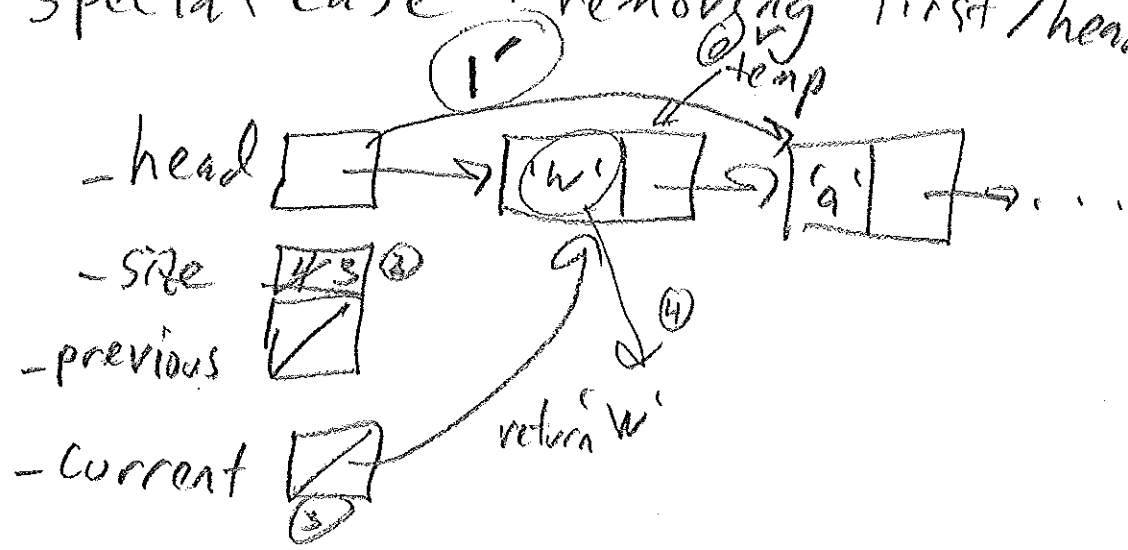


- ② `temp = self._current`
- ① `self._previous.setNext(self._current.getNext())`
- ② `self._size -= 1`
- ③ `self._current = None`
- ④ `return temp.getData()`

special cases:

- removing first item in list
- removing tail item in list
- remove only item in list

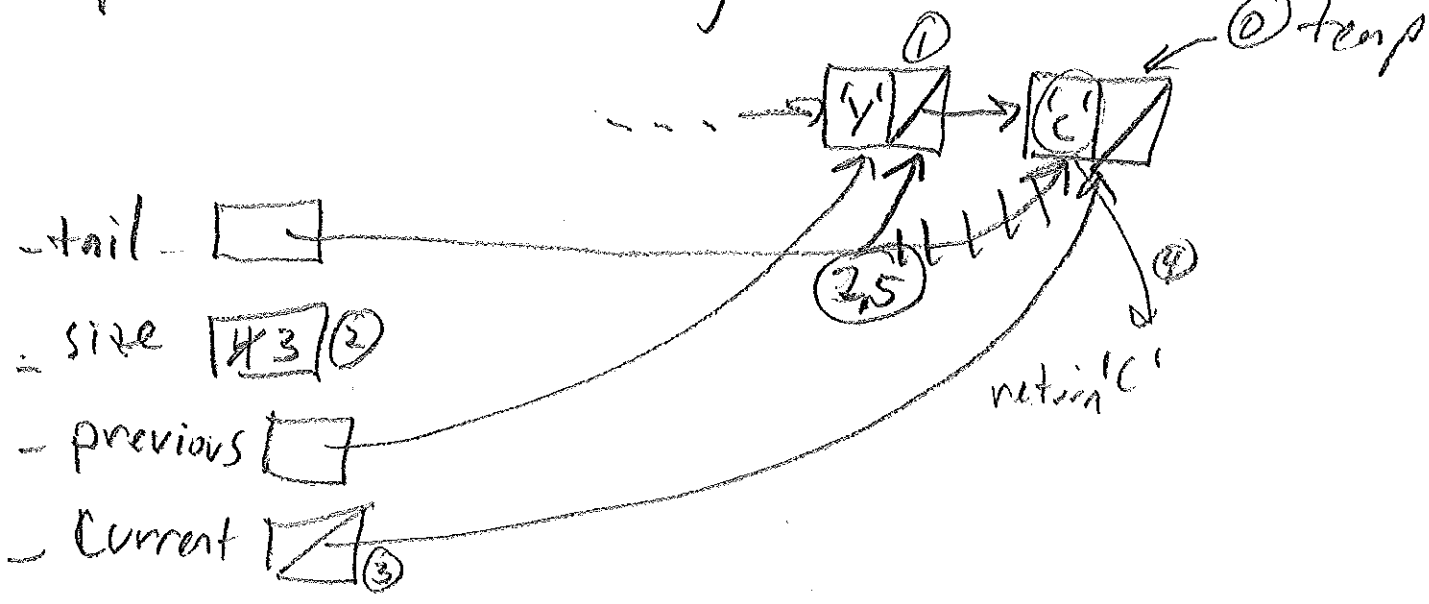
Remove
Special case - removing first/head item, 'w'



Note: normal case code step 1 cause error since self._previous has value of None

Alternate step 1 needed to set self._head around first node

special case removing tail item: 'c'



Note: normal case code steps all work, except _tail needs to be reset to the _previous as step 2.5

Remove (and return) code - see Lecture 8
Page 2

def remove

Claim is code on Lecture 8 page 2

works for removing only item
in list.

