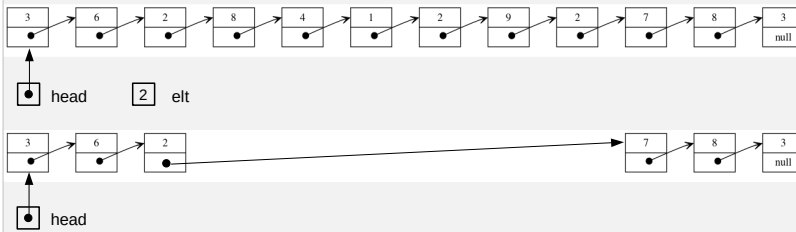


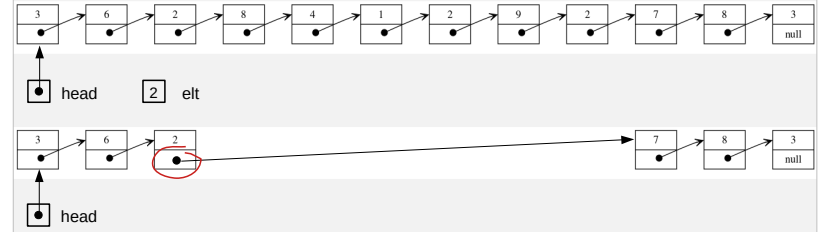
Lab 5 – Compact

- draw before and after pictures
 - task is to remove the nodes between the first occurrence of elt up to and including the last occurrence of elt



Lab 5 – Compact

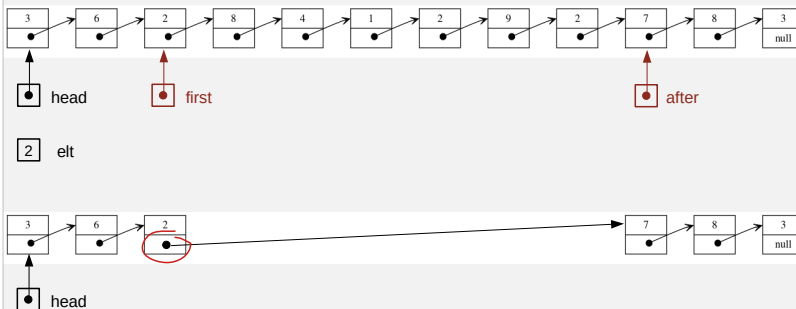
- identify what is different
 - remove nodes by relinking without them – no explicit deallocation is needed



only a single setNext is needed to do the actual compaction!

Lab 5 – Compact

- identify the convenient fingers
 - only a single setNext is needed – but we need to know the node to call setNext on and the value to setNext to
 - the “convenient fingers” point to those nodes....



Lab 5 – Compact

- implement the operation – three separate steps

```
// get first pointing to the first occurrence of elt
for ( ListNode first = head ; first != null ; first = first.getNext() ) {
    if ( first.getElt() == elt ) { break; }
}
```

```
// get after pointing to the node after the last occurrence of elt
// relink
```

- avoid nesting later steps inside loops – this leads to needlessly complex code



```
for ( ListNode first = head ; first != null ; first = first.getNext() ) {
    if ( first.getElt() == elt ) {
        // get after pointing to the node after the last occurrence of elt
    }
}
```

Lab 5

- pattern for moving through a linked list

- typically runner starts at the head and repeatedly moves to the next node...

```
for ( ListNode runner = head ; runner != null ;  
      runner = runner.getNext() ) {  
    ...  
} "
```

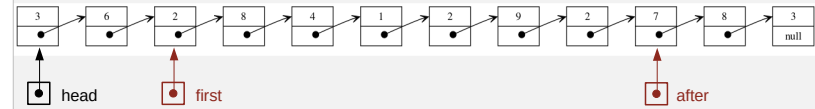
"keep going" condition
may vary

...but starting at the head is only because that's often the only pointer to a node that we have for the list

- also, the name runner is like *i* for arrays – a generic name when its only purpose is a finger keeping track of the current spot

→ adapt the pattern (variable name, starting point, and loop condition) to your specific needs

Lab 5



```
for ( ListNode after = first.getNext() ; after != null ;  
      after = after.getNext() ) {  
    ...  
}
```

- after is the variable we want to work with
- no need to start at the beginning (head) since the first node after the last occurrence for *elt* won't be before the first occurrence (first)