Lab: Circular Lists
CSC 207, “Algorithms and Object-Oriented Design”
Department of Computer Science
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**Setting Up**

The goal of this lab is to see how far we can get with Exercise 17.16 in the textbook, “Implement a circularly and doubly linked list.”

1. Open a new project in Eclipse and create two new classes: a `CircularList` class and a `CircularListTester` class for testing the methods that you implement in `CircularList`. Write the header for the definition of the `CircularList` class, making it a generic class that extends the `AbstractCollection` class. Note that our implementation of the `CircularList` does not require sentinel nodes.

**Designing the Implementation**

Figure 17.18 of the textbook is a box-and-pointer diagram for a circular, doubly-linked list with four elements. It indicates that the class will need at least one field, called `first`, which will be a reference to one of the nodes in the list.

2. In order to declare the `first` field, you’ll need to provide a definition of the `Node` class. Inside the definition of the `CircularList` class, define a private, static class `Node` with a `data` field and (for double linking) `prev` and `next` fields that will contain references to adjacent nodes. Provide a three-argument constructor that simply initializes the three fields from the arguments supplied. This class should be generic in the same way as the `CircularList` class itself. Note that the fields of the `Node` class are generic.

Nesting the definition of `Node` inside the definition of `CircularList` ensures that objects of the `Node` class cannot be created or used outside of the definition of the `CircularList` class. As a result, it’s kind of pointless to make the fields of the `Node` class private and to supply accessor and mutator methods, but you can do so if you like.

3. Add a declaration of the `first` field to the definition of the `CircularList` class.

4. How will an empty `CircularList` be implemented? Define an `isEmpty` method that tests the appropriate condition and returns the appropriate boolean value. Remember to initialize `first` field in the constructor of the `CircularList` class.

**Implementing the Methods**

In order to have `CircularList` extend the `AbstractCollection` class, as promised in the header, we have to define the abstract methods from that class, which are `size` and `iterator`.

The Java 9 API recommends that we also supply two constructors, one with no arguments that creates an empty `CircularList` and one that takes as argument any object that implements the `Collection` interface and creates a `CircularList` that contains the same elements as the given `Collection`.

Because we want to be able to add elements to instances of `CircularList`, we’ll also want to override the `add` method, which in the `AbstractCollection` class itself is implemented as a method that always throws an `UnsupportedOperationException`.

5. Add a field to the definition of the `CircularList` class that keeps track of the number of elements that the list currently stores. Add a `size` method that acts as an accessor to this field.

7. (2 points) Implement the add method. It would be a good idea to insert the new element so that it immediately precedes the first node, if there is one. Because of the circularity of the list, the add method can be implemented by insertion at the beginning of the list (if you adjust the value of first after the insertion) or insertion at the end (if you don’t change first). Note that you will have to treat an empty list as a special case. An insertion into an empty list should result in the first field containing a reference to a single node in which the prev and the next fields both contain references to that very same node.

8. With the help of the add method, define the one-argument constructor for CircularList. (Hint: The hardest part is probably figuring out how to declare the parameter. The textbook’s implementation of the corresponding constructor for LinkedList provides a useful example. You can find that implementation on page 637.)

Extracting and Removing Elements

We also want to be able to remove elements from instances of CircularList, so we’ll need a remove method.

In the AbstractCollection class itself, remove is implemented as a method that takes one argument, an Object, and uses the collection’s iterator to search through the elements of the collection. When and if an element that is equal to the argument is encountered, the iterator’s remove method is used to delete it from the collection, and the AbstractCollection’s remove method returns a boolean that indicates whether the search was successful.

One straightforward way for us to handle this situation is for the CircularList class to support two remove methods: (a) a private method that takes a Node as argument, splices it out of the CircularList that contains it, and returns the element in the node’s data field, and (b) a public method that takes an Object as argument, overriding the implementation that AbstractCollection provides, and conducts its own search for the element to be removed (you may use a for-loop or a while-loop for implementing the search). If the search succeeds, method (b) uses method (a) to splice out the node and returns true; otherwise, method (b) leaves the list unchanged and returns false. Note that Object is the element in the data field of a Node that is removed.

9. (3 points) Implement the two remove methods.

Implementing an Iterator

Extending the AbstractCollection class requires us to provide an iterator method that, when invoked, constructs and returns an object that can be used to iterate over the elements of a circular list. For this purpose, we can define an inner (nested non-static) class called CircularListIterator inside the definition of the CircularList class (an inner class is a nested non-static class). Our CircularListIterator objects will implement the Iterator interface in a straightforward way (Iterator is a generic interface).

For this class, we need, at the very least, a zero-argument constructor and methods called hasNext and next. The simplest possible iterator starts with the node to which first refers and follows the next reference in each node to advance to the node that follows it. Let’s implement this design.

10. Write the header for the definition of the CircularListIterator class.

11. The iterator will keep track of its progress through the list by updating a field called current containing a reference to the node containing the element that will be returned on the next call to the iterator’s next method. Add a declaration for this field to the definition of the CircularListIterator class, and write a zero-argument constructor for this class that appropriately initializes this field. To initialize this field, the CircularListIterator class should access a field of the CircularList class.
12. In a circular list, which has no end markers, how will the iterator know when it is finished? Define the `hasNext` method so that it detects this condition and returns `false` when it is met. If the circular list is empty, the `hasNext` method throws a `NoSuchElementException`. If a `remove` operation is performed in the middle of the iterator’s traversal of a circular list, it can invalidate the iteration. (Specifically, the iterator’s `current` field may contain a reference to the deleted node.) Weiss’s implementation of the `LinkedList` class manages this problem by maintaining a `modCount` field, initialized to 0 and incremented each time a node is removed from the list. When the iterator is created, it stores the current value of `modCount` in a field of its own (`expectedModCount`). The `hasNext` method can then compare `modCount` to `expectedModCount` to determine whether a deletion has occurred since the iterator was created, in which case it throws a `ConcurrentModificationException`.

13. Add this check, along with the necessary infrastructure, to the `CircularList` and `CircularListIterator` classes.


15. Add an `iterator` method to the definition of `CircularList`. It should simply construct and return an instance of `CircularListIterator`.

Tests

At this point, our implementation is sufficiently far along that we can start adding tests to the `CircularListTester` class.

16. Write and run a test to confirm that the zero-argument constructor for `CircularList` creates an empty circular list.

17. **(1 point)** Create an empty circular list of `Integer` objects and add 5, 7, and 13 to it. Confirm that its size is 0 before the insertions and 3 afterwards.

18. Write a static method in the `CircularListTester` class that prints out all of the elements in a given `CircularList`. Use it to confirm that the list you created in the previous exercise does indeed contain 5, 7, and 13.

19. **(1 point)** Remove 7 from the circular list and print it to confirm that 7 has been removed.

20. **(1 point)** Call the `remove` method, giving it an argument that is not an element of the circular list. Print the circular list afterward and confirm that it has not changed.

21. Create an `ArrayList` containing the elements 16, 21, and 42, then call the one-argument constructor to create a `CircularList` containing the same elements. Print the resulting circular list to make sure that its contents are correct.

22. Call the `iterator` method to obtain an iterator for the circular list you created in the last exercise. Call the iterator’s `next` procedure once — it should return 16 — and then remove 21 from the circular list and call the iterator’s `next` procedure again. (This should cause an exception to be thrown, so you may want to enclose the second call to `next` in a `try`-block with a `catch`-clause that handles the expected exception.)

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