

1 Pointer Practice (Fa17 Tutor Worksheet)

Draw the resulting box and pointer diagram for the L1 Singly Linked IntList after the following code is executed:

1. IntLists

```
IntList L1 = IntList.list(2, 4, 6, 8);  
IntList L2 = IntList.list(1, 3, 5, 7);  
L1.tail.tail.head = 5;  
L2.tail.tail.tail = L1;  
L1.tail.tail.tail = L2;
```

2. IntLists

```
IntList L1 = IntList.list(7, 15, 22, 31);  
IntList L2 = L1.tail.tail;  
L2.tail.head = 13;  
L1.tail.tail.tail = L2;  
IntList L3 = IntList.list(50);  
L2.tail.tail = L3;
```

2 Destructivity

Will is working on his app, CalTransit (check it out on the Apple App Store!) and is writing a function that given an IntList, appends the length of the Intlist at the end of the list. Tiger thinks writing a non destructive function will be a better idea. Tiger writes the following method:

```
public static IntList addLength(IntList i):  
    temp = i  
    temp.addLast(i.length)  
    return temp
```

Assuming that the IntList class was already correctly defined, will this method execute as expected? If not, how can it be fixed?

3 Skipping Stones (Fa17 Tutor Worksheet)

Write a function that takes in an IntList L , which must contain at least one element, and returns an IntList with every odd indexed element removed. Try out both the destructive and nondestructive approaches.

1. Nondestructive

```
public static IntList skipNondestructive (IntList L) {  
    IntList pointer = _____;  
    IntList _____ = _____;  
    while (_____ && _____) {  
        L = _____;  
        pointer.tail = _____;  
        pointer = _____;  
    }  
    return _____; }  
}
```

2. Destructive

```
public static IntList skipDestructive (IntList L) {  
    IntList pointer = _____;  
    while (_____ && _____) {
```

```
        _____;  
        _____;  
    }  
    _____  
    return _____;  
}
```