

Chapter 8, Strings:

- ▶ General introduction; string sorting (last week Friday)
- ▶ Tries (**Today**)
- ▶ Other string topics (Wednesday)
 - ▶ Regular expressions
 - ▶ Huffman encoding
 - ▶ Edit distance
 - ▶ Grammars and parsing
- ▶ Review for Tests 3 and 4 (next week Friday)

Today:

- ▶ Problem statement
- ▶ Main idea behind tries
- ▶ Code details:
 - ▶ Node class
 - ▶ Find
 - ▶ Insertion
 - ▶ Deletion

Coming up (the last):

Catch up on old projects ...

*Do **Perfect Hashing** project (due today, Monday, Dec 9)*

*Do **Trie** project (due Friday, Dec 13)*

Due Today, Mon, Dec 9

Read Section 8.2

End-of-semester important dates

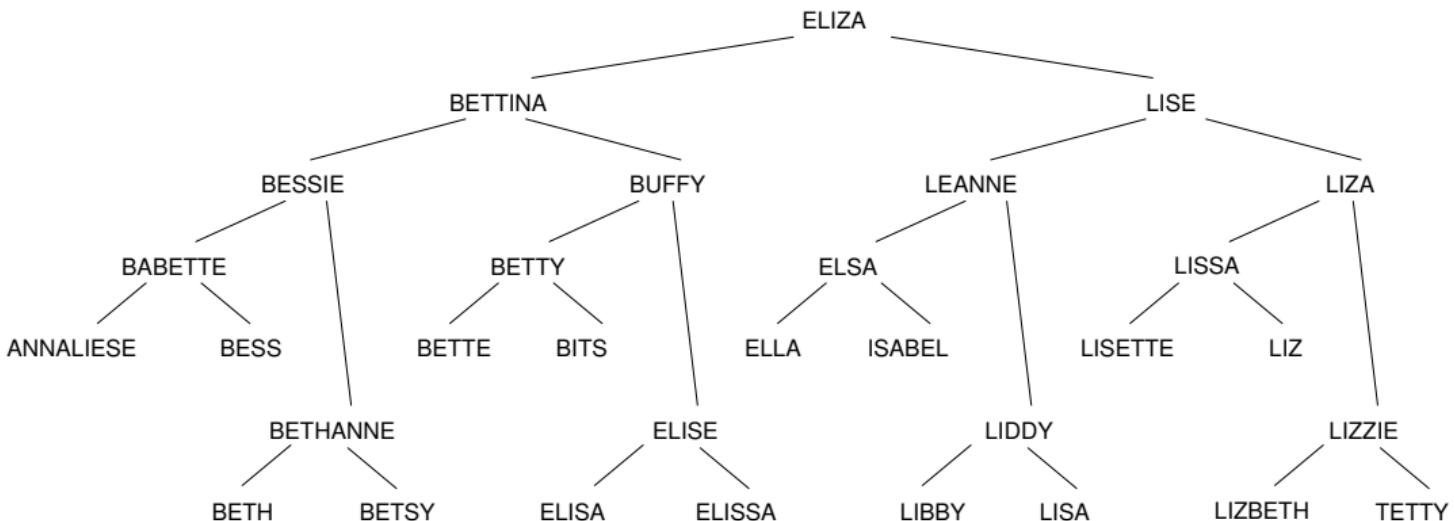
- ▶ Mon, Dec 9: Last project assigned
- ▶ Tues, Dec 10: Last “normal” running of project grading script
- ▶ Wed, Dec 11: Test 3 & 4 Review sheet distributed, Test 4 practice problems made available.
- ▶ Thurs, Dec 12: Review lab (pick practice problems for Test 4)
- ▶ Fri, Dec 13, AM: “Two-minute warning” running of project grading script (Canvas gradebook will not be updated—see project report in your turn-in file)
*Note that Fri, Dec 13 is the *Last Day of Classes*.*
- ▶ Fri, Dec 13, midnight: Official project deadline
- ▶ Sat, Dec 14, when I wake up: Permissions to turn-in folders turned off
- ▶ Mon, Dec 16: Project grading script run for final/semester grades
- ▶ Wed, Dec 18, 10:30am-12:30pm: Tests 3 and 4 (in lab)
 - ▶ Test 3: On paper (like Test 1) covering BSTs (ch 5), DP (Ch 6), hashtables (Ch 7) and strings (ch 8).
 - ▶ Test 4: At a computer (like Test 2) covering DP (Ch 6), hashtables (Ch 7) and strings (ch 8).

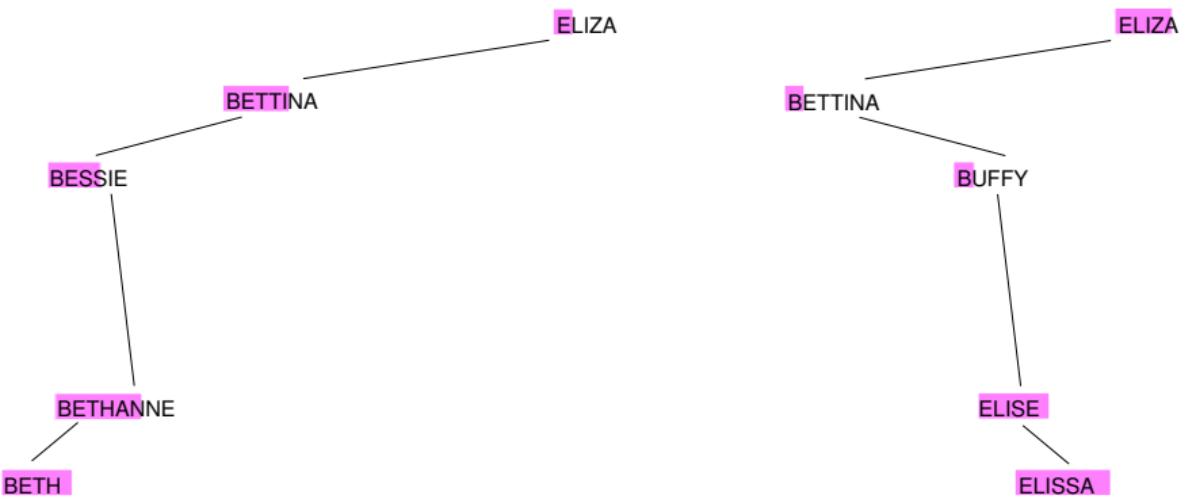
In class and in the text, we see an **iterative** implementation of tries.

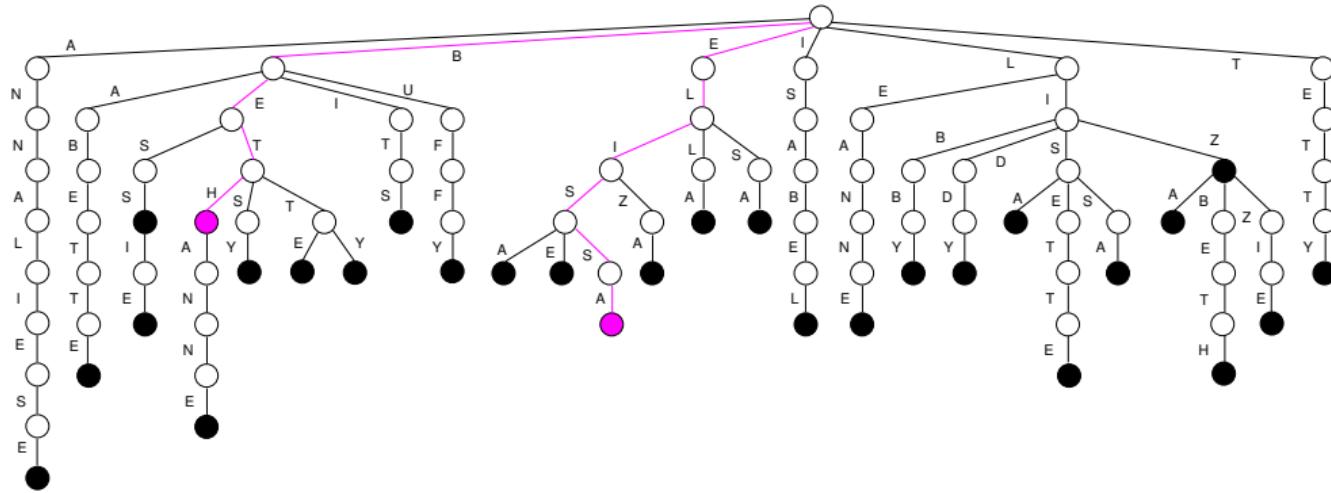
In the accompanying project, you'll implement the trie operations **recursively in the node**.

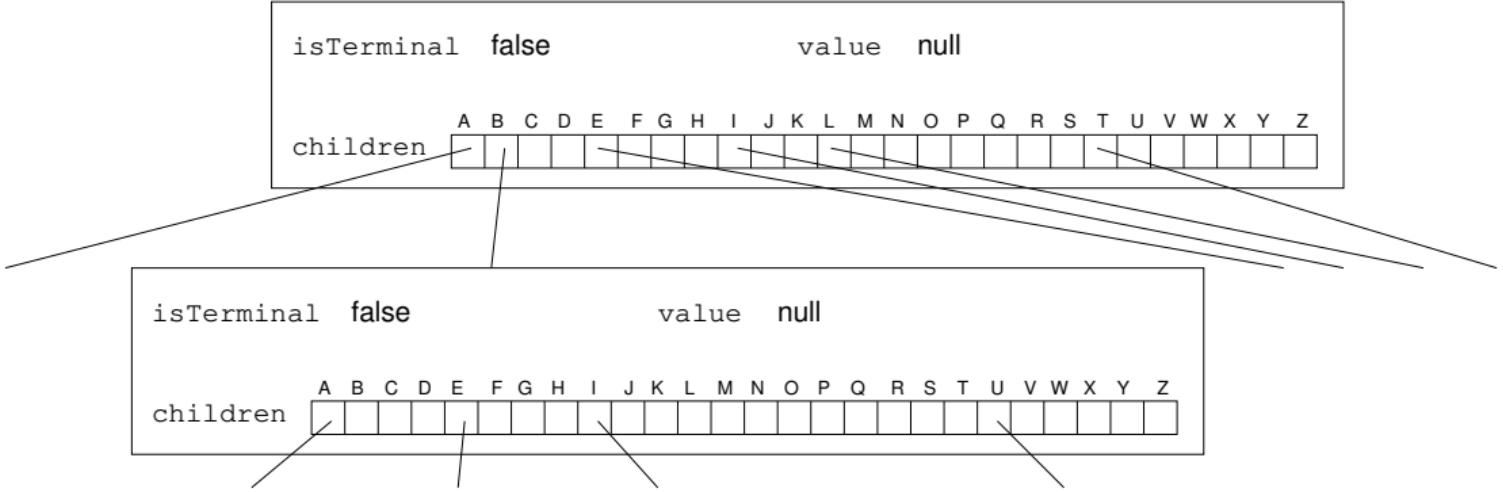
```
public class LinkedList {  
    class Node {  
        int datum;  
        Node next;  
    }  
  
    Node root;  
  
    public boolean contains(int item) {  
        boolean found = false;  
        for (Node current = root;  
             ! found and current != null;  
             current = current.next)  
            found = current.datum == item;  
        return found;  
    }  
}
```

```
public class LinkedList {  
    class Node {  
        int datum;  
        int next;  
        boolean contains(int item) {  
            if (item == datum) return true;  
            else if (next == null) return false;  
            else return next.contains(item);  
        }  
  
        Node root;  
  
        public boolean contains(int item) {  
            if (root == null) return false  
            else return root.contains(item);  
        }  
    }
```









Invariant 39. [Class invariant of TrieMap]

- (a) For all nodes, the path to that node is a prefix to at least one key in the map.
- (b) For all nodes, the node is terminal iff the path to that node is a key in the map.

In class and in the text, we see an **iterative** implementation of tries.

In the accompanying project, you'll implement the trie operations **recursively in the node**.

```
public class LinkedList {  
    class Node {  
        int datum;  
        Node next;  
    }  
  
    Node root;  
  
    public boolean contains(int item) {  
        boolean found = false;  
        for (Node current = root;  
             ! found and current != null;  
             current = current.next)  
            found = current.datum == item;  
        return found;  
    }  
}
```

```
public class LinkedList {  
    class Node {  
        int datum;  
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        boolean contains(int item) {  
            if (item == datum) return true;  
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            else return next.contains(item);  
        }  
  
        Node root;  
  
        public boolean contains(int item) {  
            if (root == null) return false  
            else return root.contains(item);  
        }  
    }
```