

CSCI 136:  
Data Structures  
and  
Advanced Programming

Lecture 13  
Sorting, part 1

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**Williams**

## Topics

- More inheritance
- Comparison sorting

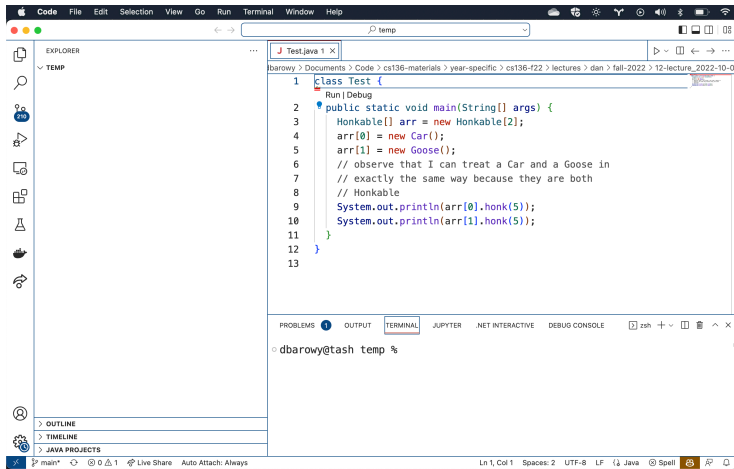
## Your to-dos

1. Read **before Wed**: Bailey, Ch 6.4, 6.7-6.9.
2. Quiz 4, **due Saturday by 6pm**.
3. Lab 4, **due Tuesday 10/11 by 10pm**.

## Announcements

- TA hours over reading period: **business as usual**
- Kelly: out of town Monday, Dan will fill in for office hours, but **over Zoom**. See help calendar for link.
- Colloquium: **What I Did Last Summer (Industry)**, 2:35pm in Wege Auditorium with **cookies**.

## Study Tip #3



```
1 class Test {
2     Run | Debug
3     public static void main(String[] args) {
4         Honkable[] arr = new Honkable(2);
5         arr[0] = new Car();
6         arr[1] = new Goose();
7         // observe that I can treat a Car and a Goose in
8         // exactly the same way because they are both
9         // Honkable
10        System.out.println(arr[0].honk(5));
11        System.out.println(arr[1].honk(5));
12    }
13 }
```

PROBLEMS OUTPUT TERMINAL JUPYTER .NET INTERACTIVE DEBUG CONSOLE

dbarow@tash temp %

Develop a **habit** of **writing little programs**.

## Recall:

Java provides control over **abstractness**, which we can use to enforce behavior to varying degrees.

**interface** → **fully** abstract

**abstract class** → **partially** abstract

**class** → **not** abstract

## Honkable

## Abstract class

An **abstract class** is a partial implementation, mainly used as a **labor-saving device**.

E.g., many **List** implementations will implement methods the same way. Why duplicate all that work?

**isEmpty()** can always be implemented by checking that **size() == 0**.

AbstractHonkable

Car, etc.

## Inheritance

**Inheritance** is a **mechanism** for defining a class in terms of another class. It is a labor-saving device employed to reduce **code duplication**. Inheritance allows programmers to specify a new implementation while :

1. **maintaining the same behavior**,
2. **reusing code**, and
3. **extending the functionality** of existing software.

## How to interpret Javadoc declarations

Generic: any type of element

```
public class Vector<E>  
    extends AbstractList<E>  
    implements Cloneable
```

Borrows code from AbstractList

Behaves the same as Cloneable

## Sorting algorithms

## Sorting algorithm

A **sorting algorithm** is a **procedure** for transforming an unordered set of data into an ordered sequence.

A **comparison sorting algorithm** takes as input a set **S** and a binary relation **<** that defines an **ordering** on **S**.

## Strict weak order

A **strict weak order** is a mathematical formalization of the intuitive notion of a **ranking** of a set, some of whose members **may be tied** with each other.

A strict weak order has the following **properties**:

- **Irreflexivity**: For all **x** in **S**, it is **not the case** that **x < x**.
- **Asymmetry**: For all **x, y** in **S**, where **x ≠ y**, if **x < y** then it is **not the case** that **y < x**.
- **Transitivity**: For all **x, y, z** in **S**, where **x ≠ y ≠ z ≠ x**, if **x < y** and **y < z** then **x < z**.
- **Transitivity of Incomparability**: For all **x, y, z** in **S**, where **x ≠ y ≠ z ≠ x**, if **x is incomparable** with **y** (neither **x < y** nor **y < x** hold), and **y is incomparable** with **z**, then **x is incomparable** with **z**.

## Example order

Example: **lexicographical order** (aka, “dictionary order”):

Given two different sequences of the same length,  $a_1a_2\dots a_k$  and  $b_1b_2\dots b_k$ , the first one is “less than” the second one for the lexicographical order, if  $a_i < b_i$ , for the first  $i$  where  $a_i$  and  $b_i$  differ.

To compare sequences of different lengths, the shorter sequence is padded at the end with “blanks.”

Lexicographic order is a **total order**, meaning that there are **no ties**. A valid comparison sort only needs to be a **weak order** (i.e., **ties are OK**).

## In-place sort

An **in-place sort** is a sort that takes an unordered set of elements as an array and **modifies** (“mutates”) the original array. Most in-place sort functions return **void**.

In principle, in-place sorts can be **faster** than out-of-place algorithms, since they **do not need to copy data**.

Tradeoff: make sure that you don't need the original, unsorted data!

## Bubble sort

6 5 3 1 8 7 2 4

## Bubble sort



<https://bit.ly/3ChwPAF>

## Bubble sort

**Bubble sort** is an **in-place sorting algorithm** in which the largest element “**bubbles up**” during each pass. Bubble sort makes **n-1** passes through the data, performing pairwise comparisons of elements using **<**.

Bubble sort maintains the **invariant** (an always-true logical rule) that the rightmost **n-numSorted** elements are sorted.

I.e., bubble sort builds a sorted order to the right.

## Bubble sort: intuition

**Bubble sort** as a Hungarian dance.

Observe that two things are happening:

1. a comparison, and
2. a swap.

<https://bit.ly/3RLgVo3>

## Bubble sort algorithm

```
public static void bubbleSort(int data[], int n)
// pre: 0 <= n <= data.length
// post: values in data[0..n-1] in ascending order
{
    int numSorted = 0;    // number of values in order
    int index;           // general index
    while (numSorted < n)
    {
        // bubble a large element to higher array index
        for (index = 1; index < n-numSorted; index++)
        {
            if (data[index-1] > data[index])
                swap(data, index-1, index);
        }
        // at least one more value in place
        numSorted++;
    }
}
```

## Recap & Next Class

### Today:

- Inheritance
- Comparison sorting

### Next class:

- More sorts