Abstract data types
(ADT’s)
Data Structure

• data – factual information
• structure – arrangement or relationship of elements
  • The New Merriam-Webster Pocket Dictionary

Data Type

• A data type is defined by two properties:
  • A Domain: set of values that belong to that type.
  • A Set of Operations: defines the behavior of that type.

• Example: int
  • What is the domain?
  • What are the operations?
Primitive (Atomic) C Data Types

- Integer types: short, int, long
  - These can be preceded by unsigned
  - What is the size of int?
  - sizeof ( int )

- Floating point types: float, double, long double

- Text types: char
  - What about string?

- What about Boolean?

Defined by the C language specification.
Goal

• Build a useful data structure

• Test the data structure

• Hand that data structure off to a customer
  • future you
  • teammate
  • paying customer
  • your professor

• Profit / pass the class!
Data Structures

• A data structure can be thought of as a data type with values that:

  • Can be broken up into a set of component elements where each element is either atomic or another data structure

  • Include a set of relationships (structure) involving the component elements
Abstract Data Types (ADTs)

- An Abstract Data Type is defined in terms of its behavior rather than its representation

- An ADT has two qualities:
  - Irrelevant details are suppressed (hidden)
  - The data type being abstracted is isolated

- When defining ADTs you need:
  - The Domain
  - The Operations
Data Structure vs. ADT

- An ADT is defined by its behavior from the point of the user

- A data structure is a concrete implementation of an ADT from the point of the implementer
Integer ADT

- Let us consider the specification for the integer ADT as follows:

- ADT: Integer

- Domain: All whole numbers $i$ where $\text{INT_MIN} \leq i \leq \text{INT_MAX}$

<limits.h>
Integer ADT Specification

• Operations: Given i is an integer and f & g are expressions whose result is an integer, we define the following operations for C:

<table>
<thead>
<tr>
<th>Operator</th>
<th>Results</th>
</tr>
</thead>
<tbody>
<tr>
<td>Unary +</td>
<td>+f is the same as f</td>
</tr>
<tr>
<td>Unary -</td>
<td>-f changes the sign of f</td>
</tr>
<tr>
<td>Assignment =</td>
<td>i = f assigns the integer value of f to i</td>
</tr>
<tr>
<td>Binary +</td>
<td>f + g is the addition of two integer values</td>
</tr>
</tbody>
</table>
String ADT

• Integer is an atomic ADT

• How might we specify a structured data type such as a String?

• Before specifying the String ADT, we need to answer certain questions
String ADT Questions

• What are the domain of possible values

• What operations exist?

<table>
<thead>
<tr>
<th>Language independent</th>
<th>Language specific</th>
</tr>
</thead>
</table>

• What type are the component elements?

• What structure does the type have?
String ADT Specification

- **Elements**: Type char excluding the null terminating character.

- **Structure**: Characters are arranged linearly.

- **Domain**: All combinations of strings of length 0 to the max string length that can be formed from the character set.
String ADT Specification

• Operations
  • function strLength (s)
    • results: returns the number of characters in the string s
  • function strEqual (s1, s2)
    • results: returns true iff strLength (s1) equals strLength (s2) and the ith character of s1 and s2 are equal for all i where 1 <= i <= strLength (s1)
  • function strConcat (s1, s2)
    • results: string s2 is concatenated on the end of string s1; if the result exceeds the max string length, the characters are dropped

*Why 1 and not 0?
String ADT Specification

• Operations Continued
  • function strAppend (s, ch)
    • requires: strLength (s) < max string length
    • results: ch is added to the end of s increasing the length by 1
  • function strReverse (s)
    • results: the characters of s are reversed “abc” is “cba”
  • function strClear (s)
    • results: the string s is made empty
  • function strCopy (s1, s2)
    • results: string s2 is copied into string s1
ADT Implementation

• Now that the String ADT has been specified, we can focus on the best implementation choice.

• Before writing the code for each of the functions, we need to decide how we are going to represent a string.

• Code defensively! Your Data Structure should never crash the user's program.
Problem

// String Representation
#define MAX_STR_LEN 256
typedef struct
{
    int length;
    char data[MAX_STR_LEN];
} String;

• For the given String representation, implement each of the following functions in C:
  • strlen
  • strcpy
  • strcat