

#### **Computational thinking, problem-solving and programming:** Connecting computational thinking and program design

**IB Computer Science** 



Content developed by **Dartford Grammar School** Computer Science Department





## HL Topics 1-7, D1-4





1: System design



2: Computer Organisation



3: Networks



4: Computational thinking



5: Abstract data structures



6: Resource management



7: Control



D: OOP



### HL & SL 4.2 Overview

- 4.2.1 Describe the characteristics of standard algorithms on linear arrays
- 4.2.2 Outline the standard operations of collections
- 4.2.3 Discuss an algorithm to solve a specific problem
- 4.2.4 Analyse an algorithm presented as a flow chart
- 4.2.5 Analyse an algorithm presented as pseudocode
- 4.2.6 Construct pseudocode to represent an algorithm
- 4.2.7 Suggest suitable algorithms to solve a specific problem
- 4.2.8 Deduce the efficiency of an algorithm in the context of its use

4.2.9 Determine the number of times a step in an algorithm will be performed for given input data



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### **Topic 4.2.2**

# Outline the **standard operations** of **collections**





### **Collections?**

- As far as the IB is concerned, collections are UNORDERED lists usually of UNKNOWN length or size.
- In practice we usually program collections using LinkedLists in Java.
- This means that we must remember there are a few things that LinkedLists CAN do that collections CANNOT.



### **Standard collection operations**

- .addItem( data ) = add data item to the collection
- .resetNext() = start at the beginning
- .hasNext()  $\rightarrow$  tells whether there is another item in the list
- .getNext()  $\rightarrow$  retrieves a data item from the collection
- .isEmpty()  $\rightarrow$  check whether collection is empty

Be careful not to use methods not on this list, like .size() or .length()

ONLY these methods are allowed





#### **IB: Collection methods**

#### Collections

Collections store a set of elements. The elements may be of any type (numbers, objects, arrays, Strings, etc.).

A collection provides a mechanism to iterate through all of the elements that it contains. The following code is guaranteed to retrieve each item in the collection exactly once.

```
// STUFF is a collection that already exists
STUFF.resetNext()
loop while STUFF.hasNext()
ITEM = STUFF.getNext()
// process ITEM in whatever way is needed
end loop
```

Method name	Brief description	Example: HOT, a collection of temperatures	Comment
addItem()	Add Item	HOT.addItem(42) HOT.addItem("chile")	Adds an element that contains the argument, whether it is a value, String, object, etc.
getNext()	Get the next item	TEMP = HOT.getNext()	getNext () will return the first item in the collection when it is first called.
			Note: getNext() does not remove the Item from the collection.
resetNext()	Go back to the start of the collection	HOT.resetNext() HOT.getNext()	Restarts the iteration through the collection. The two lines shown will retrieve the first item in the collection.
hasNext()	Test: has next item	1f HOT.hasNext() then	Returns TRUE if there are one or more elements in the collection that have not been accessed by the present iteration: The next use of getNext () will return a valid element.
1sEmpty()	Test: collection is empty	if HOT.isEmpty() then	Returns TRUE if the collection does not contain any elements.

#### Computer Science First Exams 2014

#### Pseudocode in Examinations

- Standard Data Structures
- Examples of Pseudocode

  Inters are NOT allowed a copy of this document during their examinations.





### **Collections (Pseudocode)**

```
NAMES = new Collection()
NAME = ""
loop while NAME <> "quit"
   input NAME
   if NAME <> "quit" then
       if NAMES.contains(NAME) then
           output NAME , " returned"
           NAMES.remove(NAME)
       else
           output NAME , " is leaving"
           NAMES.addItem(NAME)
       end if
   end if
end loop
output "The following students left and did not return"
NAMES.resetNext()
loop while NAMES.hasNext()
```

```
output NAMES.getNext()
```

end loop

#### Task:

This program inputs NAMES of students who are leaving school early - for example to visit the doctor. The names are collected in a Collection list. When a student returns, tying the same name again removes that name from the list. At the end of the day, the secretary types "quit" to end the program and see a list of all students who left but did not return.

