COMP 110


Magic Method

& Building Linked Lists with Recursive Algorithms

First:

- Write a __str__ magic method for your Node class!

  (Hint: It'll look very similar to the to_str function you wrote last class!)

```python
from __future__ import annotations

class Node:
    """Node in a singly-linked list recursive structure."""
    value: int
    next: Node | None

    def __init__(self, value: int, next: Node | None):
        self.value = value
        self.next = next

    def __str__(self) -> str:
        if self.next is None:
            return f"{self.value} -> None"
        else:
            return f"{self.value} -> {self.next}"

courses: Node = Node(110, Node(210, None))
print(courses)
```

1. What does the `__str__` method (on the left) do?
   a. How is it similar to the `to_str` function you diagrammed for LS15 (shown below)? How is it different?

```python
def to_str(head: Node | None) -> str:
    if head is None:
        return "None"
    else:
        rest: str = to_str(head.next)
        return f"{head.value} -> {rest}"


print(to_str(one))
```

2. Is the `__str__` method recursive? How do we know?

Memory Diagram

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`recursive_range` Algorithm

Create a recursive function called `recursive_range` that will create a linked list of Nodes with values that increment from a start value up to an end value (exclusive). E.g.,

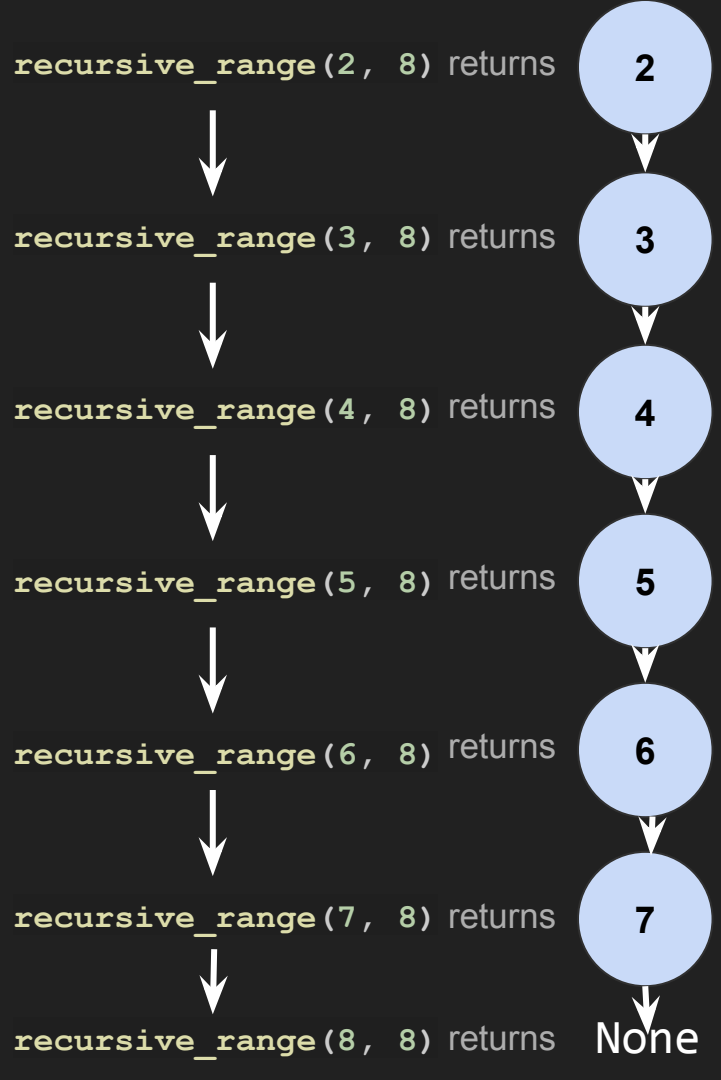
`recursive_range(start=2, end=8)` would return:

2 -> 3 -> 4 -> 5 -> 6 -> 7 -> None

Conceptually, what will our **base case** be?

What will our **recursive case** be?

What is an **edge case** for this function?
How could we account for it?



When "building" a new linked list in a recursive function:

Base case:

- Does the function have a clear base case?
  - Ensure the base case returns a result directly (without calling the function again).
- Will the base case *always* be reached?

Recursive case:

- Determine what the ***first*** value of the new linked list will be
- Then "build" the ***rest*** of the list by recursively calling the building function
- Finally, return a new ***Node(first, rest)***, representing the new linked list

Let’s write pseudocode for the `recursive_range` function

Let’s write the `recursive_range` function in VS Code!

More practice!

`insert_after` Algorithm Demo

1. When you are asked,
   "Can you add a Node with a value of 211 after the Node with value 210?"

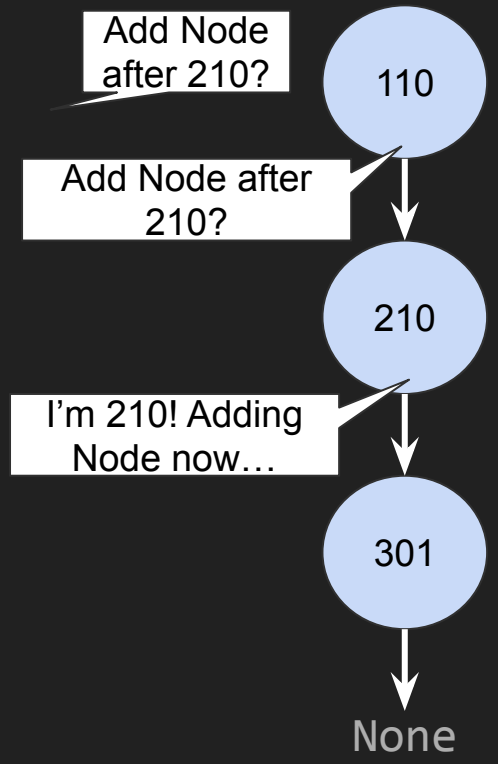
If your value ***is not 210***:

2. Ask the ***next*** Node,
   "Can you add a Node with a value of 211 after the Node with value 210?"
   Wait patiently for an answer!

3. Once the answer is returned back to you, turn to the person who asked you and give them this answer.

If your value **is 210**:

2. Invite a new friend to the list! You will now point to them, and they will point to the person you were previously pointing to. New Node, you'll say "I was added!!"



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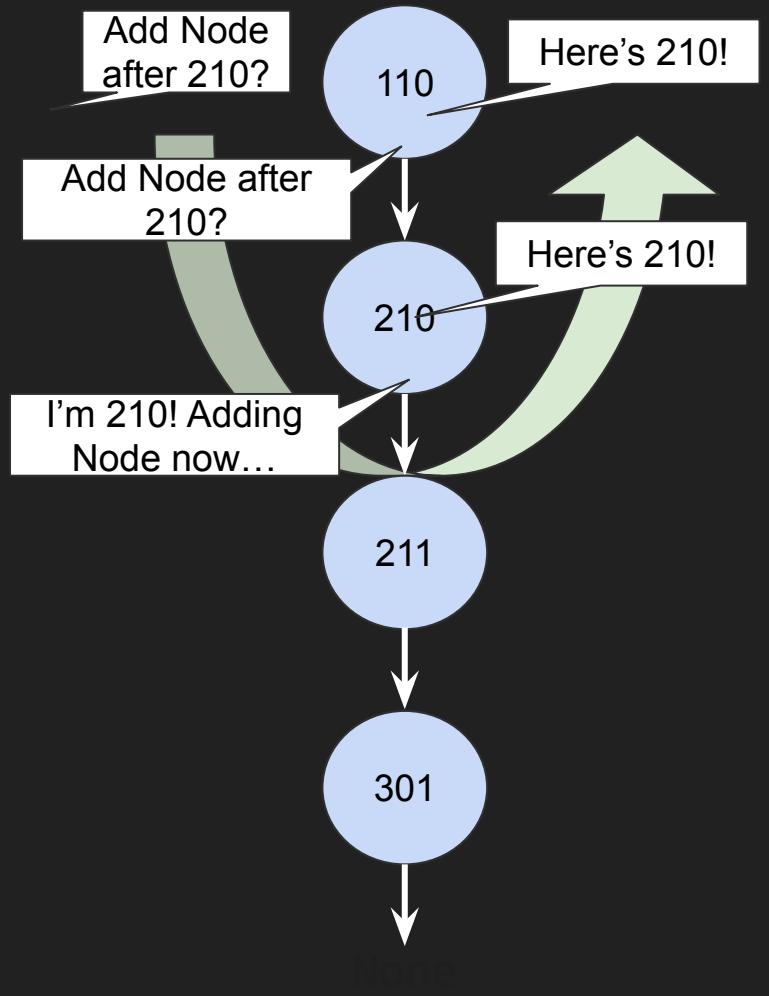

Let’s write pseudocode for the `insert_after` function

Let’s write the `insert_after` function in VS Code!