

Java Collections

Based on lecture notes from
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- ## Key concepts
- Goal: Learn how to use ADTs and their implementation in Java
 - Interface
 - Generic class/interface
 - Java Collection interfaces and implementations

Java interface

- A Java interface is similar to a class, but only the method signatures are provided

```

interface List<T> {
void add(T); // adds object at the end of the list
void add(int, T); // inserts object at specific position
T remove(int); // removes object at position
boolean isEmpty();
T get( int ); // returns object at position
int size();
}
    
```

This is called a generic interface.
T is the type of objects stored in the list

- Java interface = Abstract Data Type
- An interface cannot be instantiated:
List l = new List<Integer> (); ← Illegal

<https://docs.oracle.com/javase/7/docs/api/java/util/List.html>

Implementing an interface

- A class can *implement* an interface: it provides code for each of the methods of the interface

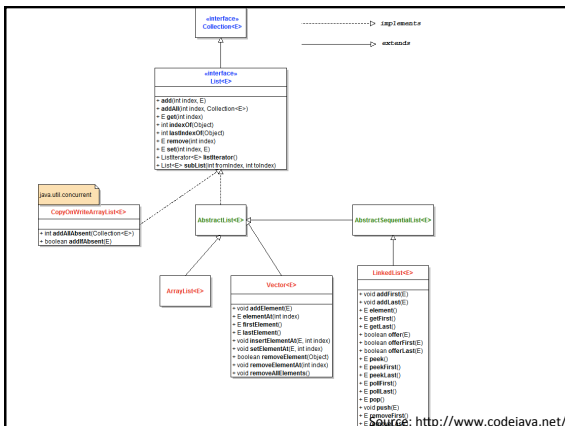
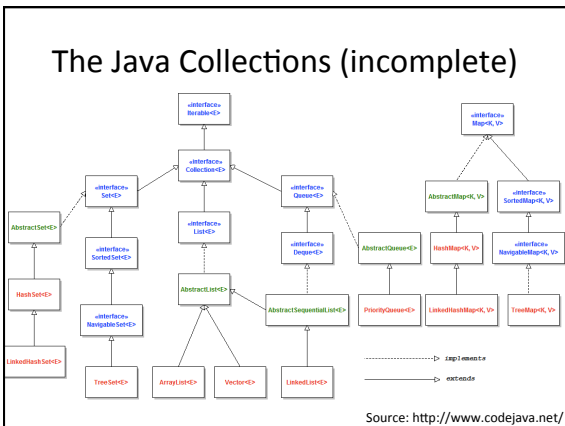
```

class ArrayList<T> implements List {
T myArray[]; // stores the elements of the list
int size; // number of elements in the list
void add(T element) { ... }
void add(int position, T element) { ... }
T remove(int position) { ... }
boolean isEmpty() { ... }
T get( int position ) { ... }
int size() { ... }
}
    
```

This is called a generic class.
T is the type of objects stored in the list

This enforces that the class provides all the methods of the List interface

- A generic class can be instantiated as follows
ArrayList<String> myList = new ArrayList<String> ();



The Iterator interface

An Iterator is used to traverse a Collection of objects

```
interface Iterator {
    boolean hasNext(); // are there more elements?
    T next(); // returns current and advances to next
}
```

Example:

```
ArrayList<String> list=new ArrayList<String>();
list.add("Ravi");
list.add("Vijay");
//Traversing list using Iterator
Iterator<String> itr = list.iterator();
while( itr.hasNext() ) {
    String s = itr.next();
    System.out.println( s );
}
```

Java enhanced for loops with iterators

Standard use of iterator:

```
ArrayList<String> list=new ArrayList<String>();
list.add("Ravi");
list.add("Vijay");
// Traversing list using Iterator
Iterator<String> itr = list.iterator();
while( itr.hasNext() ) {
    String s = itr.next();
    System.out.println( s );
}
```

Enhanced looping:

```
ArrayList<String> list=new ArrayList<String>();
list.add("Ravi");
list.add("Vijay");
// Traversing list using enhanced loop
for ( String s : list ) {
    System.out.println( s );
}
```

- Applicable to any class that implements Iterable.

The Iterable interface

```
interface Iterable {
    Iterator iterator();
}
```

If a class implements Iterable, then the class has an iterator() method.

Since all types of Collection interfaces extend the Iterable interface, all are iterable.

The Comparable interface

Java defines the Comparable interface as follows:

```
interface Comparable<T> {
    int compareTo(T other); // returns: 0 if this.equals( other )
                          // positive number if this > other
                          // negative number if this < other
}
```

→ Note: Integer, Float, String all implement the Comparable interface

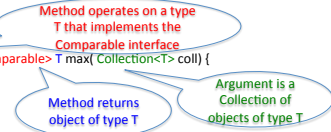
```
class SportTeam implements Comparable {
    ...
    int compareTo( SportTeam other ) {
        if (this.victories == other.victories) return 0; // Note: According to Java conventions,
        // compareTo should only return 0 if this.equals(other)
        if (this.victories > other.victories) return 1;
        if (this.victories < other.victories) returns -1;
    }
}
```

→ Note: Any Collection of Comparable elements can be sorted using Java 8 Collections class: ArrayList<SportTeam> myTeams = new ArrayList(10); Collections.sort(myTeams);

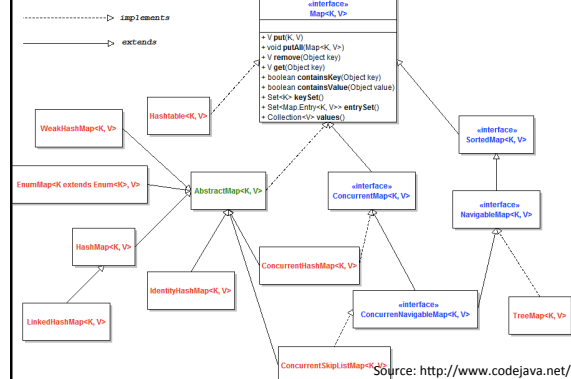
Example: Finding the max of a Collection

```
public static <T implements Comparable> T max( Collection<T> coll ) {
    Iterator<T> i = coll.iterator();
    T maxSoFar = i.next();
    while ( i.hasNext() ) {
        T current = i.next();
        if (current.compareTo(maxSoFar) > 0) maxSoFar = current;
    }
    return maxSoFar;
}

public static void main(String args[]) {
    ArrayList<SportTeam> firstList=new ArrayList<SportTeam>(10);
    LinkedList<String> secondList = new LinkedList<String> ();
    // Some code to fill the two lists
    SportTeam m = max(firstList);
    String s = max(secondList); // Note how the same method is used on the two lists!
}
```



Map interface = Dictionary ADT



Source: <http://www.codejava.net/>

Using HashMaps

```
import java.util.*;
class TestCollection13{
    public static void main(String args[]){
        HashMap<Integer,String> hm=new HashMap<Integer,String>();
        hm.put(100,"Amit");
        hm.put(101,"Vijay");
        hm.put(102,"Rahul");
        for(Map.Entry m : hm.entrySet()){
            System.out.println(m.getKey()+" "+m.getValue());
        }
    }
}
```

Java Application Programming Interface (API)

Complete documentation:

<https://docs.oracle.com/javase/7/docs/api>

- ArrayList:
<https://docs.oracle.com/javase/7/docs/api/java/util/ArrayList.html>
- LinkedList:
<https://docs.oracle.com/javase/7/docs/api/java/util/LinkedList.html>
- HashMap:
<https://docs.oracle.com/javase/7/docs/api/java/util/HashMap.html>