

## CSIS 3103

### Chapter 2: Collections of Data

## Collections

- Realistic computing problems usually deal with large collections of data elements
- Arrays are built-in data structures for storing collections of data
  - Probably the first data structure you learned

## Array

### Array properties

- Fixed size
- Homogeneous
- Mutable (can be changed)
- Indexed (access elements using subscripts)

## Java arrays are objects

*Declare* with the [] suffix:

```
int[] a;
```

*Allocate* with new:

```
a = new int[8];
```

Length field is accessible:

```
int numElements = a.length;
```

Can declare, allocate, and initialize all in one:

```
int[] a = {44, 77, 88, 33};
```

## Array of Object References

```
Object [] objArr = new Object[4];
objArr[0] = new Double(9.0);
objArr[1] = new Time();
objArr[2] = "Hello there";
objArr[3] = new int[] {9, 8, 7, 6, 5};
```

What is the output of this loop?

```
for (Object obj : objArr) {
    System.out.println(obj);
}
```

What is the result of the following statement?

```
objArr[4] = "Oh no!";
```

## Disadvantages of Arrays

### You cannot

- Add an element at a specified position without shifting the other elements to make room
- Remove an element at a specified position without shifting other elements to fill in the resulting gap
- No abstraction, you need to work directly with the low-level details of the array

### The Java Collections Framework

- The Java Collection interface represents various groups of objects
- Different implementations of Collection on organize elements in different ways
  - Are duplicate elements allowed?
  - Are the elements ordered?

### Common Features of Collections

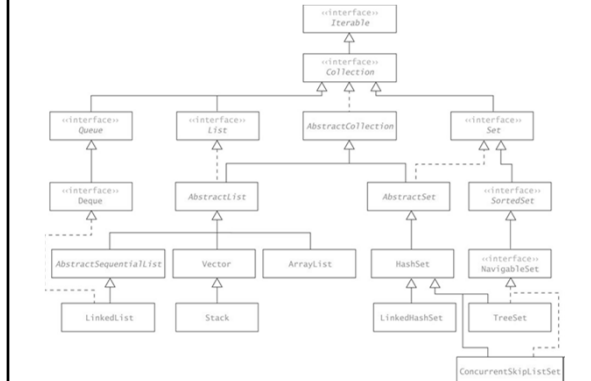
The Collection interface specifies a set of common methods

A few example methods:

Method	Behavior
boolean add(E obj)	Ensures that the collection contains the object obj. Returns true if the collection was modified.
boolean contains(E obj)	Returns true if the collection contains the object obj.
Iterator<E> iterator()	Returns an Iterator to the collection.
int size()	Returns the size of the collection.

Collections grow as needed  
They store references to objects

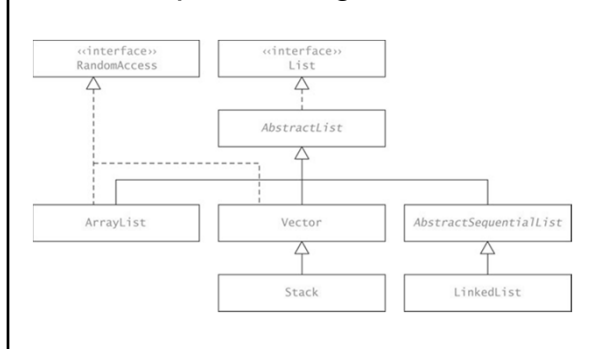
### The Collection Hierarchy



### Implementing Collection ADTs

1. Use an interface (e.g. Collection, List,) to define the structure.
2. Partially implement that interface with an abstract class.
  - Implement all methods do not require knowing the object's storage structure.
3. Complete the implementation by extending the abstract class with concrete classes that do specify the storage structure.

### The List Interface and Implementing Classes



### The List Interface

- The Collection interface specifies a subset of the methods specified in the List interface
- ArrayList, Vector and LinkedList represent a collection of objects that can be referenced by means of an index
  - Subclasses of abstract class AbstractList and implement the List interface

## The List Interface

Operations in the List interface include:

- Finding a specified target
- Adding an element to either end
- Removing an item from either end
- Traversing the list structure without a subscript

Not all classes perform the operations with the same degree of efficiency

## The ArrayList Class (partial specification)

Method	Behavior
<code>public E get(int index)</code>	Returns a reference to the element at position <code>index</code> .
<code>public E set(int index, E anEntry)</code>	Sets the element at position <code>index</code> to reference <code>anEntry</code> . Returns the previous value.
<code>public int size()</code>	Gets the current size of the <code>ArrayList</code> .
<code>public boolean add(E anEntry)</code>	Adds a reference to <code>anEntry</code> at the end of the <code>ArrayList</code> . Always returns <code>true</code> .
<code>public void add(int index, E anEntry)</code>	Adds a reference to <code>anEntry</code> , inserting it before the item at position <code>index</code> .
<code>int indexOf(E target)</code>	Searches for <code>target</code> and returns the position of the first occurrence, or <code>-1</code> if it is not in the <code>ArrayList</code> .
<code>public E remove(int index)</code>	Returns and removes the item at position <code>index</code> and shifts the items that follow it to fill the vacated space.