

CS159

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Solving the Problem of Fixed Length Arrays

[DynamicArray.java ↗](#) [DynamicArrayDriver.java ↗](#)

ArrayList

Naming convention for Java Collection types: **ArrayList**

- **Array** - Coded using arrays “under the hood”.
- **List** - Implements the **List interface** ↗.
- **ArrayList API** ↗

Collections

- Collection - a class that stores multiple elements.
- We will distinguish between:
 - The interface to a collection - how we interact with the collection.
 - The implementation of the collection - how the data is stored "behind the scenes".
- [Java Collections Overview](#) ↗
- [Java Collections Interfaces Overview](#) ↗

Java Arrays

- Note that Java Arrays are in a category by themselves:
 - Not quite objects, not quite primitive types.
 - An array is NOT an object of type array
 - Has no methods.
 - cannot be subclassed.
 - *does* have fields: `myArray.length`
- Advantages:
 - efficient.
 - familiar(?) syntax borrowed from other languages.
- Disadvantages:
 - Fixed length.
 - Awkwardly different from all other collections.

Question

```
1 ArrayList<Integer> nums = new ArrayList<Integer>();
2 nums.add(150);
3 nums.add(200);
4 System.out.println(nums.get(1).toString());
```

- 1 Does not compile.
- 2 Compiles, but throws an exception at run time.
- 3 Runs without error.

Autoboxing

- What is going on here?
 - Java automatically converts primitive types to reference types when necessary.
 - `nums.add(150);`
 - silently becomes:
 - `nums.add(new Integer(150));`

Question

```
1  whichCourse["Nathan"] = "CS159"  
2  System.out.println(whichCourse["Nathan"]);
```

- 1 Does not compile.
- 2 Compiles, but throws an exception at run time.
- 3 Runs without error.

(Assuming whichCourse is properly initialized.)

Question

```
1 whichCourse["Nathan"] = "CS159"  
2 System.out.println(whichCourse["Nathan"]);
```

- 1 Does not compile.
- 2 Compiles, but throws an exception at run time.
- 3 Runs without error.

(Assuming whichCourse is properly initialized.)

- Too bad. This would be handy.

HashMap

Recall the Naming Convention: **HashMap**

- **Map** - Implements the **Map interface** ↗.
 - A Map maps from a "key" object to a "value" object.
 - Also called a Dictionary or Associative Array.
- **Hash** - Coded using a hash table (Something to look forward to in CS240!)
- **HashMap API** ↗

Example:

HashMapDemo.java ↗

Iterators

- Iterators provide a common mechanism for iterating through Java Collections.
- An iterator is an object that implements the **Iterator Interface** ↗.

Example:

IteratorDemo.java ↗

Iterable

- Most Java Collection types implement the **Iterable interface** ↗.
- This is the magic sauce behind for-each loops.

```
1 for (String s : someCollection)
2     System.out.println(s);
```

Is (pretty much) just a shorthand for:

```
1 Iterator<String> it = SomeCollection.iterator();
2 String s;
3 while(it.hasNext())
4 {
5     s = it.getNext();
6     System.out.println(s);
7 }
```

Question

```
1      String[] strings = new String[2];
2      strings[0] = "hello";
3      strings[1] = "bob";
4
5      for (String s : strings)
6          System.out.println(s);
```

- 1 Does not compile.
- 2 Compiles, but throws an exception at run time.
- 3 Runs without error.

Question

```
1 public static void main(String[] args)
2 {
3     String[] strings = new String[2];
4     strings[0] = "hello";
5     strings[1] = "bob";
6     printCollection(strings);
7 }
8
9 public static void printCollection(Iterable collection)
10 {
11     for (Object o : collection)
12     {
13         System.out.println(o);
14     }
15 }
```

- 1 Does not compile.
- 2 Compiles, but throws an exception at run time.
- 3 Runs without error.