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package cn. sxt. mycollection;
/**
 * 自定义实现一个ArrayList,体会底层原理
 *增加remove方法
 *共有size, isEmpty, add, get, set, remove方法
 * @author ∑
 */
public class SxtArrayList05<E> {
         private Object[] elementData;
         private int size;
         private static final int DEFAULT_CAPACITY=10;
         public SxtArrayList05() {
                     elementData=new Object[DEFAULT_CAPACITY];
         public SxtArrayList05(int capacity) {
                     if(capacity<0) {</pre>
                               throw new RuntimeException("容器的容量不能为负数");
                     }else if(capacity==0) {
                               elementData=new Object[DEFAULT_CAPACITY];
                     }else {
                               elementData=new Object[capacity];
                     }
         }
         public int size() {
                     return size;
         public boolean isEmpty() {
                     return size==0? true:false;
         public void add(E element) {
                     //什么时候扩容?
                     if(elementData.length==size) {
                              //扩容操作
                               Object[] newArray=new Object[elementData.length+
(elementData.length>>1)];
```

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elementData=newArray;
                    elementData[size++]=element;
         }
         public E get(int index) {
                    checkRange(index);
                    return (E)elementData[index];
         }
         public void set(int index, E element) {
                    checkRange(index);
                    elementData[index]=element;
         }
         //索引合法判断【10, size)
         public void checkRange(int index) {
                    if(index<0||index>size=1) {
                              //不合法
                              throw new RuntimeException("索引不合法: "+index);
                    }
         }
         public void remove(E element) {
                    //element,将它和所有元素挨个比较,获得第一个比较为true的。返回
                    for(int i=0;i<size;i++) {</pre>
                              if(element.equals(get(i))) { //容器中所有的比较操作,都是
用equals而非==
                                       remove(i);
         }
         public void remove(int index) {
                    int numMoved=elementData.length-index-1;
                    if(numMoved>0) {
                    System. arraycopy(elementData, index+1, elementData, index, numMoved);
                    }
```

System. arraycopy(elementData, 0, newArray, 0, elementData.length);

```
elementData[--size]=null;
}
@Override
public String toString() {
        StringBuilder sb=new StringBuilder();
       sb. append('[');
       for(int i=0; i \le ize; i++) {
            sb. append(elementData[i]+", ");
       sb. setCharAt(sb.length()-1,']');
       return sb. toString();
}
public static void main(String[] args) {
             SxtArrayList05 s1=new SxtArrayList05(20);
             <u>s1. add ("aa")</u>;
             <u>s1. add ("bb")</u>;
             for(int i=0;i<40;i++) {
                        <u>s1. add("jiang"+i);</u>
             }
             <u>sl. set (9, "iiiii");</u>
             System. out. println(s1);
             System. out. println(s1. get(10));
             System. out. println(s1. get(9));
             s1. remove(3);
             System. out. println(s1);
             System. out. println(s1. size());
             System. out. println(s1. isEmpty());
}
```