

JAVA COLLECTIONS CHEATSHEET

Array

int[] arr = new **int[10]**; // {1,2,3,4,5}

arr.length;	prints length of array (10)
Arrays.binarySearch(arr, 3)	binary search (2)
Arrays.equals(arr, arr2)	true if arr and arr2 are equal
Arrays.fill(arr, 0, arr.length, 10)	fills arr from 0 to arr.length with value 10
Arrays.sort(arr)	sorts arr
Arrays.toString(arr)	converts array to string

String/StringBuilder

String str = "Hello World";

StringBuilder sb = new **StringBuilder**("Hello World");

str.charAt(0)	Returns char at position 0	sb
str.equals(s2)	Checks equality of strings	
str.indexOf('o')	Get index of character o	sb
str.length()	Length of string	sb
str.replaceAll("H", "X")	Replace all instances of character	
str.substring(0, str.length())	Substring	sb
str.toUpperCase()/toLowerCase()	Convert to upper/lower case	
str.trim()	Trim whitespaces from both ends	

sb.append("abc")	appends to stringbuilder
sb.delete(1,2)	delete character at index 1
sb.insert(0,"xyz")	insert xyz at index 0
sb.replace(0,2, "pq")	replace char at 0,1 with string pq
sb.reverse()	reverse
sb.toString()	convert stringbuilder to string

JAVA UTIL COLLECTIONS

List <Integer> list = new **ArrayList** <Integer>();

Queue <Double> queue = new **LinkedList** <Double>();

Stack <String> stack = new **Stack** <String>();

Set <String> words = new **HashSet** <String>();

Map <String, Integer> counts = new **HashMap** <String, Integer>();

[Note: Methods on next page]

Methods Found in ALL collections (Lists, Stacks, Queues, Sets, Maps)

<code>clear()</code>	removes all elements of the collection
<code>equals(collection)</code>	returns <code>true</code> if the given other collection contains the same elements
<code>isEmpty()</code>	returns <code>true</code> if the collection has no elements
<code>size()</code>	returns the number of elements in the collection
<code>toString()</code>	returns a string representation such as "[10, -2, 43]"

Methods Found in both Lists and Sets (ArrayList, LinkedList, HashSet, TreeSet)

<code>add(value)</code>	adds value to collection (appends at end of list)
<code>contains(value)</code>	returns <code>true</code> if the given value is found somewhere in this collection
<code>remove(value)</code>	finds and removes the given value from this collection
<code>removeAll(collection)</code>	removes any elements found in the given collection from this one
<code>retainAll(collection)</code>	removes any elements <i>not</i> found in the given collection from this one

List<E> Methods (10.1)

<code>add(index, value)</code>	inserts given value at given index, shifting subsequent values right
<code>indexOf(value)</code>	returns first index where given value is found in list (-1 if not found)
<code>get(index)</code>	returns the value at given index
<code>lastIndexOf(value)</code>	returns last index where given value is found in list (-1 if not found)
<code>remove(index)</code>	removes/returns value at given index, shifting subsequent values left
<code>set(index, value)</code>	replaces value at given index with given value
<code>subList(from, to)</code>	returns sub-portion at indexes from (inclusive) and to (exclusive)

Stack<E> Methods

<code>peek()</code>	returns the top value from the stack without removing it
<code>pop()</code>	removes the top value from the stack and returns it; <code>peek/pop</code> throw an <code>EmptyStackException</code> if the stack is empty
<code>push(value)</code>	places the given value on top of the stack

Queue<E> Methods

<code>add(value)</code>	places the given value at the back of the queue
<code>peek()</code>	returns the front value from the queue without removing it; returns <code>null</code> if the queue is empty
<code>remove()</code>	removes the value from the front of the queue and returns it; throws a <code>NoSuchElementException</code> if the queue is empty

Map<K, V> Methods (11.3)

<code>containsKey(key)</code>	<code>true</code> if the map contains a mapping for the given key
<code>get(key)</code>	the value mapped to the given key (<code>null</code> if none)
<code>keySet()</code>	returns a <code>Set</code> of all keys in the map
<code>put(key, value)</code>	adds a mapping from the given key to the given value
<code>putAll(map)</code>	adds all key/value pairs from the given map to this map
<code>remove(key)</code>	removes any existing mapping for the given key
<code>toString()</code>	returns a string such as "{a=90, d=60, c=70}"
<code>values()</code>	returns a <code>Collection</code> of all values in the map