

Comparable

In Java, it's possible to implement various sorting algorithms for any type of data. What if you have to work with custom types, sort elements of a collection, and try to compare objects that are not directly comparable? That's where the Comparable interface comes in handy.

Preparing to compare

Let's look at an example. We created a list of Integer's, added some elements and then sorted them.

```
public static void main(String[] args) {  
    List<Integer> list = new ArrayList<>();  
    list.add(55);  
    list.add(13);  
    list.add(47);  
  
    Collections.sort(list);  
    System.out.println(list);  
}
```

As expected, we get:

[13, 47, 55]

Now, let's create a simple class Car where we want to sort cars by their numbers.

```
public class Car {  
    private int number;  
    private String model;  
    private String color;  
    private int weight;  
  
    // constructor  
  
    // getters, setters  
}
```

Now we try to write some code for the main method, create our collection and sort it using the Collections.sort() method.

```
public static void main(String[] args) {  
    List<Car> cars = new ArrayList<>();  
    Car car1 = new Car(876, "BMW", "white", 1400);  
    Car car2 = new Car(345, "Mercedes", "black", 2000);  
    Car car3 = new Car(470, "Volvo", "blue", 1800);  
    cars.add(car1);  
    cars.add(car2);  
    cars.add(car3);  
}
```

```
    Collections.sort(cars);
    System.out.println(cars);
}
```

As a result, we get a compilation error:

**The method sort(List<T>) in the type Collections
is not applicable for the arguments (ArrayList<Car>)**

The reason for this is that standard classes like Integer, String and so on implement a special interface, so we can compare them without any problems. As for our custom class Car, it doesn't work like that.

Comparable interface

Comparable provides the compareTo() method which allows comparing an object with other objects of the same type.

It's also important to comply with the conditions: all objects can be compared to other objects of the same type in the most widely used way, which means compareTo() should be consistent with the equals method. A sequence of data has the **natural ordering**,

if for each 2 elements a and b, where a is located to the left of b, the condition is true: $a.compareTo(b) \leq 0$

To be able to sort, we must rewrite our Car class using the Comparable interface. For example, we can compare our Car objects by their number. Here's how you can implement it:

```
public class Car implements Comparable<Car> {
```

```
    private int number;
    private String model;
    private String color;
    private int weight;
```

```
    // constructor
```

```
    // getters, setters
```

```
    @Override
```

```
    public int compareTo(Car otherCar) {
        return Integer.valueOf(getNumber()).compareTo(otherCar.getNumber());
    }
```

```
}
```

Implementing the compareTo method

Let's talk about the compareTo() method. It compares the current object with the object sent as a parameter. To implement it correctly we need to make sure that the method returns:

- A positive integer (for example, 1), if the current object is greater;
- A negative integer (for example, -1), if the current object is less;
- Zero, if they are equal.

Below you can see an example of how the compareTo() method is implemented in the Integer class.

```
@Override
public int compareTo(Integer anotherInteger) {
    return compare(this.value, anotherInteger.value);
}
```

```
public static int compare (int x, int y) {
    return (x < y) ? -1 : ((x == y) ? 0 : 1);
}
```

```
class Coin implements Comparable<Coin> {
    private final int nominalValue; // nominal value
    private final int mintYear;     // the year the coin was minted
```

```
    Coin(int nominalValue, int mintYear) {
        this.nominalValue = nominalValue;
        this.mintYear = mintYear;
    }
```

```
    @Override
    public int compareTo(Coin other) {
        // This method we have to implement
    }
```

```
    // We consider two coins equal if they have the same nominal value
```

```
    @Override
    public boolean equals(Object that) {
        if (this == that) return true;
        if (that == null || getClass() != that.getClass()) return false;
        Coin coin = (Coin) that;
        return nominalValue == coin.nominalValue;
    }
```

```
    // getters, setters, hashCode and toString
}
```

Let's create some objects of Coin.

```
public static void main(String[] args) {
```

```
    Coin big = new Coin(25, 2006);  
    Coin medium1 = new Coin(10, 2016);  
    Coin medium2 = new Coin(10, 2001);  
    Coin small = new Coin(2, 2000);  
}
```

One of the rules is to keep the `compareTo()` implementation consistent with the implementation of the `equals()` method. For example:

- `medium1.compareTo(medium2) == 0` should have the same boolean value as `medium2.equals(medium1)`

If we compare our coins and `big` is bigger than `medium1` and `medium1` is bigger than `small`, then `big` is bigger than `small`:

- `(big.compareTo(medium1) > 0 && medium1.compareTo(small) > 0)` implies `big.compareTo(small) > 0`

`big` is bigger than `small`, hence `small` is smaller than `big`:

- `big.compareTo(small) > 0` and `small.compareTo(big) < 0`

if `medium1` is equal to `medium2`, they both must be bigger or smaller than `small` and `big` respectively:

- `medium1.compareTo(medium2) == 0` implies that `big.compareTo(medium1) > 0` and `big.compareTo(medium2) > 0` or `small.compareTo(medium1) < 0` and `small.compareTo(medium2) < 0`

This will ensure that we can safely use such objects in sorted sets and sorted maps.

In this case, we can comply with all these requirements if we compare our coins by their nominal value:

```
class Coin implements Comparable<Coin> {
```

```
    // fields, constructor, equals, hashCode, getters and setters
```

```
    @Override
```

```
    public int compareTo(Coin other) {  
        if (nominalValue == other.nominalValue) {  
            return 0;  
        } else if (nominalValue < other.nominalValue) {  
            return -1;  
        } else {  
            return 1;  
        }  
    }  
}
```

```
    @Override
```

```
    public String toString() {  
        return "Coin{nominal=" + nominalValue + ", year=" + mintYear + "}";  
    }  
}
```

```
}  
}
```

Now we can add the coins to a list and sort them:

```
List<Coin> coins = new ArrayList<>();
```

```
coins.add(big);  
coins.add(medium1);  
coins.add(medium2);  
coins.add(small);
```

```
Collections.sort(coins);  
coins.forEach(System.out::println);
```

In the output, we can see that the coins have been successfully sorted:

```
Coin{nominal=2, year=2000}  
Coin{nominal=10, year=2016}  
Coin{nominal=10, year=2001}  
Coin{nominal=25, year=2006}
```