ArrayList Methods

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Creating an ArrayList

ArrayList <String> arr = new ArrayList<String>();

This creates an empty ArrayList that can store Strings.

Wrapper Classes

ArrayLists must use Wrapper Classes!

ArrayList <String> arr = new ArrayList<String>();

ArrayList < Integer > arr = new ArrayList < Integer > ();

ArrayList < Double > arr = new ArrayList < Double > ();

ArrayList Methods

- Add(value) adds a value to the end of the ArrayList
- Add(index, value) adds values at the given index
- Get(index) accesses a value at a given index
- **Size()** returns the size of the ArrayList
- Remove(index) removes a value from the ArrayList at index
- Set(index, value) sets the value at the given index

ArrayLists as Method Parameter

public void changeArrayList(ArrayList<String> arr){ }

Pass in the ArrayList just like an array, make sure to define what type of ArrayList

Lab: ArrayList Methods

- 1. Make a toStringArrayList method
 - a. Print out ALL elements of your ArrayList
 - b. Parameter is an integer ArrayList
 - c. Returns nothing
- 2. Make a **getArrayListAverage** method
 - a. Gets the average of all integer elements in an ArrayList
 - b. Parameter is an integer ArrayList
 - c. Returns an integer that's the average

Lab: ArrayList Methods

- 3. Make a getArrayListMax method
 a. Gets the maximum of all integers in the ArrayList
 b. Parameter is an integer ArrayList
 c. Returns an integer that is the maximum
- 4. Make a getArrayListMin method
 a. Gets the minimum of all integers in the ArrayList
 b. Parameter is an integer array
 c. Returns an integer that is the minimum

Lab: ArrayList Methods

- In main
 - a. Create an ArrayList
 - i. Have the user choose how many values
 - ii. Values range between 1 and 100
 - b. Call **toStringArray** on the ArrayList
 - c. Call **getArrayListMax** on the ArrayList
 - d. Call **getArrayListMin** on the ArrayList
 - e. Call **getArrayListAverage** on the ArrayList
- 2. Continuously ask the user for new size and re-call those methods on the newly sized ArrayList