More Scala

Data Structures

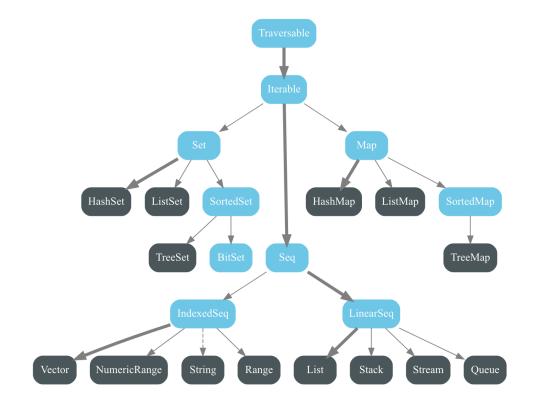
Lecture Objective

- This is Lecture Objective 3 from the Pale Blue Dot project -
- In the pbd.PaleBlueDot object, write a method named "cityPopulations" which:
 - Takes three Strings as parameters representing:
 - The name of a file containing city data. ex. "data/cities.csv"
 - A two character country code. You may assume that the input is in all lowercase letters
 - A region code in the same format as they appear in the cities file
 - Returns a Map of Strings to Ints mapping city names to their population
 - The city names should appear exactly as the do in the cities file
- Note: All the Strings will be in the same format as they appear in the cities file.
 You don't not have to do anything with upper/lower case for this objective

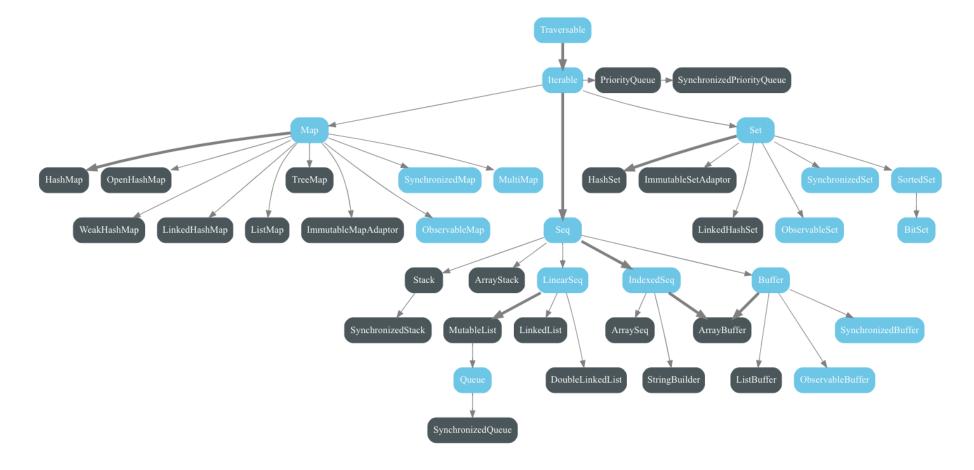
Data Structures

Data Structures

 Wide variety of Data Structures in Scala



Graph for mutable hierarchy:



Graph for immutable hierarchy:

https://docs.scala-lang.org/tutorials/FAQ/collections.html

Data Structures

- Let's keep it simple and focus on 3 for now
- Array
 - Sequential
 - Fixed Size
- List
 - Sequential
- Map
 - Key-Value Store

Array

- Sequential
 - One continuous block of memory
 - Random access based on memory address
 - address = first_address + (element_size * index)
- Fixed Size

Array

```
def arrayMethods(): Unit = {
// Create new Array of Ints
 val arr: Array[Int] = Array(2, 3, 4)
 // Change a value by index
 arr(1) = 20
 // Access a value by index
 val x: Int = arr(1)
 // Iterate over elements
 for (element <- arr) {</pre>
   println(element)
 // Iterate over indices
 for (index <- 0 to (arr.length - 1)) {</pre>
   println(index)
 // Iterate over indices — alternate
 for (index <- arr.indices) {</pre>
   println(index)
```

List

- Sequential
 - Spread across memory
 - Each element knows the memory address of the next element
 - Follow the addresses to find each element
- Variable Size
- Values cannot change [In Scala]

List

```
def listMethods(): Unit = {
// Create new Array of Int
 var list: List[Int] = List(2, 3, 4)
 // Access the first element
 val x: Int = list.head
 // Access a value by position
 val y: Int = list.apply(1)
 // Add an element to the end of the list (append)
 list = list :+ 50
 // Add an element to the beginning of the list (prepend)
 list = 70 :: list
 // Iteration
 for(element <- list){</pre>
  println(element)
```

Map

- Key-Value Store
 - Values stored at keys instead of indices
 - Multiple different implementations
 - Default is HashMap (CSE250 topic)
- Variable Size
- Variable Values
- Cannot have duplicate keys

Map

```
def mapMethods(): Unit = {
 // Create new Map of Ints to Ints
 var myMap: Map[Int, Int] = Map(2 \rightarrow 4, 3 \rightarrow 9, 4 \rightarrow 16)
 // Add a key-value pair
 myMap = myMap + (5 \rightarrow 25)
 // Access a value by key (Crashes if key not in map)
 val x: Int = myMap(3)
 // Access a value by key with default value if key not in map
 val y: Int = myMap.get0rElse(100, -1)
 // Iteration
 for((key, value) <- myMap){</pre>
   println("value " + value + " stored at key " + key)
```

Examples in IntelliJ

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