Collections

CPSC 1181 - O.O.

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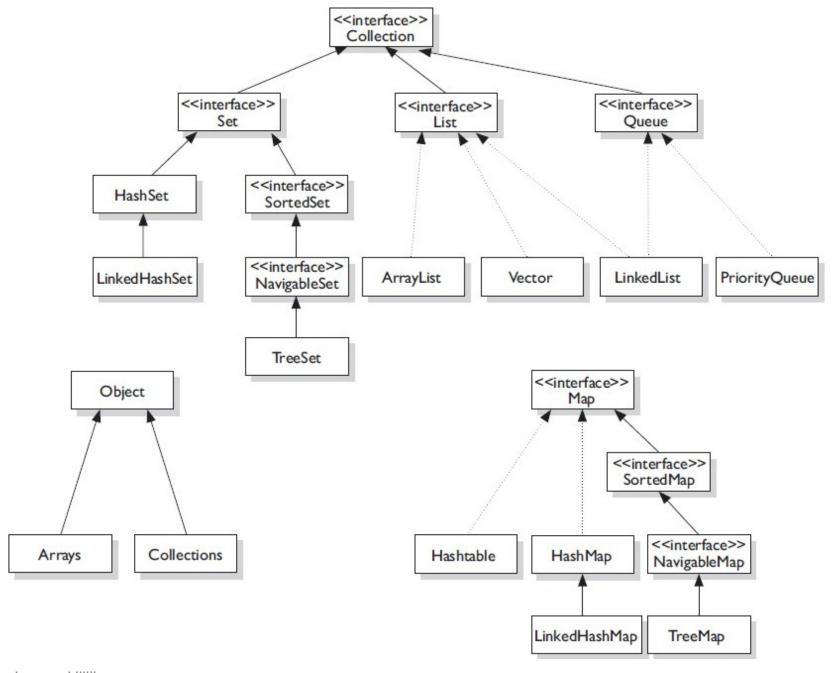


Outline

- Collections
- ArrayList
- HashSet
- HashMap
- Iterator

Collections

- A groups of common
 - Data structures
 - Abstractions
 - Algorithms
- Benefits
 - Reduced effort
 - To program your own things
 - To learn new APIs (they will use collections)
 - To design APIs (use collections)
 - Increased speed and quality
 - Interoperability between APIs
 - Foster reuse



List

- ArrayList
- An ordered sequence of elements
- Can contain duplicates
- Concept of "where" and "position"
- Runtime: some are constant, some are linear

Set

HashSet

- An unordered* bag of things
- No duplicates

Runtime: operations run in constant time

Map

- HashMap
- A set of key-value pairs
- Maps keys to values
- No duplicate keys
- Key associated with one value
- Runtime:
 - most constant
 - Others "amortized" constant time

Iterator

- Visits every element in a collection
- Optional: can remove last visited

Method Summary **Abstract Methods** All Methods **Instance Methods Default Methods** Modifier and Type **Method and Description** default void forEachRemaining(Consumer<? super E> action) Performs the given action for each remaining element until all elements have been processed or the action throws an exception. boolean hasNext() Returns true if the iteration has more elements. Е next() Returns the next element in the iteration. default void remove() Removes from the underlying collection the last element returned by this iterator (optional operation).

Collections

- sort (fast & stable)
- shuffle
- reverse, fill, copy, swap, addAll
- binarySearch
- composition (frequency, disjoint)
- min , max

Arrays

- binarySearch
- copyOf
- equals
- fill
- hashCode
- accumulate
- sort
- setAll
- toString