

Collections

CPSC 1181 – O.O.

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THE COLLEGE OF HIGHER LEARNING.

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

All Methods	Instance Methods	Abstract Methods	Default Methods
Modifier and Type	Method and Description		
default void	<code>forEachRemaining(Consumer<? super E> action)</code> Performs the given action for each remaining element until all elements have been processed or the action throws an exception.		
boolean	<code>hasNext()</code> Returns <code>true</code> if the iteration has more elements.		
E	<code>next()</code> Returns the next element in the iteration.		
default void	<code>remove()</code> 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`