ARRAYLIST PART OF THE COLLECTIONS FRAMEWORK DNLY HOLDS DESECTS

PRIMITIVES USE WRATTER CLASSES RESIZEABLE P

NEEDS A (TYPE)

ARRAYLIST CONSTRUCTOR

CREATES THE LIST WITH
NOTHING
IN IT P

THERE IS NO WAY TO INIT A # OF SPOTS!

ARRAYLIST METHODS add (item)

PUTS THE SUPPLIED TEMAT THE END OF THE LIST

.add (index, item)

PUTS THE ITEM AT THE INDEX MUST
IN THE LIST, THE INDEX MUST
BE LESS THAN OR EQUAL TO THE
SIZE OF THE LIST

ARRAYLIST METHOSS CONTI GET (INDEX)

RETRIEVES THE ITEM STORED
AT THE INDEX. DOES NOT CHANGE
THE LIST!

INDEX MUST BE BETWEEN ZERO AND ONE LESS THAN THE SIZE OF THE LIST

POSSIBLY THE MOST USED METHOD

MORE METHODS . Set (index, item) REPLACES THE ITEM AT THE SPECIFIED INDEX. RETURNS WHAT WAS STORED AT THAT INDEX OTZ16INALLY CANNOT BE USED TO APD

MORE IN ARRAYLET. remove (index)

KEMOUES THE OBSECT AT THE SPECIFIED INDEX. THIS MAKES THE LIST SMALLER (3) THE OBSECT THAT WAS IN THE LIST AT THAT INDEX IS RETURNED

. Size()

RETURNS THE NUMBER OF ITEMS IN THE LIST, CONTED PEOPLE STYLE

ARRAYLIST EXTRA

.CONTAINS (OBJECT)

ITERRATES THROUGH THE LIST P RETURNS WHETHER OR NOT THE SPECIFIED OBJECT IS INSIDE THE LIST

CLEAR ()

WIRES OUT EVERYTHING IN THE

ARRAY LIST TIPS

INDEX STARTS AT D GOES TO STREW-1

SIZE() GIVES HUMAN NUMBER

REMEMBER THE <>

INDICES LESS THAN & ALWAYS THROW EXCEPTIONS MANIPULATION TIP WHEN SEARCHING PREMOVING FROM A LIST GOING FROM BACK TO FRONT IS BEST