USEFUL DATA TYPES

STRING

- •A sequence of characters.
- •It's actually from java.lang.String. It's a Java class.
- •A string is immutable.

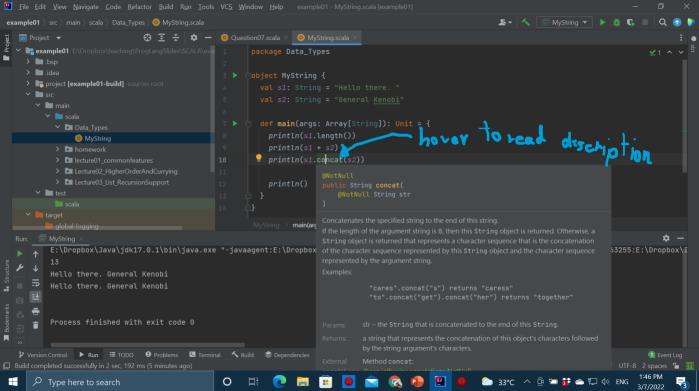
```
object MyString {
 def main(args: Array[String]): Unit = {
   printf("%s: Order (%d) ,has been %f percent completed.", s1, n1,n2)
   val result = printf("%s: Order (%d) , has been %f percent completed.", s1, n1,n2)
                                                            need format for In.
  println("%s: Order (%d) ,has been %f percent completed.".format(s1, n1,n2))
```

13

Hello there. General Kenobi

Hello there. General Kenobi
Hello there.: Order (66) ,has been 98.450000 percent completed.Hello there.: Order (66) ,has been 98.450000 percent completed.

Hello there. : Order (66) ,has been 98.450000 percent completed.Hello there. : Order (66) ,has been 98.450000 percent complete Hello there. : Order (66) ,has been 98.450000 percent completed.



ARRAY

- Store fixed size sequential data (must have the same type)
- Default value for a slot depends on its data type.

```
val a: Array[Int] = new Array[Int](10)
var b = Array(1,2,3,4) //initializer list
def main(args: Array[String]): Unit = {
 println(a) //will print address
 for(i <- 0 \le .to(\le a.length-1)) { // print default values
   print(a(i) + ", ")
 println("----")
                                     a.foreach (x => print(x))
   print(a(i) + ", ")
 println("-----")
 for(x <- a){ //for each
   print(x + ", ")
```

object MyArray {

ARRAY MAY NEED "IMPORT"

```
import Array._
object MyArray02 {
  val ar1 = Array("Luke", "Han", "Leia")
  val ar2 = Array("Yugi", "Judai", "Yusei")
  def main(args: Array[String]): Unit = {
   val c = concat(ar1,ar2)
    for(x <- c){ //for each</pre>
      print(x + ", ")
```

Luke, Han, Leia, Yugi, Judai, Yusei,

SET

- •Collection of non-duplicated data.
- •They have to have the same data type.
- •By default, set is immutable.
- •Set is not ordered.
 - -So its member does not have index.

```
object MySet {
                                                             default is immutable
  var s2 = scala.collection.mutable.Set("Yugi", "Judai", "Yusei") //mutable(how)
  def main(args: Array[String]): Unit = {
                                                             Set(Luke, Han, Leia)
    println(s1) =
                                                             Set(Luke, Han, Leia, PP)
    println(s1 + "PP") //create a new set
                                                             HashSet(Judai, Jojo, Yuqi, Yusei)
                                                            true 🛉
       mutable set
    s2.add("Jojo") //add data to an existing set
                                                             Judai
    s2.add("Judai")
                                                             HashSet(Jojo, Yuqi, Yusei)
    println(s2)
    println(s2("Judai")) //Since there is no index, this checks for existence.
    println(s2.head)
    println(s2.tail)
    println(s2.isEmpty)
```

```
object MySet02 {
  var s2 = scala.collection.mutable.Set("Vader", "Luke", "Chewy", "Han") //mutable
  def main(args: Array[String]): Unit = {
                                                                     👈 HashSet(Luke, Chewy, Vader, Han, Leia)
    println(s1 ++ s2) //union into new set ===> s1.++(s2)
    println(s1.\overline{k}(s2)) //intersect into new set ===> s1.intersect(s2) \rightarrow Set(Luke, Han)
    println(s1.max) // max value
                                                                    -Luke
    println(s1.diff(s2)) //difference into new set -
                                                                    📂 Set(Leia)
    println("----")
    s2.foreach(println) //for loop of a set
                                                                       Chewy
    println("----")
                                                                       Han
    for(x <- s2){     //normal foreach</pre>
                                                                       Luke
      println(x)
                                                                       Vader
                                                                       Chewy
                                                                       Han
                                                                       Luke
                                                                       Vader
```

MAP

- •A collection of (key, value) pairs.
- •A key is unique.
- •you can choose between mutable/immutable map.

```
object MaMap {
  val mymap: Map[Int,String] = Map(1 -> "Kim", 1 -> "John", 2 -> "Ann", 3 -> "May"
  def main(args: Array[String]): Unit = {
                                                                      Map(1 \rightarrow John, 2 \rightarrow Ann, 3 \rightarrow May)
    println(mymap)
                                                                      Ann
    println(mymap(2)) // use key to get value 
                                                                      Set(1, 2, 3)
                                                                    __Iterable(John, Ann, May)
    println(mymap.keys)
                                                                   🕳 false
    println(mymap.values)
                                                                   false
    println(mymap.isEmpty) 
                                                                      key = 1, value = John
    println(mymap.contains(0)
                                                                      key = 2, value = Ann
                                                                      key = 3, value = May
    mymap.keys.foreach{ key => //iterate
      println("key = " + key + ", value = " + mymap(key))
```

```
val m1: Map[Int,String] = Map(1 -> "John", 2 -> "Ann", 3 -> "May")
def main(args: Array[String]): Unit = {
  println(m1 ++ (m2)) // concat HashMap(5 -> Penguin, 1 -> Ann, 2 -> Kim, 3 -> May, 4 -> Le
  println(m1.head) laker overide
                                 (1, John)
  println(m1.tail)
                                 Map(2 \rightarrow Ann, 3 \rightarrow May)
 println(m1.size)
```

object MyMap02 {

TUPLE

- •Collection of values.
- •Can contain different data type.
- •Tuple is immutable!
- •Each touple can only contain upto 22 data.
- •Position in a tuple starts from 1.
- •Data in a map is actually a tuple.

```
val mytuple = (1,2,"A",3.14,false)
val mytuple2 = new Tuple4("SS",7.33,"Man",(2,3))
def main(args: Array[String]): Unit = {
                                                                (1,2,A,3.14,false)
 println(mytuple)
                     index access
 println(mytuple._3) //data from position 3
                                                                (2,3)
 println(mytuple2._4)
 println(mytuple2._4._2) •
 println("----")
 mytuple.productIterator.foreach{ //iterate
   value => println(value)
                                                                3.14
 println("----")
                                                               false
 println(1 -> "jojo" -> 1897) //nested tuple (map notation)
          ons map is tuple
                                                               ((1,jojo),1897)
```

object MyTouple {

OPTION TYPE

- Normally used as a return type
 - -For example: return an answer or None

```
Jobject MyOption {
  def main(args: Array[String]):
    println(l1.find(_ >1)
                                                        Some(2)
                                               answer.
    println(l1.find(_ >1).get)
    println(l1.find(_ >3))
                                                         None
                                                         Some (One)
    println(m1.get(1)) *
    println(m1.get(1).get)
                                                         0ne
    println(m1.get(0))

println(m1.get(0).get0rElse("No value found"))
                                                         None
                                                         No value found
```

```
Jobject MyOption2 {
  val opt1: Option[Int] = None
                                     defind own option
  val opt2: Option[Int] = Some(2)
  def findPos(v:Int, l:List[Int]): Option[Int] ={
    return findPos(v,l, count = 0)
  def findPos(v:Int, l:List[Int], count: Int):Option[Int] ={
    if(l.isEmpty) return None
      return findPos(v,l.tail,count+1)
  def main(args: Array[String]): Unit = {
    println(opt1.isEmpty)
                                        true
    println(opt1.getOrElse("NO"))
                                        NO
    println(findPos(2,l1))
                                        Some(1)
    println(findPos(4,l1))
                                        None
```