Iterators and Comparators





SoftUni Team

Technical Trainers







Software University

http://softuni.bg

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Have a Question?



sli.do

#java-advanced



Variable Arguments (varargs)



Allows the method to accept zero or multiple arguments

Ellipsis syntax

```
static void display(String... values) {
 System.out.println("display method invoked");
static void main() {
 display();
 display("first");
 display("multiple", "Strings");
```

Variable Arguments Rules



- There can be only one variable argument in the method
- Variable argument must be the last argument

```
static void display(int num, String... values) {
   System.out.println("display method invoked");
}
```

```
void method(String... a, int... b){} //Compile time error
void method(int... a, String b){} //Compile time error
```

Problem: Book



- Create a class Book, which has:
 - Title
 - Year
 - Authors
- Use only one constructor for book
- Authors can be anonymous, one or many

Book

- -title: String
- -year: int
- -authors: List<String>
- -setTitle(String)
- -setAuthors(String...)
- -setYear(int)
- +getTitle(): String
- +getYear(): int
- +getAuthors(): List<String>

Solution: Book (1)



```
//TODO: Add fields
public Book(String title, int year, String... authors) {
  this.setTitle(title);
  this.setYear(year);
  this.setAuthors(authors);
}
```

Solution: Book (2)



```
//TODO: Add all other getters and setters
private void setAuthors(String... authors) {
 if (authors.length == 0) {
    this.authors = new ArrayList<String>();
  } else {
    this.authors = new ArrayList<>(Arrays.asList(authors));
```

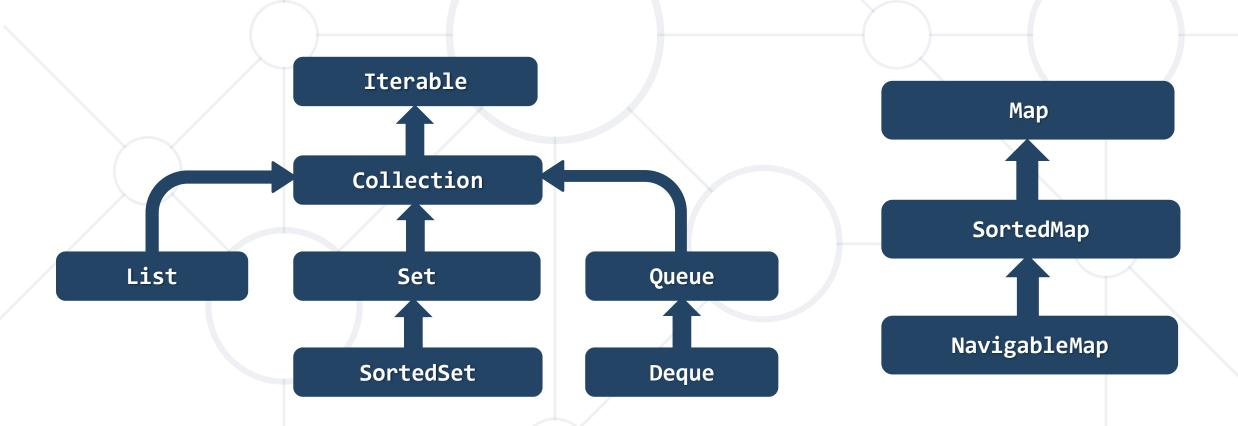


Iterable<T> and Iterator<T>

Collections Hierarchy



• Inheritance leads to hierarchies of classes and/or interfaces in an application:



Iterable<T>



Root interface of the Java collection classes

 A class that implements the Iterable<T> can be used with the new for loop

```
List list = new ArrayList();
for(Object o : list) {
   // do something o;
}
```

Iterable<T> Methods



- Abstract methods
 - iterator()

```
public interface Iterable<T> {
   public Iterator<T> iterator();
}
```

- Default methods
 - forEach(Consumer<? super T> action)
 - spliterator() used for parallel programming

Iterator<T>



Enables you to cycle through a collection



```
public class Library<T> implements Iterable<T> {
   private final class LibIterator implements Iterator<T> {}
}
```



```
class MyClass implements Iterable<T>, Iterator<T> {}
```



Problem: Library



- Create a class Library, which implements Iterable<Book>
- Create nested class LibIterator, which implements

```
Iterator<Book>
```

```
<<pre><<Iterable<Book>>>
Library

-books: Book[]
+iterator(): Iterator<Book>
```

```
<<pre><<Iterator<Book>>>
   LibIterator

-counter: int
+hasNext(): Boolean
+next(): Book
```

Solution: Library (1)



```
public class Library<Book> implements Iterable<Book> {
  private Book[] books;
  public Library(Book... books) {
   this.books = books;
  public Iterator<Book> iterator() {
    return new LibIterator();
 //TODO: Add nested iterator, look for it on next slide
```

Solution: Library (2)



```
private final class LibIterator implements Iterator<Book> {
  private int counter = 0;
  public boolean hasNext() {
    if(this.counter < books.length) { return true; }</pre>
    return false;
  public Book next() { return books[counter++]; }
```





Comparator <E>



- Comparator provides a way for you to provide custom comparison logic for types that you have no control over
 - Multiple sorting sequence
 - Doesn't affect the original class
 - compare() method



Comparable <E>



- Comparable allows you to specify how objects
 that you are implementing get compared
 - Single sorting sequence
 - Affects the original class
 - compareTo() method



Comparable <E>



 Allows you to specify how objects that you are implementing get compared

```
class Student implements Comparable<Student> {
  private String name; private int age;
                                              Provide data type of
                                               compared object
  public int compareTo(Student st) {
    if (this.age == st.age) { return 0; }
    else if (this.age > st.age) { return 1; }
    else if (this.age < st.age) { return -1; }
```

Comparator<E>



• Allows you to provide custom comparison logic:

```
class Dog implements Comparator<Dog>{
  private String name;
  private int age;
  public int compare(Dog d, Dog d1) {
      return d.age - d1.age;
```

Problem: Comparable Book



Expand Book by implementing

Comparable<Book>

- Book have to be compared by name
 - When name is equal, compare them by year

```
<<Comparable<Book>>> Book
-title: String
-year: int
-authors: List<String>
-setTitle(String)
-setYear(String)
-setAuthors(String...)
+getTitle(): String
+getYear(): int
+getAuthors(): +List<String>
+compareTo(Book): int
```

Solution: Comparable Book



```
public int compareTo(Book book) {
 if (this.getTitle().compareTo(book.getTitle()) == 0) {
    if (this.getYear() > book.getYear()) { return 1;}
    else if (this.getYear() < book.getYear()) { return -1; }</pre>
    return 0;
  } else {
    return this.getTitle().compareTo(book.getTitle());
```

Problem: Book Comparator



- Create a class, which can compare two books
- Use your BookComparator to sort list of Books

```
<<Comparator<Book>>>
BookComparator
+compare(Book, Book):int
```

Solution: Book Comparator (1)



```
public class BookComparator implements Comparator<Book> {
 @Override
 public int compare(Book first, Book second) {
   if (first.getTitle().compareTo(second.getTitle()) == 0) {
      if (first.getYear() > second.getYear()) { return 1; }
     // Continues on the next slide
```

Solution: Book Comparator (2)



```
// ...
 else if (first.getYear() < second.getYear())</pre>
    return -1;
  return 0;
} else {
  return first.getTitle().compareTo(second.getTitle());
```

Summary



- Variable arguments
- Iterable<T>
- lterator<T>
- Comparable<T>
- Comparator<T>



Questions?











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