

Agenda

- Vector
- Stack
- Queue
- Set
- hashCode()
- ~~Map~~

Vector class

- Internally Vector is dynamic array (can grow or shrink dynamically).
- Vector is a legacy collection (since Java 1.0) that is modified to fit List interface.
- Vector is synchronized (thread-safe) and hence slower.
- When Vector capacity is full, it doubles its size.
- Elements can be traversed using Enumeration, Iterator, ListIterator, or using index.
- Primary use
 - Random access
 - Add/remove elements (at the end)
- Limitations
 - Slower add/remove in between the collection
 - Uses more contiguous memory
 - Synchronization slow down performance in single threaded environment
- Inherited from List<>.

ArrayList class

- Internally ArrayList is dynamic array (can grow or shrink dynamically).
- When ArrayList capacity is full, it grows by half of its size.
- Elements can be traversed using Iterator, ListIterator, or using index.
- Primary use
 - Random access
 - Add/remove elements (at the end)
- Limitations
 - Slower add/remove in between the collection
 - Uses more contiguous memory
- Inherited from List<>.

LinkedList class

- Internally LinkedList is doubly linked list.
- Elements can be traversed using Iterator, ListIterator, or using index.
- Primary use
 - Add/remove elements (anywhere)
 - Less contiguous memory available
- Limitations:
 - Slower random access

- Inherited from List<>, Deque<>.

Stack

- It is inherited from vector class.
- Generally used to have only the stack operations like push, pop and peek operations.
- It is recommended to use the Deque from the queue collection.
- It is synchronized and hence gives low performance.

Queue Interface

- Represents utility data structures (like Stack, Queue, ...) data structure.
- Implementations: LinkedList, ArrayDeque, PriorityQueue.
- Can be accessed using iterator, but no random access.
- Methods
 - boolean add(E e) - throw IllegalStateException if full.
 - E remove() - throw NoSuchElementException if empty
 - E element() - throw NoSuchElementException if empty
 - boolean offer(E e) - return false if full.
 - E poll() - returns null if empty
 - E peek() - returns null if empty
- In queue, addition and deletion is done from the different ends (rear and front)
- Difference between these methods is first 3 methods throw exception however next 3 methods do not throw exception if operation fails.

Deque interface

- Represents double ended queue data structure i.e. add/delete can be done from both the ends.
- Two sets of methods
 - Throwing exception on failure: addFirst(), addLast(), removeFirst(), removeLast(), getFirst(), getLast().
 - Returning special value on failure: offerFirst(), offerLast(), pollFirst(), pollLast(), peekFirst(), peekLast().
- Can be used as Queue as well as Stack.
- Methods
 - boolean offerFirst(E e)
 - E pollFirst()
 - E peekFirst()
 - boolean offerLast(E e)
 - E pollLast()
 - E peekLast()

ArrayDeque class

- Internally ArrayDeque is a dynamically growable array.
- Elements are allocated contiguously in memory.
- Time Complexity to add and remove is O(1)

LinkedList class

- Internally LinkedList is doubly linked list.
- Time Complexity to add and remove is $O(1)$

PriorityQueue class

- Internally PriorityQueue is a "binary heap" (Array implementation of binary Tree) data structure.
- Elements with highest priority is deleted first (NOT FIFO).
- Elements should have natural ordering or need to provide comparator.

Set interface

- Collection of unique elements (NO duplicates allowed).
- Implementations: HashSet, LinkedHashSet, TreeSet.
- Elements can be accessed using an Iterator.
- Abstract methods (same as Collection interface)
 - `add()` returns false if element is duplicate

HashSet class

- Non-ordered set (elements stored in any order)
- Elements must implement `equals()` and `hashCode()`
- Fast execution
- Elements are duplicated in Hashset even if `equals()` is overridden.
- Its because the hashset dosent compare elements only on the basis of `equals()`.
- Hashset considers elements equal if and only if their `hashCode()` is same and calling `equals()` to compare them return true.

LinkedHashSet class

- Ordered set (preserves order of insertion)
- Elements must implement `equals()` and `hashCode()`
- Slower than HashSet
- Elements are duplicated in LinkedHashset even if `equals()` is overridden.
- Its because the LinkedHashset dosent compare elements only on the basis of `equals()`.
- LinkedHashset considers elements equal if and only if their `hashCode()` is same and calling `equals()` to compare them return true.

SortedSet interface

- Use natural ordering or Comparator to keep elements in sorted order
- Methods
 - `E first()`
 - `E last()`
 - `SortedSet headSet(E toElement)`
 - `SortedSet subSet(E fromElement, E toElement)`
 - `SortedSet tailSet(E fromElement)`

NavigableSet interface

- Sorted set with additional methods for navigation
- Methods
 - E higher(E e)
 - E lower(E e)
 - E pollFirst()
 - E pollLast()
 - NavigableSet descendingSet()
 - Iterator descendingIterator()

TreeSet class

- Sorted navigable set (stores elements in sorted order)
- Elements must implement Comparable or provide Comparator
- Slower than HashSet and LinkedHashSet
- It is recommended to have consistent implementation for Comparable (Natural ordering) and equals() method i.e. equality and comparison should be done on same fields.
- If need to sort on other fields, use Comparator.

```
class Book implements Comparable<Book> {  
    private String isbn;  
    private String name;  
    // ...  
    public int hashCode() {  
        return isbn.hashCode();  
    }  
    public boolean equals(Object obj) {  
        if(!(obj instanceof Book))  
            return false;  
        Book other=(Book)obj;  
        if(this.isbn.equals(other.isbn))  
            return true;  
        return false;  
    }  
    public int compareTo(Book other) {  
        return this.isbn.compareTo(other.isbn);  
    }  
}
```

```
// Store in sorted order by isbn (Natural ordering)  
set = new TreeSet<Book>();
```