

# COLLECTIONS

THE Stack CLASS, THE Iterator  
INTERFACE

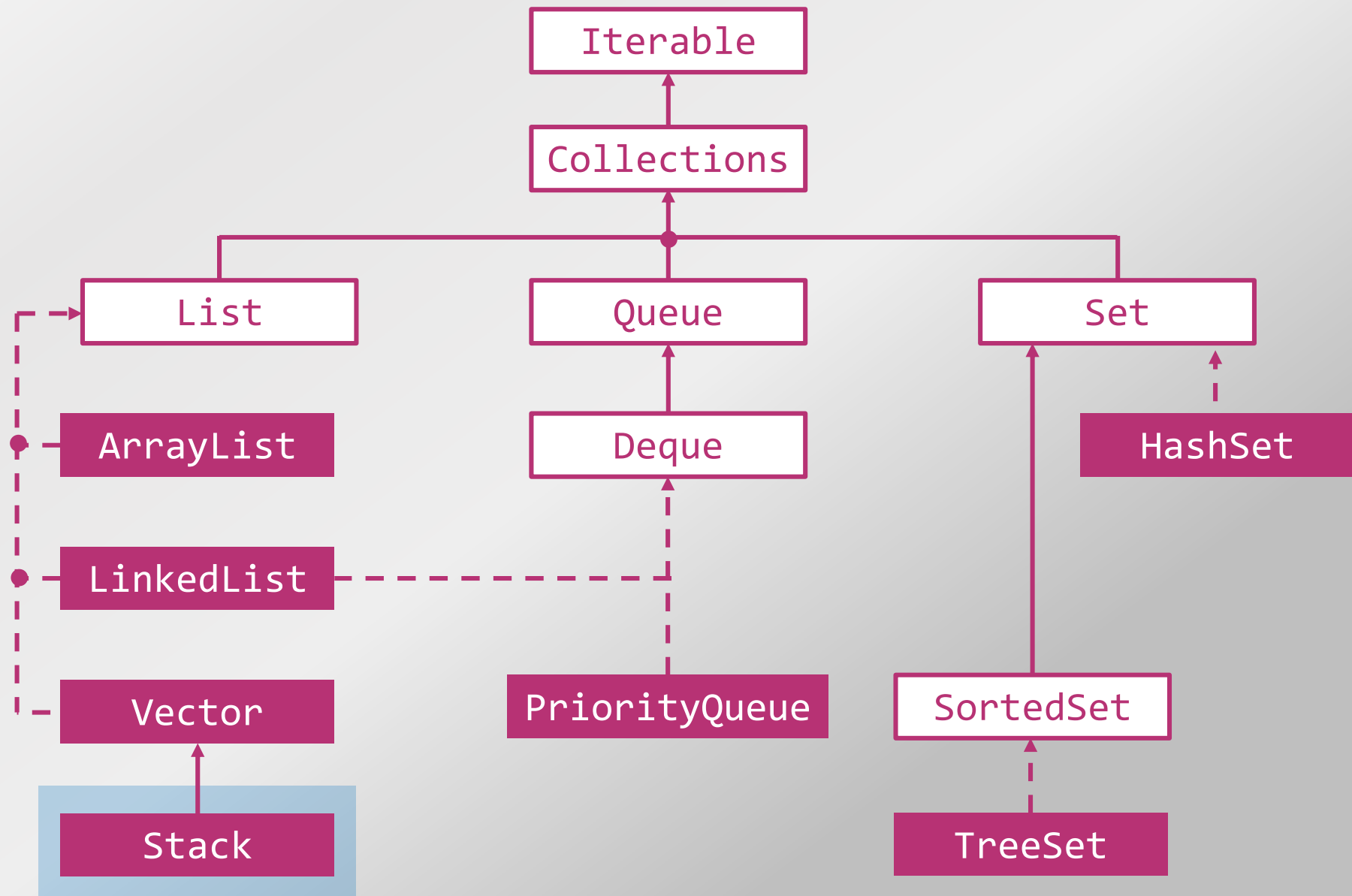
THE PriorityQueue CLASS

THE LinkedList CLASS

THE HashSet CLASS

THE HashMap CLASS

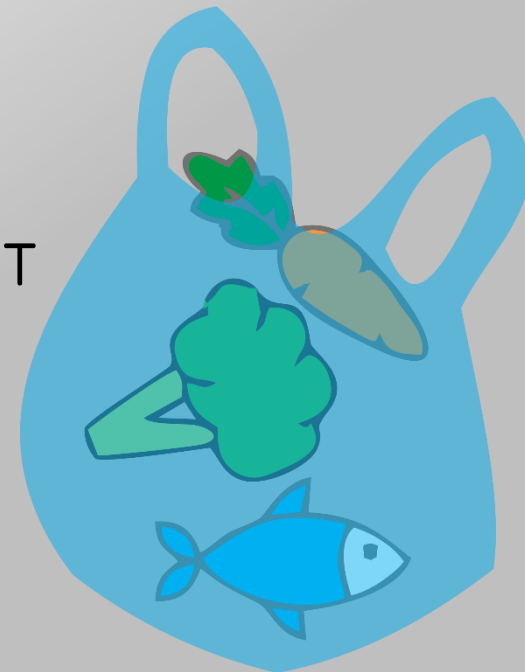


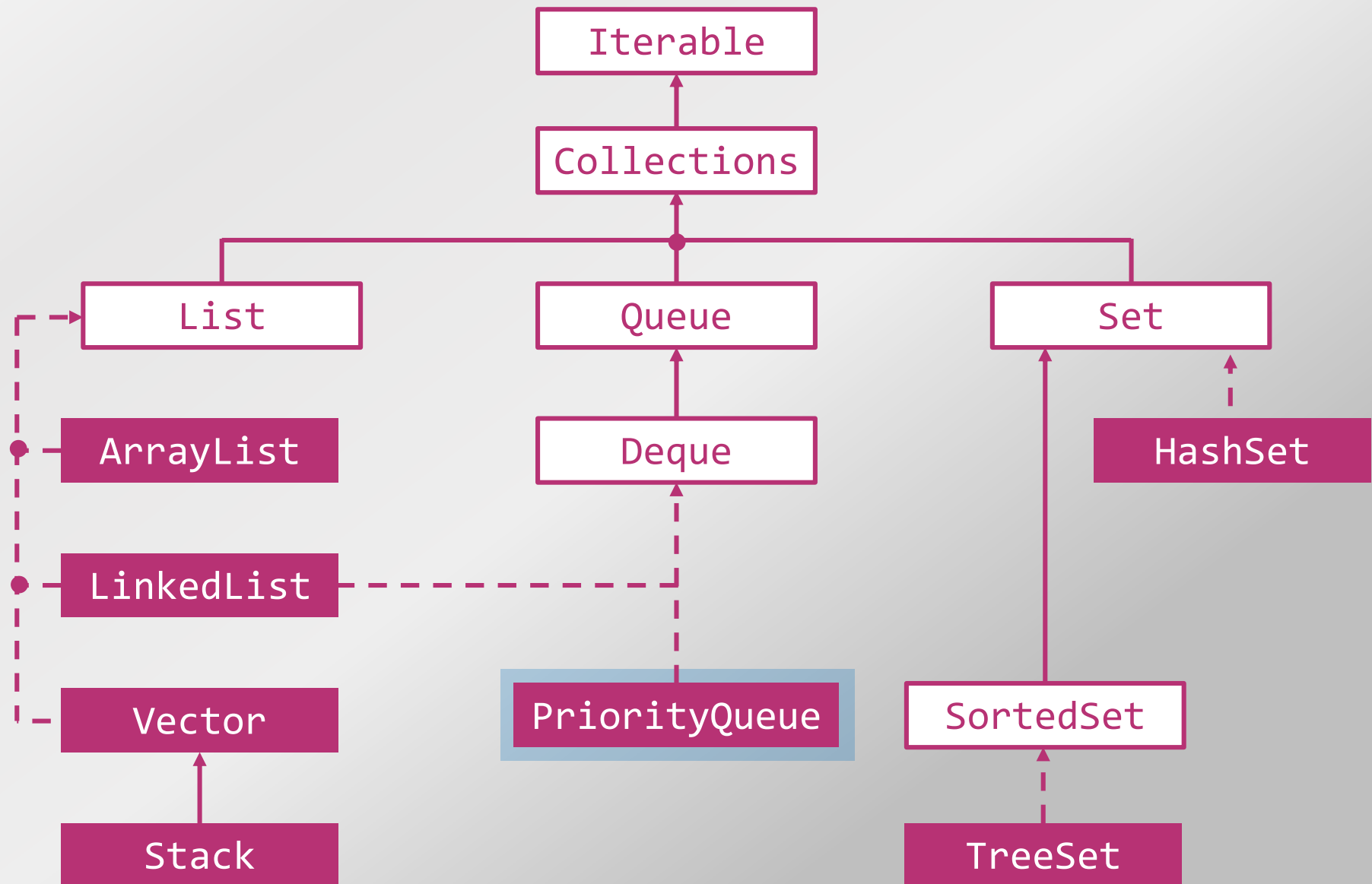


□ IN THE MAIN PROGRAM CREATE AN OBJECT OF THE Stack<String> CLASS CALLED <bag>.

□ ASK A USER IF S/HE WANTS TO "put" A PRODUCT TO <bag>, "take" THE LAST ADDED PRODUCT FROM <bag>, "print" THE CONTENT OF <bag> OR "exit". THE PROGRAM SHOULD KEEP ASKING UNTIL THE USER ENTERS "exit" (USE THE **while** LOOP).

□ DEPENDING ON THE USER INPUT: PUT A PRODUCT OR TAKE THE LAST ADDED PRODUCT OR DISPLAY THE CONTENT IN THE CONSOLE OR CLOSE THE PROGRAM (USE THE **switch** STATEMENT).





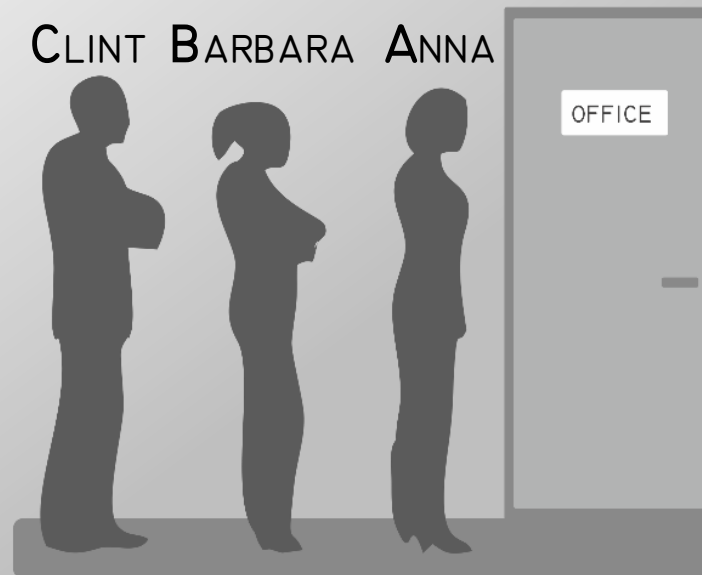
Interface

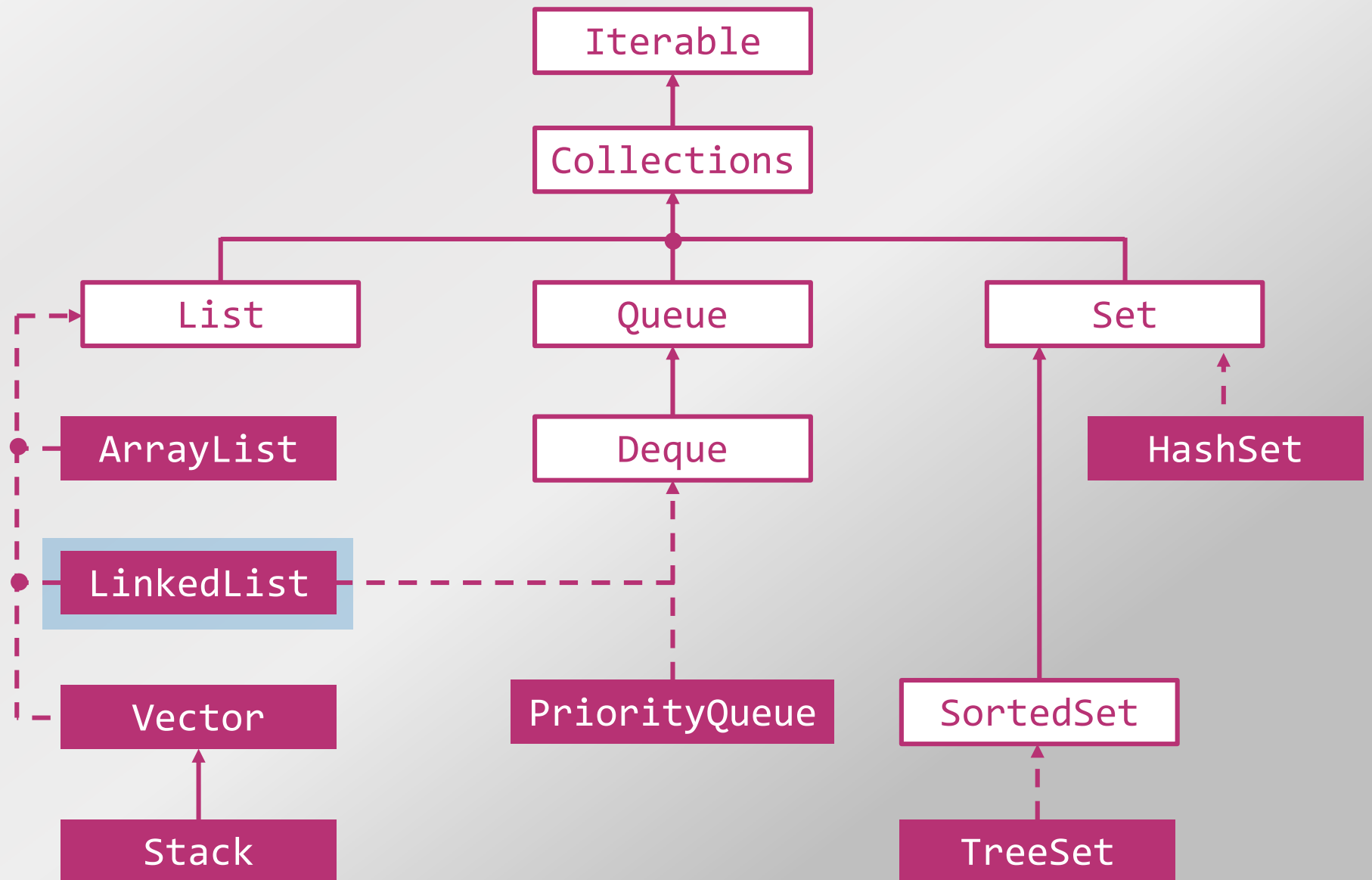
Class

Implement

Extend

□ INSTEAD OF THE `Stack<String>` CLASS USE THE [PriorityQueue<String>](#) CLASS TO KEEP PRODUCTS. THIS TIME A USER CAN "take" THE FIRST ITEM ACCORDING TO THE [NATURAL ORDERING](#). UPDATE THE MAIN PROGRAM USING THE METHODS OF THE `PriorityQueue` CLASS.





Interface

Class

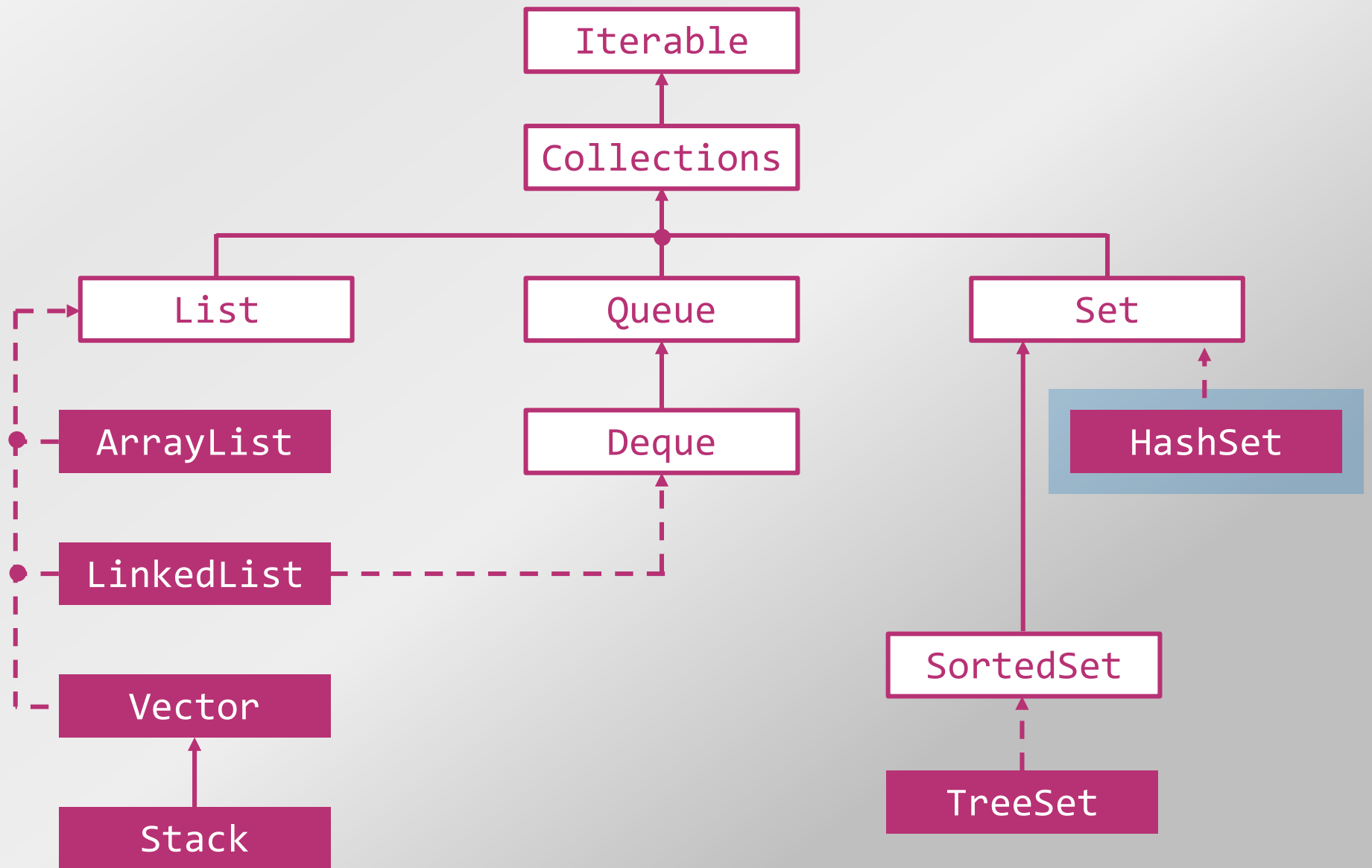
Implement

Extend

□ NOW USE THE [LinkedList](#)<String> CLASS TO KEEP PRODUCTS. A USER SHOULD BE ABLE TO "take" THE FIRST ITEM ACCORDING TO [FIFO](#). UPDATE THE MAIN PROGRAM ACCORDINGLY.







Interface

Class

Implement

Extend

- ❑ NOW USE THE HashSet<String> CLASS TO KEEP PRODUCTS. BEFORE "take"+ing A PRODUCT A USER SHOULD SPECIFY ITS NAME. UPDATE THE MAIN PROGRAM ACCORDINGLY.
- ❑ TRY TO "put" THE SAME PRODUCT TO <bag> TWICE. THEN, "print" THE CONTENT OF THE <bag>. WHAT DO YOU SEE? WHY?

□ WHAT WOULD WE SEE IN THE CONSOLE IF WE RUN THE CODE BELOW? WHY? CORRECT THE CODE (USE THE Iterator INTERFACE).

```
import java.util.ArrayList;

public class Main {
    public static void main(String[] args) {

        ArrayList<String> arrL = new ArrayList<String>();
        arrL.add("Sweden");
        arrL.add("Japan");
        arrL.add("Kuba");
        arrL.add("Spain");

        for (int i = 0; i < arrL.size(); i++) {
            arrL.remove(i);
        }

        System.out.println("ArrayList size: "+ arrL.size());
        for (int i = 0; i < arrL.size(); i++) {
            System.out.println(arrL.get(i));
        }
    }
}
```

# REVERSE POLISH NOTATION

$$1 + 2 = 1 2 +$$

$$1 - 2 = 1 2 -$$

$$1 * 2 = 1 2 *$$

$$1 / 2 = 1 2 /$$

□ COMPLETE THE CODE BELOW THAT USES AN OBJECT OF THE `Stack` CLASS TO CALCULATE THE EXPRESSION IN `s`:

8\*

```
public class Main {
    public static void main(String[] args) {
        // reverse Polish notation for "1 + 2":
        String s = "1 2 +";
        String[] sArr = s.split(" ");    // sArr = ["1", "2", "+"]

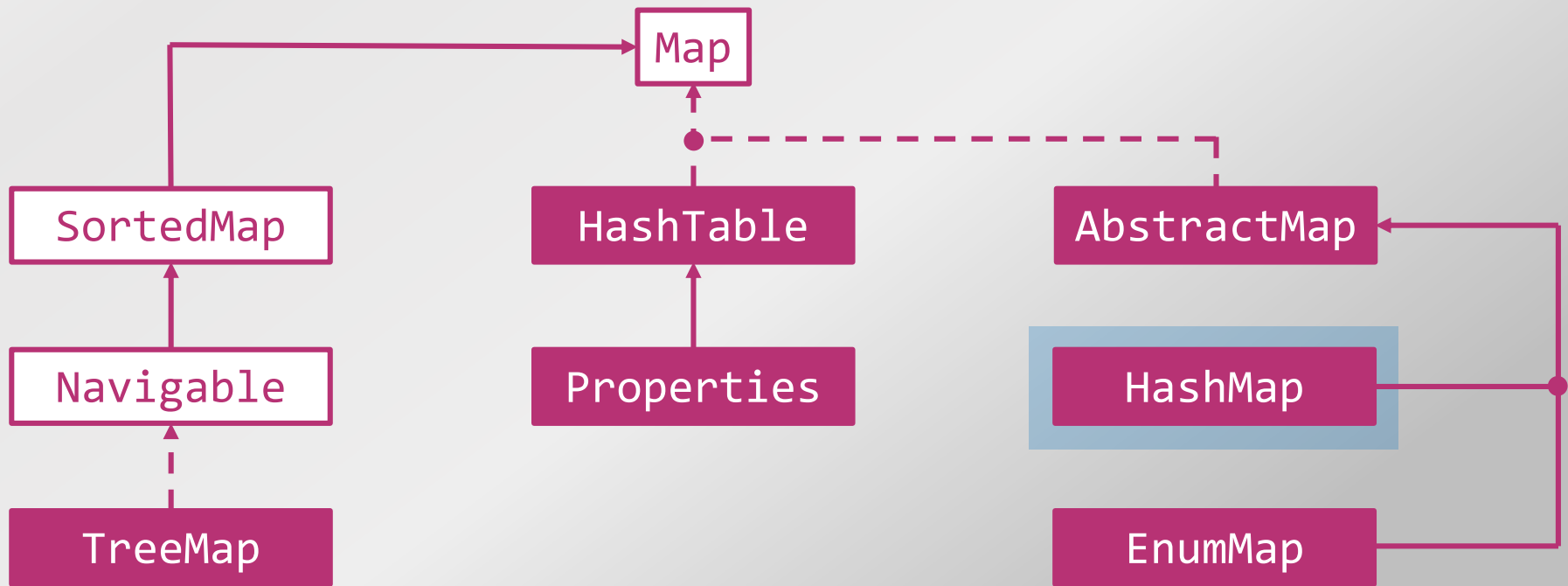
        // TODO: create an object of the Stack class called <stack>

        for (int i = 0; i < sArr.length; i++) {
            // TODO: add the elements of <sArr> to <stack>
        }

        // TODO: declare and initialize a string that contains the last
        // element of <stack>
        // TODO: declare and initialize an integer that contains the 2nd
        // element of <stack>
        // (parse String to int)
        // TODO: declare and initialize an integer that contains the 1st
        // element of <stack>

        // TODO: using the switch statement display in the console the
        // result of expression in <s> depending on the operator that
        // is used ("-", "+", "*", or "/"):

    }
}
```



□ IN THE MAIN PROGRAM CREATE AN OBJECT OF THE `HashMap<String,String>` CLASS. ADD NAMES OF FIVE COUNTRIES (keys) WITH THEIR CORRESPONDING CAPITALS (values).

□ ASK A USER TO TYPE THE CAPITALS OF EACH COUNTRY ONE BY ONE. IF THE ANSWER IS CORRECT, DISPLAY IN THE CONSOLE **"correct"**, OTHERWISE DISPLAY THE CORRECT ANSWER.

EXPECTED OUTPUT:

The capital of Italy: Warsaw

the correct answer: Rome

The capital of France: Paris

correct

The capital of Portugal: Madrid

the correct answer: Lisbon

The capital of Spain: Lisbon

the correct answer: Madrid

EXCEPTIONs

THREADs

TESTs

