

ARRAY LIST → Collections

int, char, float ? → Wrapper classes → Integer, Character, Boolean, Long, Double

`ArrayList<type> var-name = new ArrayList<> (↓);` → Size is not mandatory  
(12) ✓

eg: `ArrayList<Integer> nums = new ArrayList<>();` → without size

eg: `ArrayList<Student> Students = new ArrayList<>();`

Add:

`nums[index] = 10;`

`nums.add(10);` → add at last

`nums.add(20);`  
↳ value

**ADD AT PARTICULAR INDEX: (1)**

`nums.add(1, 30);` → value  
↓  
index

**Change at Particular index:**

`nums.set(2, 40);`

Remove:

✓ → By index

`nums.remove(2);` → `[10, 30]`

`colors.remove("red");` →

↳ By value/object

`nums = [10, 30, 40]`  
0 1 2  
The value 40 at index 2 is circled.

`colors = ["red", "blue", "green"]`

## ITERATION 1

- ① `for (int i = 0; i < nums.size(); i++) {`  
    `system.out.println(nums.get(i));`  
    `}`  
    → length of the arraylist  
    → `nums[i] → nums.get(i)`  
    → index  
    For loop
- ② `Iterator<Integer> itr = nums.iterator();`  
    `while (itr.hasNext()) {`  
        `system.out.println(itr.next());`  
    `}`  
    ✓  
    Obj  
    // [10, 20, 30]  
    Iterator class  
    // 10, 20, 30  
    ~~`i++;`~~ X
- ③ `for (Integer num : nums) {`  
    `system.out.println(num);`  
    `}`  
    10, 20, 30  
    // for each

## CONVERT ARRAYLIST TO ARRAY

①  $\checkmark$  `Object[] arr = nums.toArray();`  $\rightarrow$  return `Objects[]` type

`ArrayList<Colour> colour = new ArrayList<>();`

`Object[] arr = colour.toArray();`

`for (Object obj : arr) {`

`Colour col = (Colour) obj;  $\rightarrow$  Object  $\leftrightarrow$  Colour`

`}`  $\checkmark$  `[10, 20, 30]`

`ArrayList<Integer> nums = new ArrayList<>();`

`Object[] arr = nums.toArray();`  $\rightarrow$  convert ArrayList to Array.

`for (Object obj : arr) {`

`Integer value = (Integer) obj;`

`}`

② `Integer[] arr = new Integer[nums.size()];`

`arr = nums.toArray(arr);`

`for (Integer val : arr) {`

`s.op(val)`

`}`



## CONVERT ARRAY TO ARRAYLIST

`Integer[] arr = new Integer[5];` → `[10, 20, 30]`

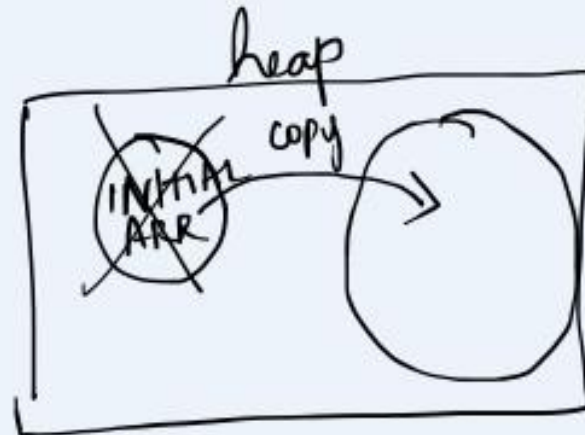
`ArrayList<Integer> arrList = new ArrayList<>();`  
`arrList = Arrays.asList(arr);`

---

default size = 10; → Threshold value → 0.75

`[1, 2, 3, 4, 5, 6, 7]` — — — — — 1 → grow

10



### CLEAR

nums.clear(); → remove all the elements in arraylist

### ISEMPTY [ ] ✓ return boolean

nums.isEmpty() ↔ nums.size() != 0

### INDEXOF

[10, 20, 30]

target = 20

→  $\begin{matrix} \downarrow \\ 0 & 1 & 2 & 3 & 4 & 5 \\ [10, 10, 20, 20, 10, 30] \end{matrix}$

int index = nums.indexOf(20); → Not present → -1 ✓

int index = nums.indexOf(10); → return 0; (first occurrence)

### LASTINDEX

int lastIndex = nums.lastIndexOf(10) → return 4

### CONTAINS

colours.contains("red") → return true/false;

### SORT:

Collections.sort(nums) → integer

↓  
String (sort based on Alphabets)

Reverse

collections.reverse(nums);

eg: All prime numbers for 5 to 30 → return an Array  
ArrayList<Integer> PrimeNumber = new ArrayList<>();

for (int i = 5; i <= 30; i++) {

if (isPrime(i)) {

primeNumbers.add(i);

}

}



Strings: → Non-Primitive (Objects)

→ Sequence of characters (char array)

eg: "xyz" → 

0	1	2
x	y	z

 ✓ (fixed size)

Strings are immutable → Cannot Change

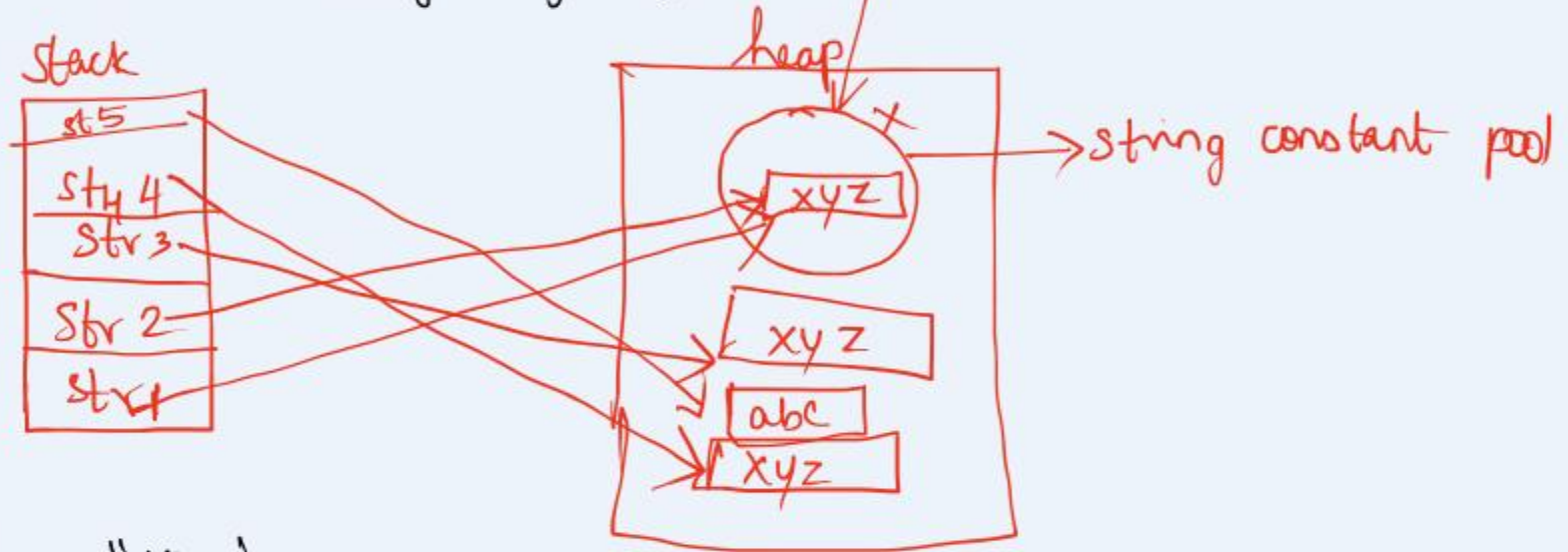
Class → java.lang.String ✓ (default class)



## CREATE A STRING

① String str = "xyz"; → literal ✓

② String str = new String("xyz"); ✓



✓ String str1 = "xyz";

✓ String str2 = "xyz"; // abc

String str3 = new String("xyz"); ✓ X String constant pool

String str4 = new String("xyz");

str5 = new String("abc");

TO CHARARRAY: ✓

char [ ] CharArr = Str.toCharArray();

✓ CharArr[i]

TO FIND LENGTH;

int length = Str.length();

TO FIND INDEX OF A CHARACTER → <sup>0 1 2</sup>xyz

int index = Str.indexOf('z'); → 2 → lastIndexOf(' ')

→ Str.toUpperCase(); ABCdE → ABCDE

→ Str.toLowerCase();  $\begin{matrix} \downarrow \\ \rightarrow \end{matrix}$  abcde

→ Str1 → Str2 ; xyz      xyz

Str1.equalsIgnoreCase(Str2); → true

Str1.equals(Str2) → false

→ contains() → Str1 → "Sentence"

Str1.contains("Sentence") ; → true