Arrays (cont); ArrayList

- Review: array syntax and arrays of objects
- Using arrays for random-access applications
- Partially filled array
- Java ArrayList class
- Autoboxing
- [Time permitting] Example: Names class (over next few lectures)

Announcements

- New TA: Ben Mathews
- My office hours CANCELLED tomorrow only (Ben will have 3:30 4:30 as a replacement)
- PA1 due Wednesday night
- this week's lab: programming with ArrayList
- Later this week / weekend:
 - PA2 will be published
 - Sample MT 1 exams will be available
- MT 1: Tue. 2/23 9:30am-10:50am
 - online exam
 - we'll have a rehearsal exam beforehand
 - alternate time will be provided for time-zone issues (TBA)

Review Arrays

```
int[] intArr; array reference only
intArr = new int[100]; create array object
                                           valid indices are?
int val= intArr[10]; access an array elmt
                                          its value is?
intArr[10] = 59; change value of array element
int val2 = intArr [100];
                                          what does this do?
complete a loop to add 10 to all the elements in the array:
for (int i = 0;
                                                 ; i++) {
String[] words = new String[10];
int len = words[3].length(); what value does len have?
```

Review: applications where we use random access

• Ex: count how many people got each score (histogram)

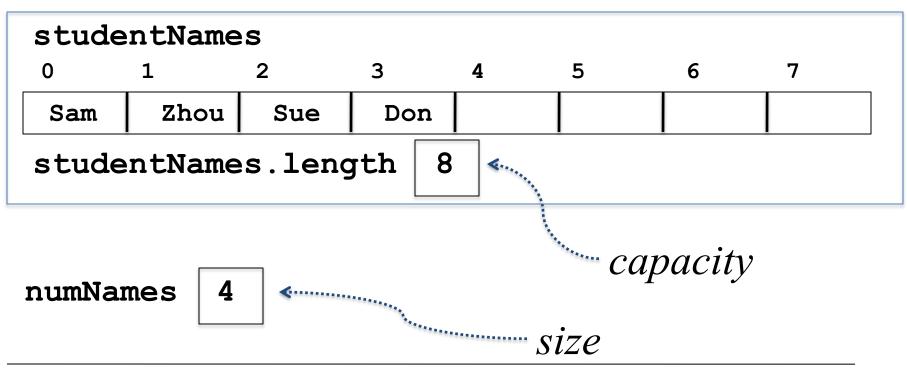
- Use random-access
- Array size known ahead of time and doesn't change
- Uses the whole array
- All elements have to be initialized ahead of time

Partially filled array

- Ex: store data about all students in the class
- Characteristics...
 - Don't know how many students there will be ahead of time
 - Students may add or drop
 - Uses mostly sequential access

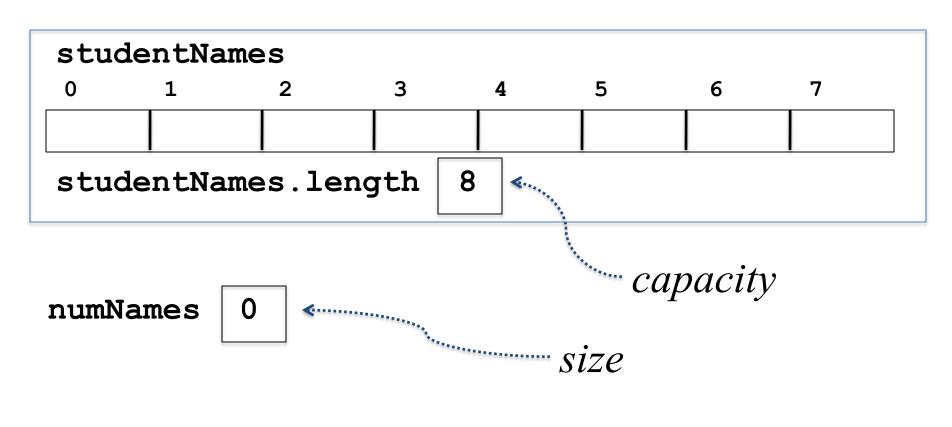
• Use a partially filled array

Ex: partially filled array of student names



code to add a new student to the end:

Empty partially filled array of student names



```
example initialization:
```

```
String[] studentNames = new String[8];
int numNames = 0;
```

POLL: partially filled array

• pollEv.com/cbono

Asynchronous participation: Link to Partially-filled Array poll

Difficulties of partially filled array

- have to guess necessary capacity ahead of time
- have to keep two variables in sync: numNames and studentNames
- What if we run out of space?
 - have to allocate a bigger array
 - copy all the elements from smaller array to bigger array
 - Arrays.copyOf (discussed in section 7.3.9 can help with this)
- Common use of arrays, so ...

ArrayList class

- Hides the code to take care of messy details of partially-filled array:
- Keeps track of how full array is: arrList.size()
- Makes array bigger as necessary:
 arrList.add("Zhou");
 adds Zhou to the *end* of the partially-filled array
- Accessing individual elements by index still uses random access (fast): get, set methods

ArrayList basic syntax

```
ArrayList<String> names =
               new ArrayList<String>();
                              create empty arraylist
                              // 0
int len = names.size();
names.add("Joe"); adds a new name to end of list
                              // 1
int len = names.size();
                                   like names[0]
String name = names.get(0);
                                  like names[0]=
names.set(0, "Suzy");
String name2 = names.get(1);
                                    run-time error
```

Example: traversing an ArrayList

Review of syntax:

```
ArrayList<String> names =
                 new ArrayList<String>();
                           create empty arraylist
   int len = names.size();
   names.add("Joe"); adds a new name to end of list
   int len = names.size();  // 1
   String name = names.get(0); like names[0]
   names.set(0, "Suzy");
                            like names[0]=
// turns all the names into nicknames, using this
// pattern, shown by example:
// "Sam" turns into "The Sam-inator"
public static void nickNamer(
```

ArrayList<String> names)

Traversing an ArrayList

ArrayList of ints

• With generics, must use a *class* as type parameter:

• Uses auto-boxing...

Wrapper classes / Autoboxing

```
int i = 10;
Integer iObj = new Integer(10);
Integer iObj2 = 12;  // ok
int j = iObj + i + 5;  // ok
```