

Array Video 1(intro)

overview

array in java

building an array

Video 2

Understanding Arrays

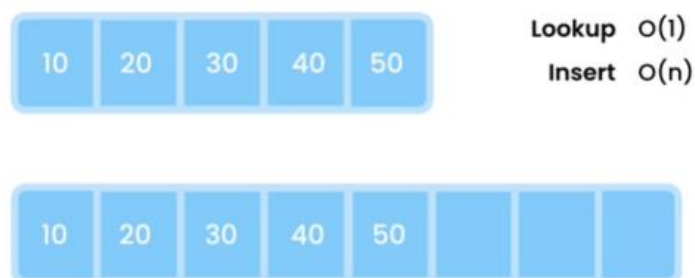
Array is the **simplest** data structure



In Array insertion we first need to resize the array of n elements. That's why its time complexity is $O(n)$.

Array in java store 4 digits that's why

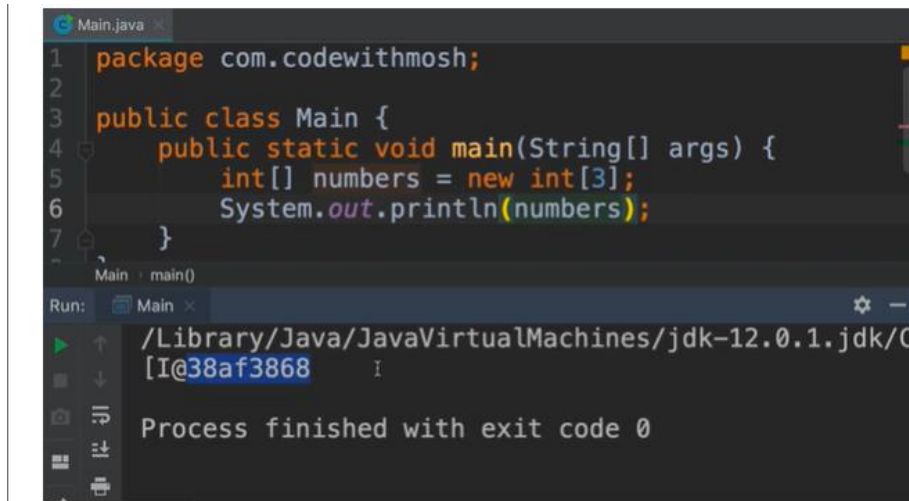
100, 104, 108 etc.



Delete best case $O(1)$ → remove from last index

Delete worst case $O(n)$ → remove from last index

Video 3:- Working with Arrays in Java

A screenshot of an IDE window titled 'Main.java'. The code defines a package 'com.codewithmosh' and a public class 'Main' with a 'main' method. Inside 'main', an integer array 'numbers' of size 3 is created and printed using 'System.out.println(numbers);'. Below the code editor, the 'Run' tab shows the execution path: '/Library/Java/JavaVirtualMachines/jdk-12.0.1.jdk/C...', the memory address '[I@38af3868', and the message 'Process finished with exit code 0'.

Above picture has an Array type int

and I@.... Has two parts I means array type integer and @.... has tell the memory location where it stored.

//code

```
int [ ] num = new int [ 3 ];
```

Here we defined an array of integer with length 3

```
System.out.println(Arrays.toString(num));
```

```
// this line above print [0,0,0]
```

//so far we just declare the array but don't take any input in the array. That's why we get to see [0,0,0]

Note:

1. Array's index started with 0.
2. Negative index will give exception.

//Messy way to initialize items in array (time consuming)

```
int [ ] num = new int [ 3 ];
```

```
num [0] = 10;
```

```
num [1] = 20;
```

```
num [2] = 30;
```

```
System.out.println(Arrays.toString(num));
```

```
// this line above print [10, 20, 30]
```

//Cleanest method of making an array and initialized items in that array

```
int [ ] num = {10,20,30};
```

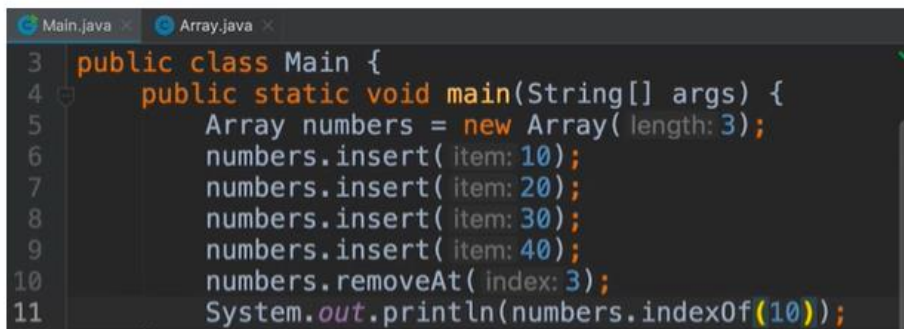
```
System.out.println(Arrays.toString(num));
```

// this line above print [10, 20, 30]

```
System.out.println(num.length);
```

//this will print 3

//if we wanted to add more items we have to create a new array with greater size and add the extra items on that resized array.



```
3 public class Main {
4     public static void main(String[] args) {
5         ArrayList numbers = new ArrayList( length: 3);
6         numbers.insert( item: 10);
7         numbers.insert( item: 20);
8         numbers.insert( item: 30);
9         numbers.insert( item: 40);
10        numbers.removeAt( index: 3);
11        System.out.println(numbers.indexOf(10));
```

Array items inserted via .insert method

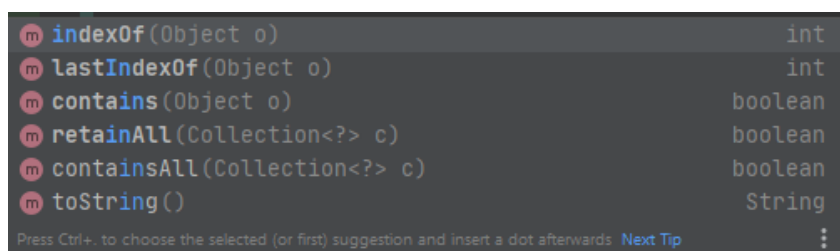
Array size will updated automatically for .insert method.

`removeAt(index);` //this will remove the item from the given index.

Array two formation (Dynamic Purpose:Util Package):-

1. Vector-(100% growth every time its full)-Synchronized –Single thread Access
2. ArrayList (50% growth every time its full)

Some Useful built in Methods for indexes in ArrayList:-



<code>indexOf(Object o)</code>	<code>int</code>
<code>lastIndexOf(Object o)</code>	<code>int</code>
<code>contains(Object o)</code>	<code>boolean</code>
<code>retainAll(Collection<?> c)</code>	<code>boolean</code>
<code>containsAll(Collection<?> c)</code>	<code>boolean</code>
<code>toString()</code>	<code>String</code>

Press Ctrl+. to choose the selected (or first) suggestion and insert a dot afterwards **Next Tip**

indexOf only find first occurrence of that value in the list.

`size()` methods returns how many items exists in the arraylist.

`toArray()` → it makes list → Regular Array object.

Arrays

Exercises

1- Extend the Array class and add a new method to return the largest number. What is the runtime complexity of this method?

Solution: `Array.max()`

2- Extend the Array class and add a method to return the common items in this array and another array.

Solution: `Array.intersect()`

3- Extend the Array class and add a method to reverse the array. For example, if the array includes [1, 2, 3, 4], after reversing and printing it, we should see [4, 3, 2, 1].

Solution: `Array.reverse()`

4- Extend the Array class and add a new method to insert an item at a given index:

```
public void insertAt(int item, int index)
```

Solution: `Array.insertAt()`

```
package com.codewithmosh;
```

```
public class Array {
```

```
    private int[] items;
```

```
    private int count;
```

```
    public Array(int length) {
```

```
        items = new int[length];
```

```
    }
```

```
    public void insert(int item) {
```

```
        resizeIfRequired();
```

```
        items[count++] = item;
```

```
}
```

```
public void insertAt(int item, int index) {  
    if (index < 0 || index > count)  
        throw new IllegalArgumentException();
```

```
    // Note that I've extracted the logic for  
    // resizing the array into this private  
    // method so we can reuse in insert() and  
    // insertAt() methods.
```

```
    //
```

```
    // This also made our code cleaner and  
    // more readable.
```

```
    resizeIfRequired();
```

```
    for (int i = count - 1; i >= index; i--)
```

```
        items[i + 1] = items[i];
```

```
    items[index] = item;
```

```
    count++;
```

```
}
```

```
private void resizeIfRequired() {
```

```
    if (items.length == count) {
```

```
        int[] newItems = new int[count * 2];
```

```
    for (int i = 0; i < count; i++)  
        newItems[i] = items[i];  
  
    items = newItems;  
}  
}
```

```
public void reverse() {  
    int[] newItems = new int[count];  
  
    for (int i = 0; i < count; i++)  
        newItems[i] = items[count - i - 1];  
  
    items = newItems;  
}
```

```
public int max() {  
    // O(n): Because we have to iterate over  
    // the entire array to find the largest  
    // number. This number may be at the end  
    // of the array (worst case scenario).  
    int max = 0;  
    for (int item : items)  
        if (item > max)  
            max = item;
```

```
    return max;
}
```

//Very Hard intersect a[10,20,30],b[30,40,10] method will
print {30,10}

```
public Array intersect(Array other) {
    var intersection = new Array(count);

    for (int item : items)
        if (other.indexOf(item) >= 0)
            intersection.insert(item);

    return intersection;
}
```

```
public void removeAt(int index) {
    if (index < 0 || index >= count)
        throw new IllegalArgumentException();

    for (int i = index; i < count; i++)
        items[i] = items[i + 1];

    count--;
}
```

```
public int indexOf(int item) {
    for (int i = 0; i < count; i++)
```

```
    if (items[i] == item)
        return i;

    return -1;
}
```

```
public void print() {
    for (int i = 0; i < count; i++)
        System.out.println(items[i]);
}
}
```

Exercise build an array class just do this fundamental tasks. **(This is covered above)**

1. Insert items dynamically
2. Delete items from specific indexes
3. If user give me index of any item I will search for the item in the given array and return found or not found.