

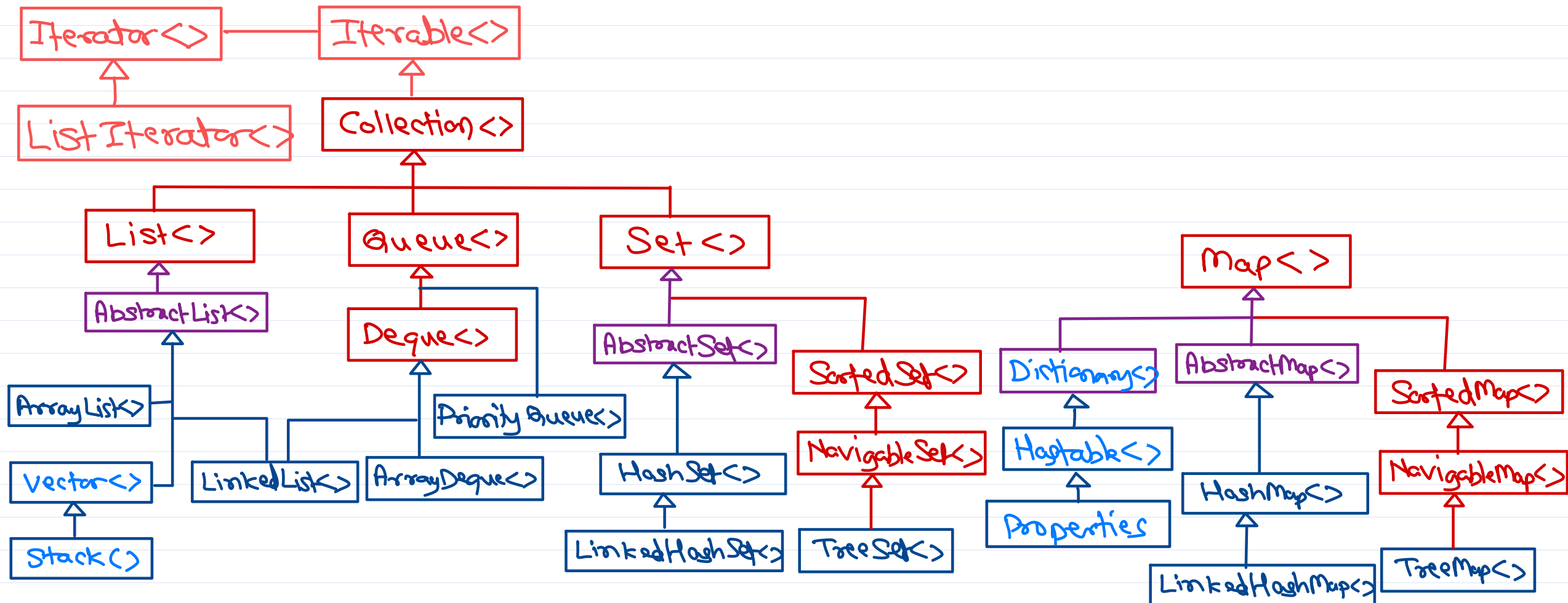


Core Java

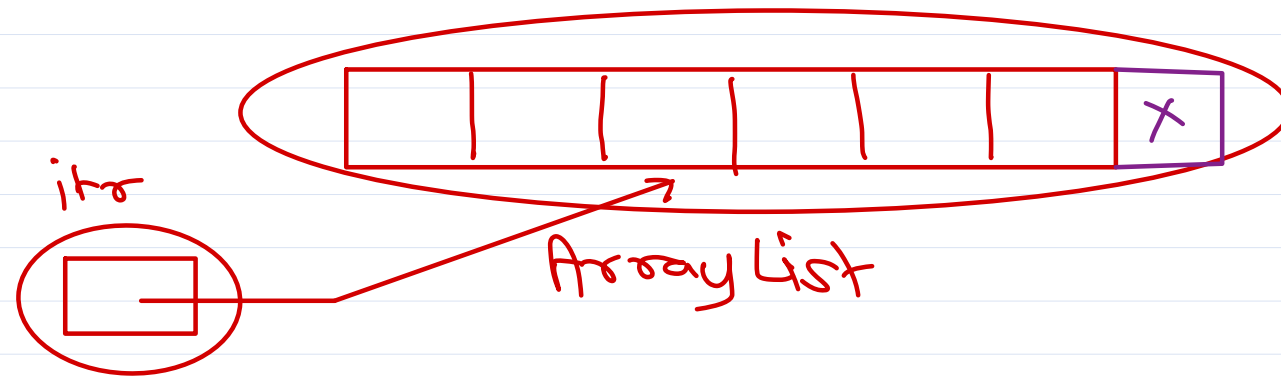
Trainer: Nilesh Ghule



Java Collection Framework



Fail fast iterator



thread1
↓

```
itr = list.iterator();  
while(itr.hasNext()) {  
    e = itr.next();  
    System.out(e);  
}
```

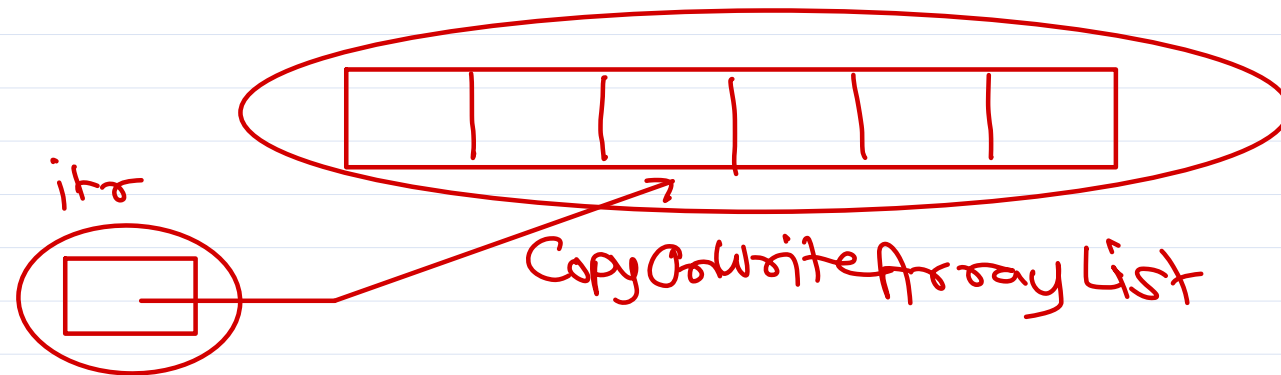
thread2
↓

```
list.add("x");
```

ConcurrentModificationException



Fail safe iterator



thread1
↓

```
itr = list.iterator();  
while(itr.hasNext()) {  
    e = itr.next();  
    System.out(e);  
}
```

3

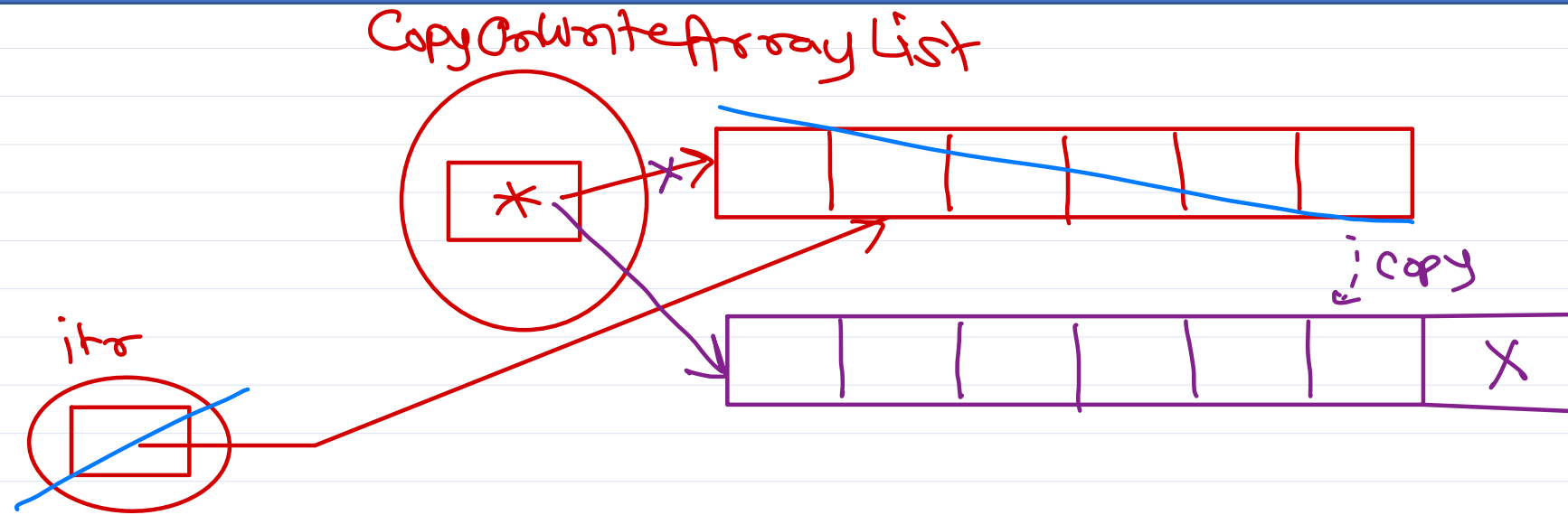
thread2
↓

```
list.add("x");
```

NO
ConcurrentModificationException



Fail safe iterator



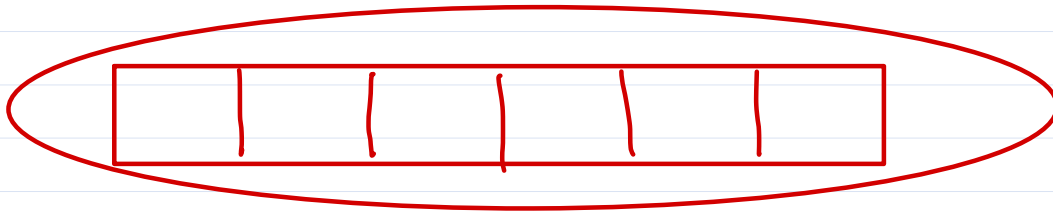
thread1
↓

```
itr = list.iterator();  
while(itr.hasNext()) {  
    e = itr.next();  
    System.out(e);  
}
```

thread2
↓
list.add("X");

3
~~1~~
~~2~~

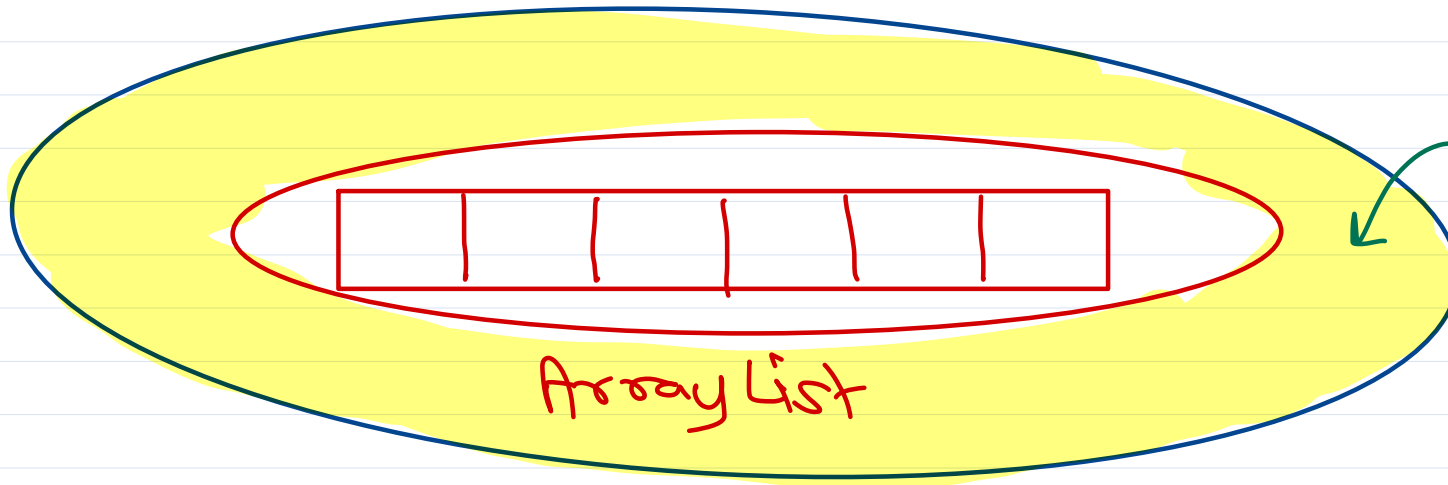




Array List



`Collections.synchronizedList()`



Array List

synchronization logic.

Hash table - basics

0		→ 415110	Korad Sat
1			
2		→ 411052	Hog Pun
3			
4			
5			
6		→ 411046	Kat. Pun
7		→ 400027	Dy. Mun
8			
9			

$$h(k) = \text{pin} \% 10$$

Hash fn is math fn of key that yields slot (index) of the table (array) in which elem is to be stored / searched.

Ideal hash fn is one that gives diff slot of diff key.

Hash fns are always consistent i.e. Same key always result in same slot.

Duplicate keys are not allowed in hash table.



Hash table - collisions

0		→ 415110	Karad Sat
1			
2		→ 411052	Hing Pun
3		→ 411002	Baji. Pun
4			
5			
6		→ 411046	Kat. Pun
7		→ 400027	Dy. Mun
8		→ 411037	Mark. Pun
9		→ 411007	Aunthi, Pun

$$h(k) = \text{pin} \% 10$$

If diff keys results in same slot of the table - by hash fn - then it is called as collision.

Collision handling Techniques.

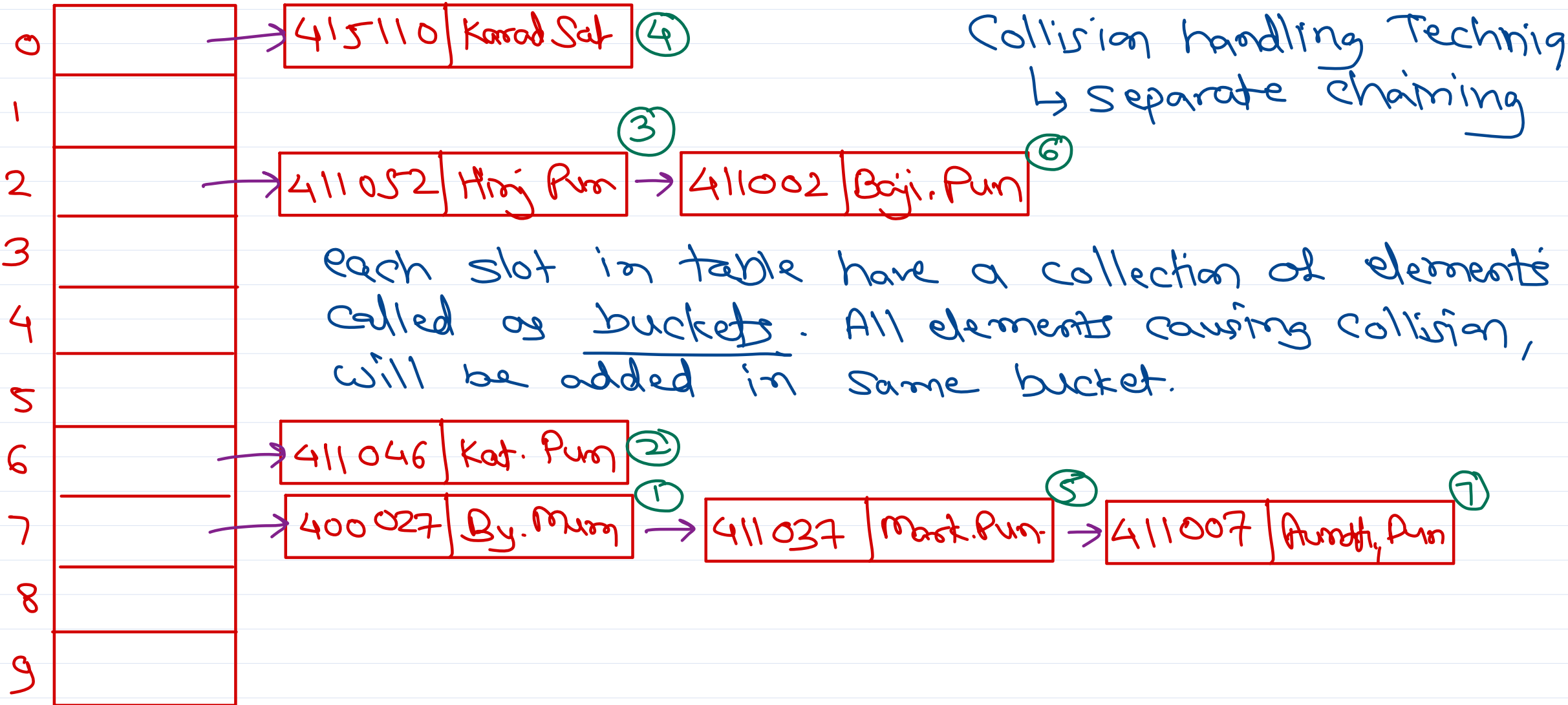
- open addressing
- separate chaining



Hash table - Separate chaining

$$h(k) = \text{PIN} \% 10$$

Collision handling Techniques
↳ separate chaining



Hash table - put() - duplicate key

$$h(k) = \text{pin} \% 10$$

Collision handling Techniques
↳ separate chaining

0	
1	
2	
3	
4	
5	
6	
7	
8	
9	

→ 415110 Karad Sat ④

→ 411052 Hing Pun ③ → 411002 Baji. Pun ⑥

Each slot in table have a collection of elements called as buckets. All elements causing collision, will be added in same bucket.

→ 411046 Kat. Pun ②

→ 400027 By. Mun ① → 411037 Mark. Pun ⑤ → 411007 Aundh Area Pune ⑦

Aundh, Pun → return

411007 Aundh Area Pune ⑧



Hash table - Load factor

$$\text{Load factor} = \frac{\text{Number of entries}}{\text{Number of buckets}}$$

e.g.

Num of entries	Num of buckets	Load factor
7	10	0.7
10	10	1
15	10	1.5



Sets vs Maps

$\text{HashSet}\langle K \rangle = \text{HashMap}\langle K, \text{null} \rangle$

$\text{LinkedHashSet}\langle K \rangle = \text{LinkedHashMap}\langle K, \text{null} \rangle$

$\text{TreeSet}\langle K \rangle = \text{TreeMap}\langle K, \text{null} \rangle$

$\text{Set}\langle \text{Integer} \rangle s = \text{new HashSet}\langle \rangle();$

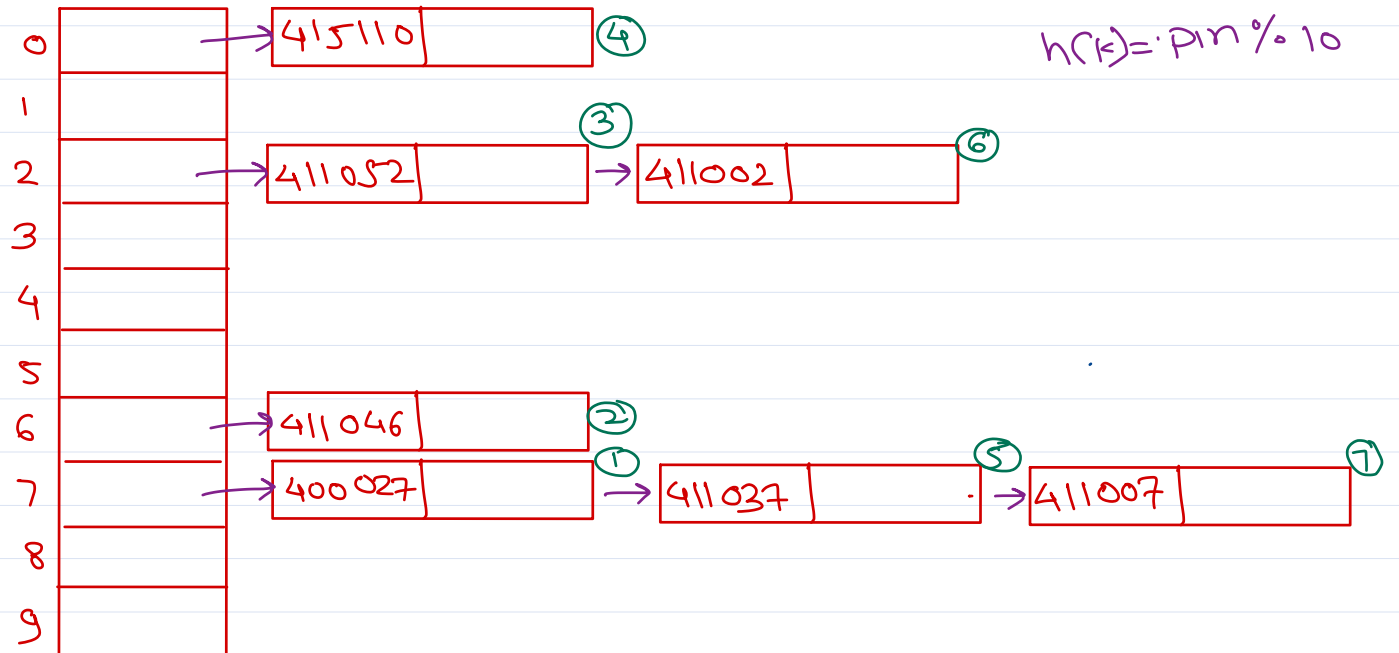
$s.add(400027);$

$s.add(411046);$

$s.add(411052);$

$s.add(415110);$

\vdots





Thank you!

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