CS 150 Topics List

Chapter 20

1. Collections (20.2)
   1. The concept of a collection as a container of elements (different from a map).
   2. Figure 20.1 on page 763: understand the nature of the abstract hierarchy (interfaces to abstract classes to concrete classes.
2. Iterators (20.3)
3. Lists (20.4)
   1. A collection that stores elements in a sequential (but not necessarily sorted) order.
   2. ListIterator vs Iterator
   3. ArrayLists vs LinkedLists
4. The Comparator Interface (20.5)
   1. Forces the implementation of the compare(T element1, T element2) method.
   2. Requires the development of a class.
   3. Allows for the comparison of elements in a specific way.
   4. Vs Comparable interface.
5. Static Methods (20.6)
6. Vector and Stack (20.8)
   1. Vector is an ArrayList with synchronized methods.
   2. Stack is LIFO
7. Queues and PriorityQueues
   1. Queues are FIFO. The commands in Deque (“deck”) are more easily remembered because they use “first” and “last” instead of “poll” and “remove”.
   2. PriorityQueues insert via a priority.
      1. Priority can be Comparable, or Comparator