Sets and Maps

Java Collections API – Sets and Maps

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#java-advanced

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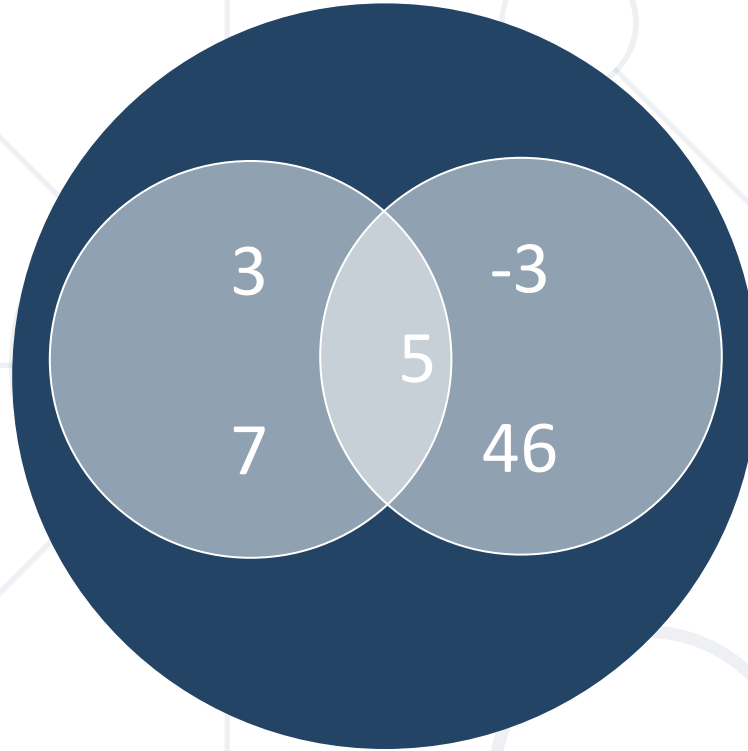   - LinkedHashSet<E>
3. **Maps**
   - HashMap<K, V>
   - TreeMap<K, V>
   - LinkedHashMap<K, V>

Basic Definitions

Basic Definitions

- A **binary tree** is a tree data structure in which each parent node can have at most two children

- A **balanced tree** is defined as a binary tree in which the height of the left and right subtrees of each node are of equal height

- An **AVL tree** is a type of binary search tree. In addition to the properties of a binary tree, it also has the property of dynamic self-balancing

Sets

HashSet<E>, TreeSet<E> and LinkedHashSet<E>

Sets in Java

- A set keeps unique elements
- Provides methods for **adding**/**removing**/**searching** elements
- Offers very fast performance
- Types:
  - **HashSet<E>**
    - Does not guarantee the constant order of elements over time
  - **TreeSet<E>**
    - The elements are ordered incrementally
  - **LinkedHashSet<E>**
    - The order of appearance is preserved

Methods

- Initialization:

```
Set<String> hash = new HashSet<String>();
```
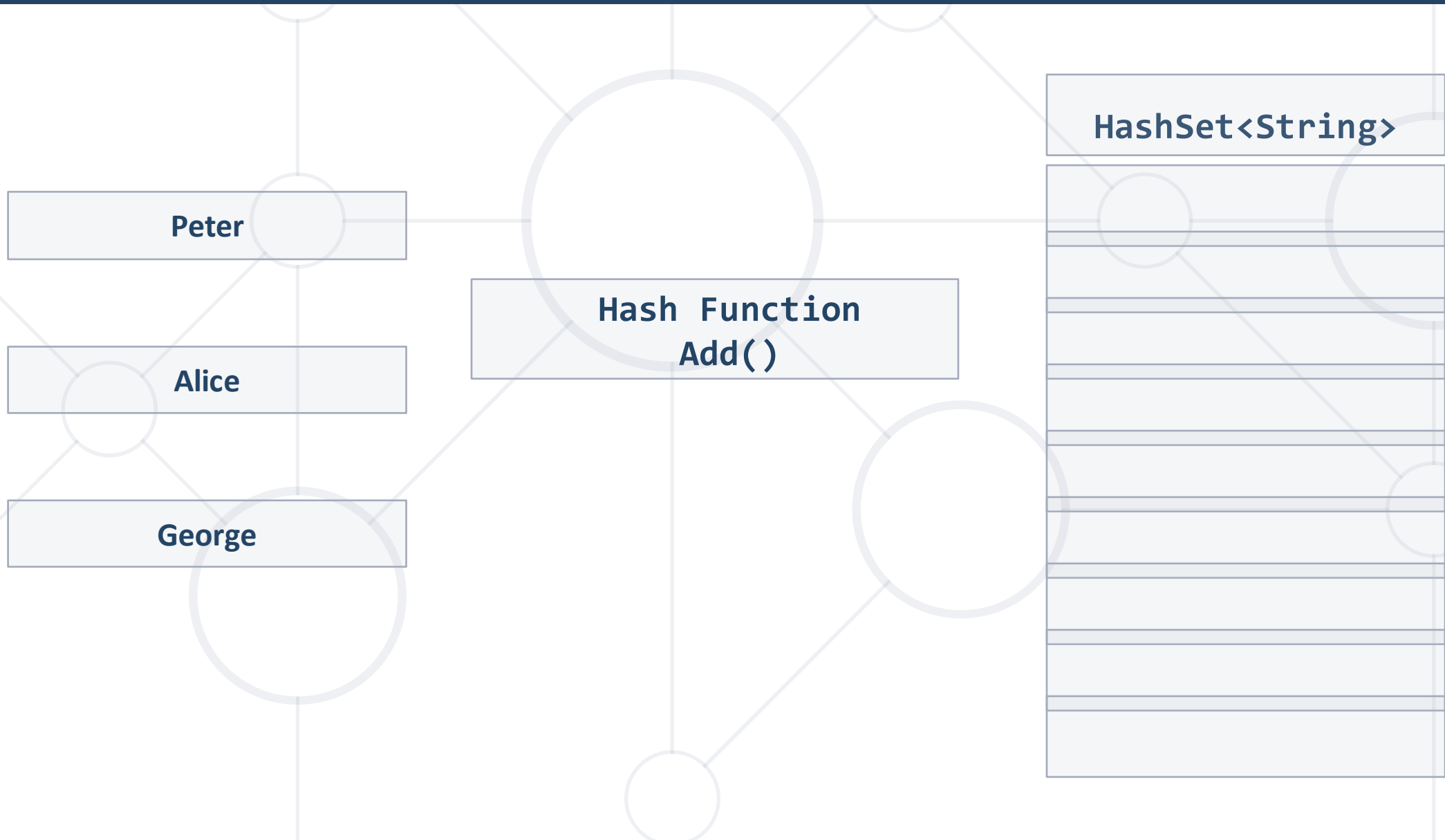
- For easy reading you can use diamond inference syntax:

```
Set<String> tree = new TreeSet<>();
```
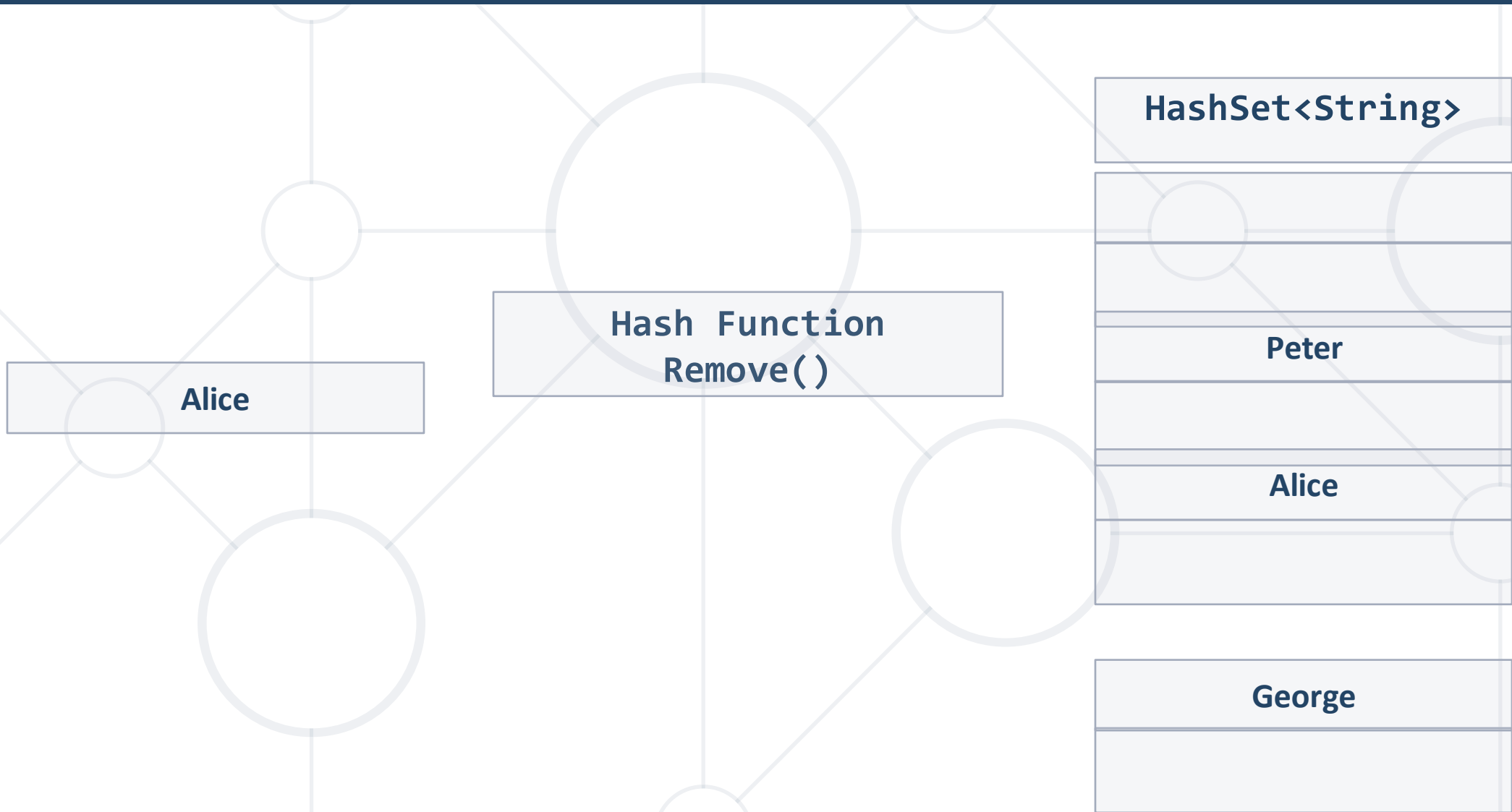
- **.size()**

- **.isEmpty()**

```
Set<String> hash = new HashSet<>();
System.out.println(hash.size());      // 0
System.out.println(hash.isEmpty());   // True
```

Peter

Alice

George

Hash Function
Add()

HashSet\<String\>

HashSet<E> – Remove()

Alice

Hash Function
Remove()

HashSet<String>

Peter

Alice

George

TreeSet<E> – Add()

Peter

Alice

George

Hash Function
Add()

TreeSet<String>

LinkedHashSet<E> – Add()

Ivan

Alice

George
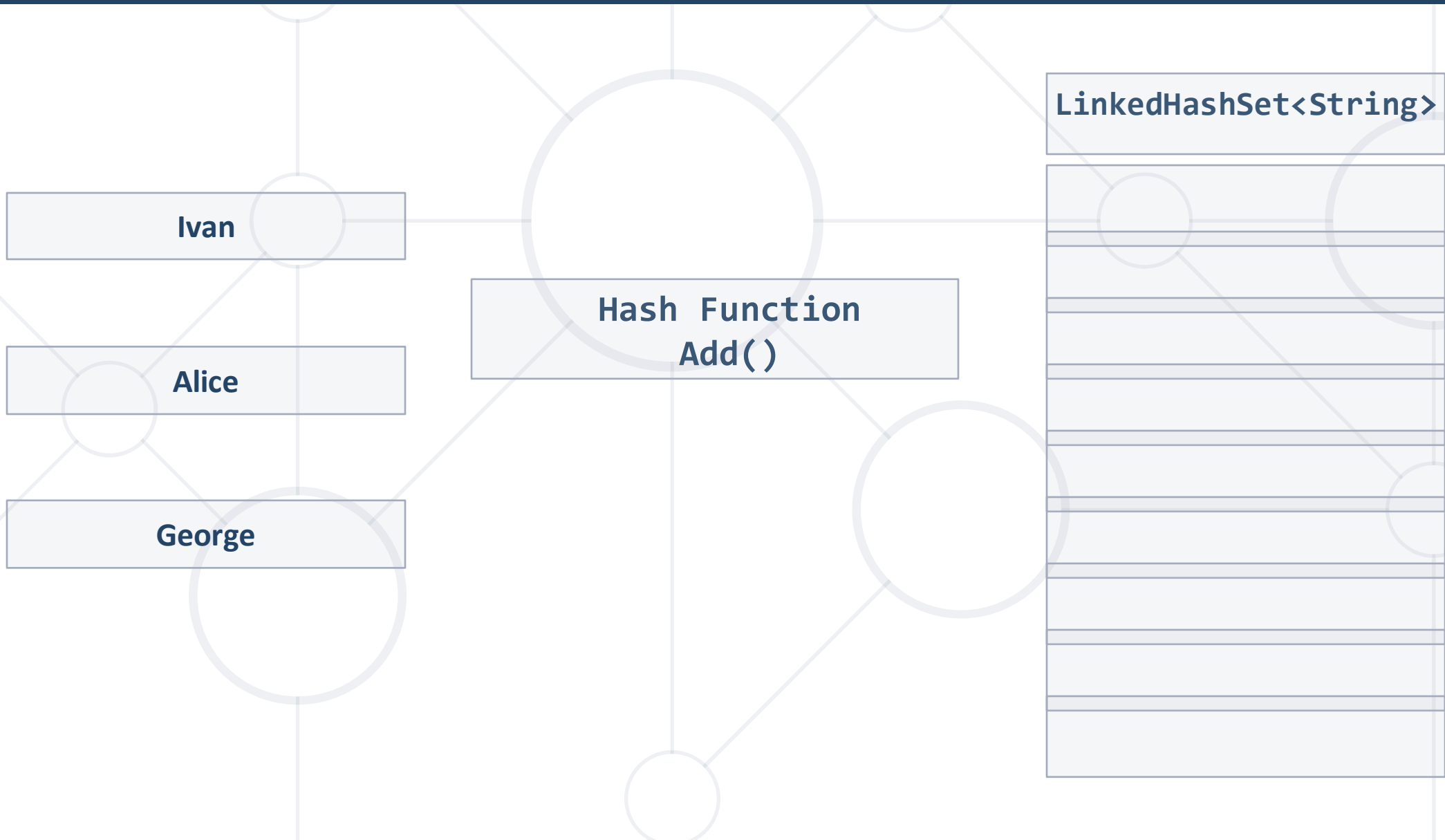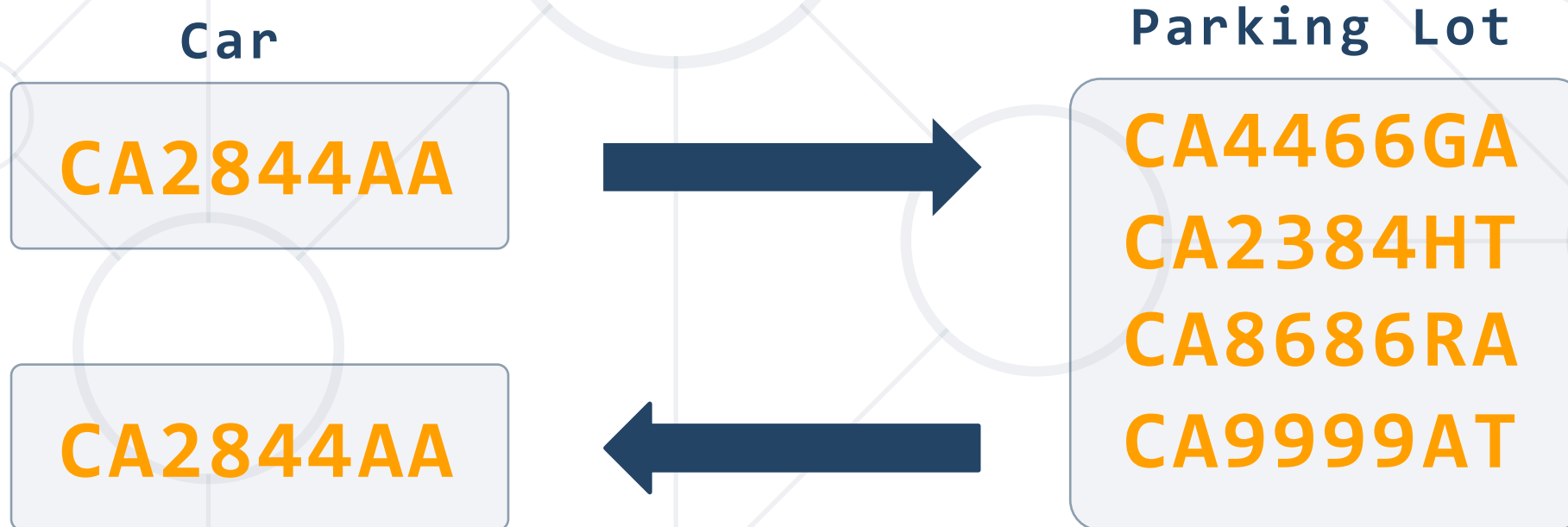
Hash Function
Add()
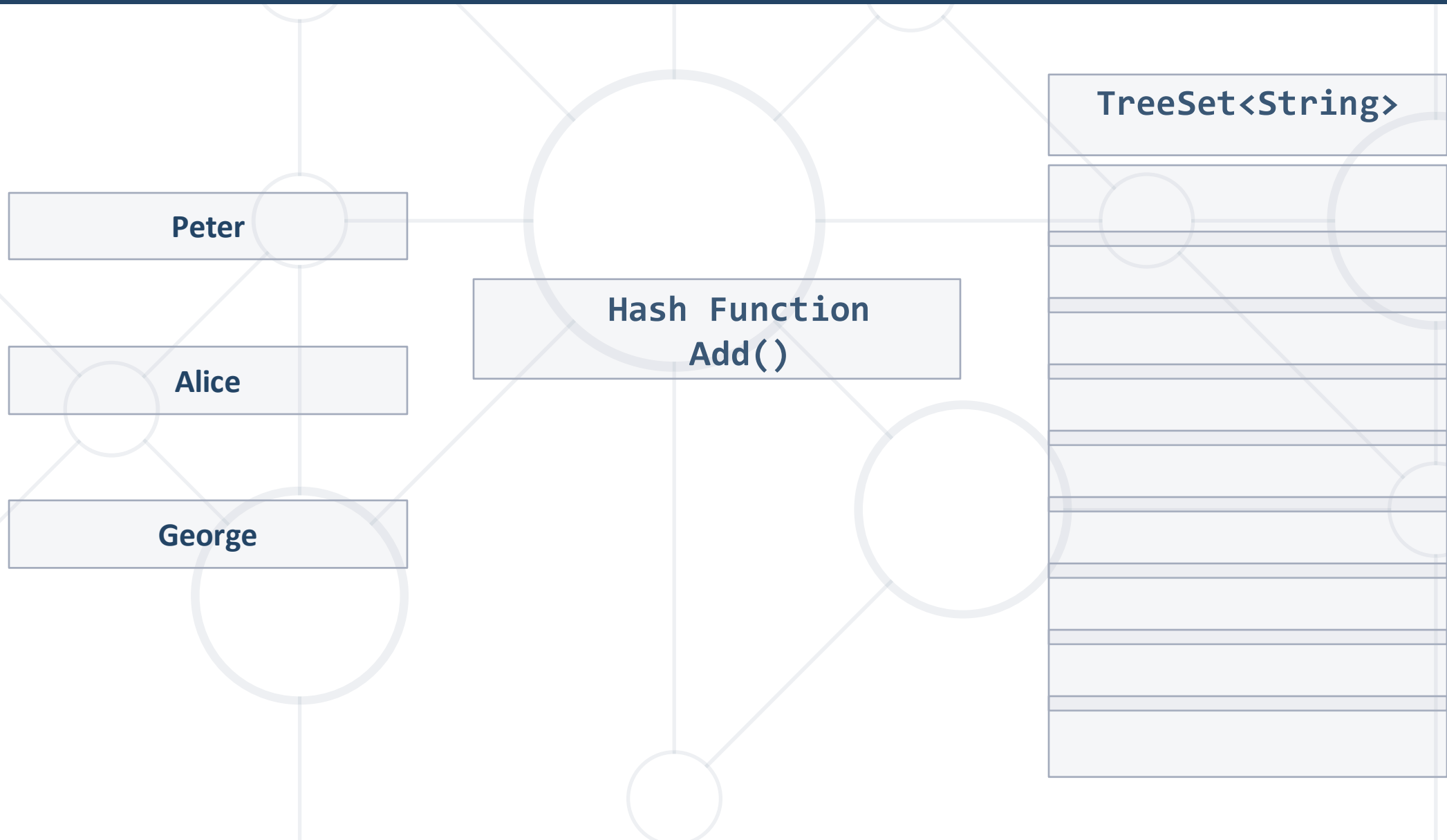
LinkedHashSet<String>

Problem: Parking Lot

- Write a program that:

  - Adds car number for every car that enters the parking lot

  - Removes car number when the car goes out

Car

CA2844AA

CA2844AA

Parking Lot

CA4466GA
CA2384HT
CA8686RA
CA9999AT

Check your solution here: https://judge.softuni.bg/Contests/1462/

Solution: Parking Lot

```java
LinkedHashSet<String> parkingLot = new LinkedHashSet<>();
while(true)
    String input = sc.nextLine();
    if (input.equals("END"))
        break;
    else
        String[] reminder = input.split(", ");
        if (reminder[0].equals("IN"))
            parkingLot.add(reminder[1]);
        else
            parkingLot.remove(reminder[1]);
```


Check your solution here: https://judge.softuni.bg/Contests/1462/

Problem: SoftUni Party

- Guests are two types:
  - **Regular**
  - **VIPs** – their tickets start with digit
- Until **PARTY** command, you will receive guest invitations
- Until **END** command, you will receive a second list with guests that actually came to the party
- Find how many guests didn't come to the party
- Print all guests that didn't come (VIPs first)

Reservation List

**7IK9Yo0h
9NoBUajQ
Ce8vwPmE
SVQXQCbc**

```java
Set<String> vip = new TreeSet<>();
Set<String> regular = new TreeSet<>();
String guestId = scanner.nextLine();

while (!guestId.equals("PARTY")) {
    if (Character.isDigit(guestId.charAt(0)))
        vip.add(guestId);
    else
        regular.add(guestId);
    guestId = scanner.nextLine();
}

//TODO: Remove the guests who came to the party
//TODO: Print results
```

Return **true**
or **false**

Problem: "Voina" – Number Game

- Create a game that is played by two players:

  - Each one **has 20 unique numbers** (read from the console, separated with space)

  - Every round each player **bets his first number** from the deck

  - Player with a bigger number wins and places both numbers **at the bottom** of his deck

  - A game ends after **50 rounds** or when a player has **0 numbers**

Check your solution here: https://judge.softuni.bg/Contests/1462/

```java
LinkedHashSet<Integer> firstPlayer = getPlayerNumbers();
LinkedHashSet<Integer> secondPlayer = getPlayerNumbers();
for (int i = 0; i < 50; i++) {
    int firstNumber = firstPlayer.iterator().next();
    firstPlayer.remove(firstNumber);
    //TODO: get top number for second player
    if (firstNumber > secondNumber) {
        firstPlayer.add(firstNumber);
        firstPlayer.add(secondNumber);
    } else if (secondNumber > firstNumber)
        //TODO: finish logic about second player win or draw
}
//TODO: print result
```
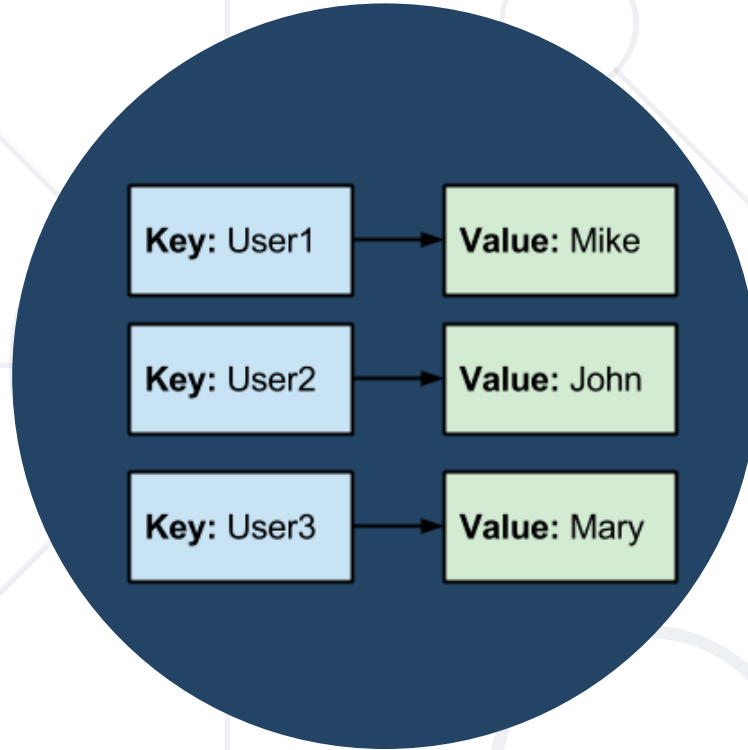
Associative Arrays

Associative Arrays (Maps)

- **Associative arrays** are arrays indexed by keys
  - Not by the numbers 0, 1, 2, …
- Hold a set of pairs **<key, value>**

- **Traditional**

key	0	1	2	3	4
value	8	-3	12	408	33

- **Associative array**

key	value
John Smith	+1-555-8976
Lisa Smith	+1-555-1234
Sam Doe	+1-555-5030

Methods

- Initialization

```
Map<String, Integer> hash = new HashMap<String, Integer>();
```

Type of keys

Type of values

- `.size()`

- `.isEmpty()`

```
Map<String, Integer> hash = new HashMap<>();
System.out.println(hash.size());      // 0
System.out.println(hash.isEmpty());  // True
```

HashMap<K, V> – Put()

Alice
Peter
George

+0881-426-987
0881-426-987

Hash Function
Put()

HashMap<String, String>

Key   **Value**

HashMap<K, V> – Remove()

Peter

Hash Function
Remove()

HashMap<String, String>	
Peter	0881-123-987
Alice	+359-899-55-592
Key	**Value**

```
Map<String, Integer> vehicles = new HashMap<>();
vehicles.put("BMW", 5);
vehicles.put("Mercedes", 3);
vehicles.put("Audi", 4);
vehicles.put("BMW", 10);
for(String key: vehicles.keySet())
  System.out.println(key + " - " + vehicles.get(key));
```

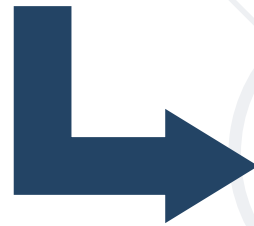Override first value

Return set of all keys

Return value for key

```
Audi - 4
Mercedes - 3
BMW - 10
```

Problem: Count Real Numbers

- Write a program that **counts** in a given array of **double** values the number of occurrences of each value

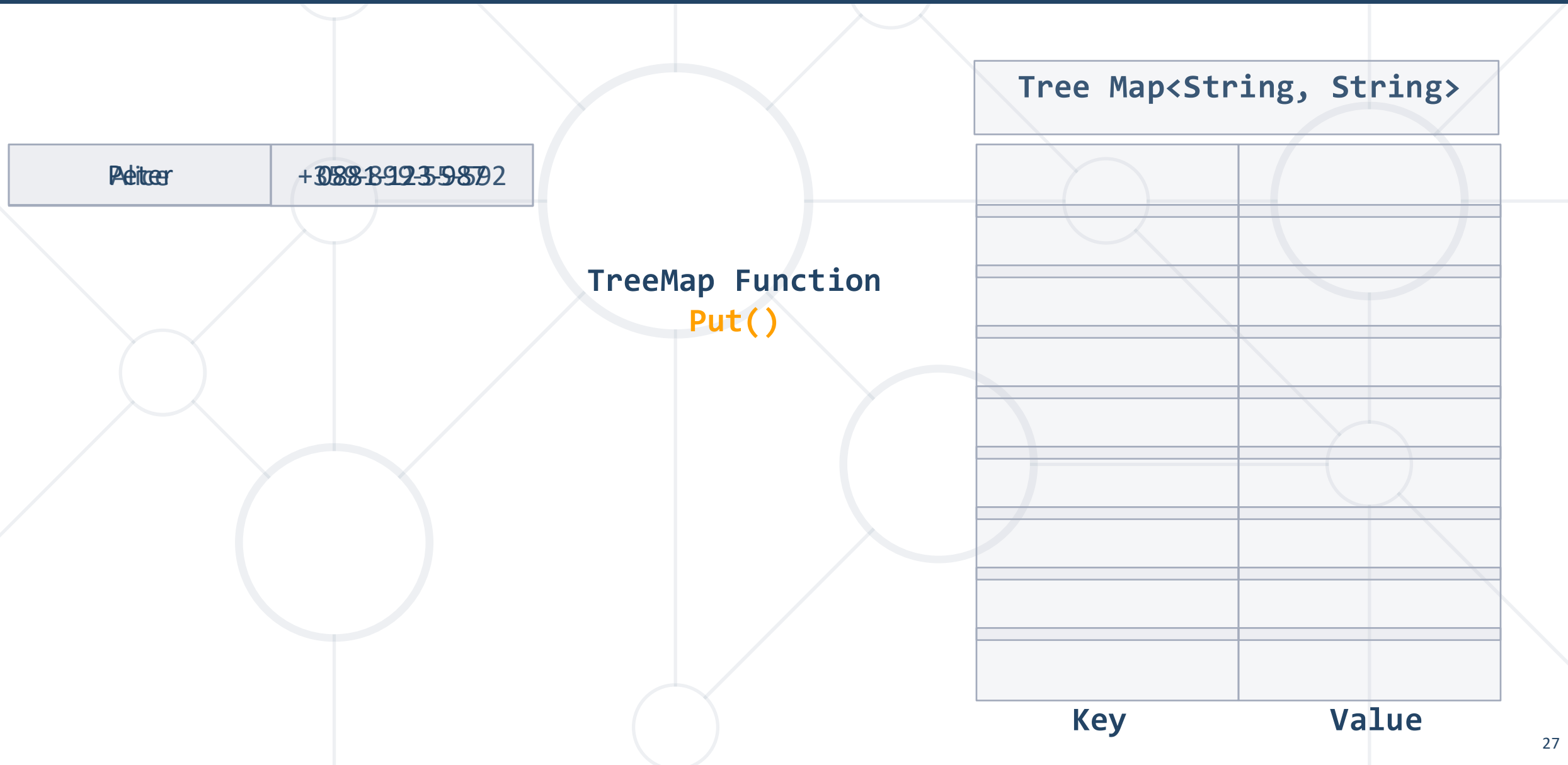| -2.5	4	3	-2.5	-5.5	4	3	3	-2.5	3

```
-2.5 -> 3
4.0 -> 2
3.0 -> 4
-5.5 -> 1
```

Solution: Count Real Numbers

```java
LinkedHashMap<Double, Integer> result = new LinkedHashMap<>();
for (Double number : input) {
  if (!result.containsKey(number)) {
    result.put(number, 1);
  } else {
    result.put(number, result.get(number) + 1);
  }
}
for (Double key : result.keySet()) {
  System.out.println(key + " -> " + result.get(key));
}
```
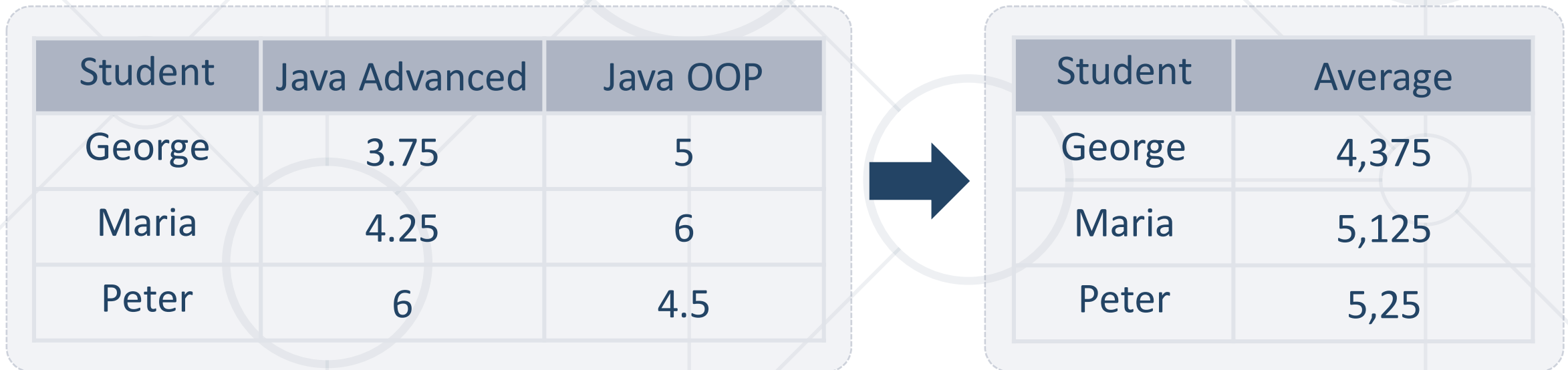
Check your solution here: https://judge.softuni.bg/Contests/1462/

TreeMap<K, V> – Put()

Peter	+359123457

TreeMap Function
Put()

Tree Map<String, String>	
Key	**Value**

Problem: Academy Graduation

- Write a program that:
    - Reads a list of students and their score for some courses
    - Prints on the console sorted list with average score for each student

Student	Java Advanced	Java OOP
George	3.75	5
Maria	4.25	6
Peter	6	4.5

Student	Average
George	4,375
Maria	5,125
Peter	5,25

Check your solution here: https://judge.softuni.bg/Contests/1462/

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Solution: Academy Graduation

```java
TreeMap <String,Double[]> graduationList = new TreeMap<>();
for (int i = 0; i < numberOfStudents; i++) {
    String name = scanner.nextLine();
    String[] scoresStrings = scanner.nextLine().split(" ");
    Double[] scores = new Double[scoresStrings.length];

    for (int j = 0; j < scoresStrings.length; j++) {
        scores[j] = Double.parseDouble(scoresStrings[j]);
    }
    graduationList.put(name, scores);
}
//TODO: print results
```

Check your solution here: https://judge.softuni.bg/Contests/1462/

- **size()** - the number of key-value pairs

- **keySet()** - a set of unique keys

- **values()** - a collection of all values

- Basic operations - **put()**, **remove()**, **clear()**

- Boolean methods:

  - **containsKey()** - checks if a key is present in the Map

  - **containsValue()** - checks if a value is present in the Map

Sorting Collections

- Using **sorted()** to sort collections:

```
nums = nums.stream()

        .sorted((n1, n2) -> n1.compareTo(n2))

        .collect(Collectors.toList());
```

> **Ascending (Natural) Order**

```
nums = nums.stream()

        .sorted((n1, n2) -> n2.compareTo(n1))

        .collect(Collectors.toList());
```

> **Descending Order**

Sorting Collections by Multiple Criteria

- Using **sorted()** to sort collections by multiple criteria:

```java
Map<Integer, String> products = new HashMap<>();

products.entrySet()

    .stream()

    .sorted((e1, e2) -> {

        int res = e2.getValue().compareTo(e1.getValue());

        if (res == 0)                      Second criteria

            res = e1.getKey().compareTo(e2.getKey());

        return res; })          Terminates the stream

    .forEach(e -> System.out.println(e.getKey() + " " + e.getValue()));
```

Sorting in Ascending Order by Value

```java
Map<String, Integer> mp = new HashMap<>();

        mp.put("Aries", 1);

        mp.put("Taurus", 2);

        mp.put("Gemini", 3);
Map<String, Integer> resultMap = mp.entrySet()

                .stream()

                .sorted(Map.Entry.<String, Integer>comparingByValue())

                .collect(Collectors.toMap(Map.Entry::getKey,

                                Map.Entry::getValue,(e1, e2) -> e1, Linked
HashMap::new));
```

Using Functional ForEach

```java
Map<String, ArrayList<Integer>> arr = new HashMap<>();
arr.entrySet().stream()
    .sorted((a, b) -> {
      if (a.getKey().compareTo(b.getKey()) == 0) {
        int sumFirst = a.getValue().stream().mapToInt(x -> x).sum();
        int sumSecond = b.getValue().stream().mapToInt(x -> x).sum();
        return sumFirst - sumSecond;     // Second criteria
      }
      return b.getKey().compareTo(a.getKey());     // Descending sorting
    })
```

```
.forEach(pair -> {

  System.out.println("Key: " + pair.getKey());

  System.out.print("Value: ");

  pair.getValue().sort((a, b) -> a.compareTo(b));

  for (int num : pair.getValue()) {

    System.out.printf("%d ", num);

  }

  System.out.println();

});
```

Problem: Largest 3 Numbers

- Read a list of numbers

- Print the largest 3, if there are less than 3, print all of them

10 30 15 20 50 5

↓

50 30 20

1 2 3

↓

3 2 1

20 30

↓

30 20

Check your solution here: https://judge.softuni.org/Contests/1462/

Solution: Largest 3 Numbers

```java
List<Integer> nums = Arrays
                .stream(sc.nextLine().split(" "))
                .map(e -> Integer.parseInt(e))
                .sorted((n1, n2) -> n2.compareTo(n1))
                .limit(3)
                .collect(Collectors.toList());
for (int num : nums) {
        System.out.print(num + " ");
    }
```
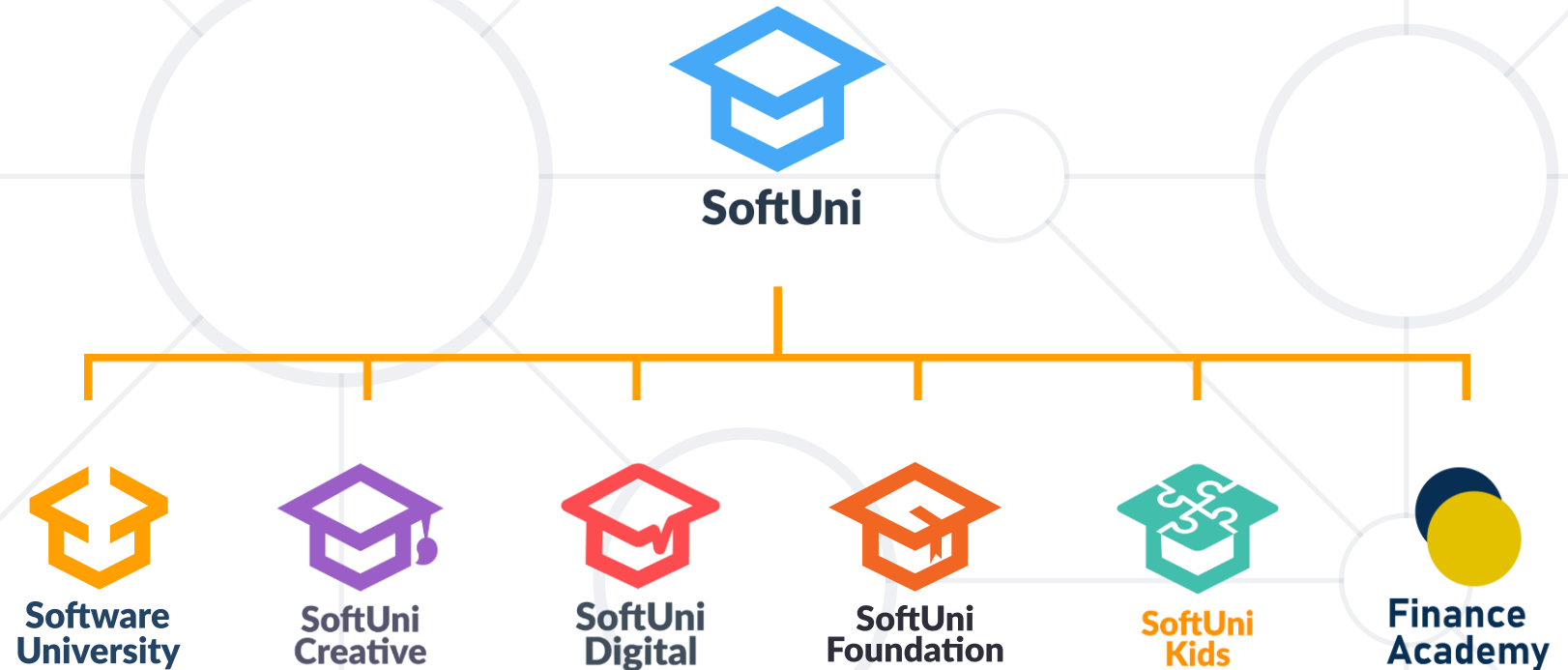
Check your solution here: https://judge.softuni.org/Contests/1462/

Summary

- **HashSet<E>, TreeSet<E>** and **LinkedHashSet<E>** hold unique elements and are very fast

- **HashMap<K, V>, TreeMap<K, V>** and **LinkedHashMap<K, V>** are associative arrays where a value is accessed by its key

Questions?

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