

Object-Oriented Programming



# Recitation 13

### **Announcements**

- Final exam is coming soon!
  - Section A (10:10am): Friday, December 6th @ 8:00am
  - Section B (9:05am): Wednesday, December 11th @ 8:00am
  - o Section C (12:20pm): Friday, December 6th @ 11:20am
- Office Hours are closed
- Piazza will be disabled after the first final exam
- CIOS Bonuses: .5% bump if 90% complete
- HW13-16 regrades are due on Gradescope by 12/7 NOON

### **Collections**

- Java has built in ADTs and data structures for us to use
- <u>Java Collections Framework</u>: a unified architecture for representing and manipulating collections, allowing groups of data to be utilized independently of implementation details.
- Base of the framework: Collection<E> interface
  - Required methods: contains (Object o), containsAll(Collection<?> c), equals (Object o), hashCode(), isEmpty(), iterator(), size(), toArray(), toArray(T[] a)

### **Data Structures**

- Set<E>:
  - o Implements Collection
  - o Instantiable extension: HashSet<E>
- List<E>:
  - o Implements Collection
  - Instantiable extensions: ArrayList<E>, LinkedList<E>
- Map<K, V>
  - o Does NOT implement Collection
  - o Instantiable extension: HashMap<K, V>

### **HashSet**

- Holds distinct elements in no particular order
- Cannot access elements by index
- If attempt is made to add a duplicate element to the set as determined by the equals method, it will not add it
- Very efficient for checking if some element is a member of a particular group

# **ArrayList & LinkedList**

#### ArrayList

- Holds ordered elements adjacently in memory
- o Backed by an array
- Each element has an index and accessing by index is very efficient.
- o Adding to the back is more efficient than adding to the front

#### LinkedList

- Holds ordered elements but may be scattered in memory.
- Each element has a variable "next" that gives the location of the next element in the list
- o No indices, have to iterate through the list in order to access an element with an arbitrary position in the list
- Adding to the front is always efficient because of the head pointer, but if the list has a tail
  pointer then adding to the back is also efficient

### **Iterator**

- An object that we use with a collection with the purpose of accessing each of its elements
- Iterable<E> interface
  - iterator(): returns an object that implements Iterator<E> interface
- Iterator<E> interface
  - next(): returns the next element
  - hasNext(): returns whether or not there is a next element
  - remove(): default method that removes from the collection the last element that was returned by next()

# HashMap

- A concrete implementation of Java's Map interface
- Used to store Key, Value pairs
  - For example: HashMap<String, Integer> can be used to store a person's phone number (value) by their name (key)
- Allows duplicate values but not duplicate keys
  - Two keys cannot be equal, but two values can be equal
- Items have no particular ordering, similar to a set
- Large benefit of HashMap is its amortized O(1) accessing due to using hashing to store its key, value pairs
- Notable methods:

# Hashing

- Used to quickly store and retrieve values
- Why use hashing when we could use an array?
  - Allows us to compress storage
  - Say we wanted to store people (value) by their SSN (key)
  - We would need 10^9 spots in an array to store every possible SSN. We could use 100 spots instead and hash the SSN using % 100
- Function that converts a key into an index is called a hashing function
  - Usually uses division or modulus
  - Finds the hashcode of a key and then compresses the hashcode into the index

# Resources to Help Study

- All coding from recitation and lecture are posted on Canvas (look under Files and Modules)
- All practice exams/worksheets from previous exams are on Canvas
- Exam Resources folder on Canvas has past exams from semesters before
- Living Schedule has all topics covered that will be on the Final
- Professors post under Announcements on Canvas helpful book problems

### **Final Exam Review Kahoot**

https://play.kahoot.it/v2/?quizId=6e1534d0-411b-4416-9c87-33d79305d186