

```
public class Equilibrium {
```

```
    private static final Logger LOG = LoggerFactory.getLogger(Equilibrium.class);  
    double doubleVariable = 12345.67890; // TODO: remove test variable
```

```
@Inject
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```
public Equilibrium(MainPresenter presenter) { presenter.start(); }
```

```
public static void main(String[] args) {  
    LOG.info("Equilibrium started");  
    SwingUtilities.invokeLater(() -> { injectApplication(); });  
}
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```
/* Inject classes */
```

```
private static void injectApplication() {  
    Injector injector = Guice.createInjector(new GuiceModule());  
    injector.getInstance(Equilibrium.class);  
}
```

Arrays in Java

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Creating an Array in Java

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/* Inject classes */
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private static void injectApplication() {
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```
    injector.getInstance(Equilibrium.class);
```

```
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Array in Java

- It can be of primitive type
 - E.g. array of integers, floats, boolean etc.
- It can be of Class type
 - E.g. array of String, Demo, Buttons etc.

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Creating an Array

- Declare
 - Assigning type of the array
- Construct
 - Assigning size of the array
- Initialize
 - Assigning values to the elements of the array



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Creating an Array

- Declare
 - `int a[];`
- Construct
 - `a = new [3];`
- Initialize
 - `a[1] = 3;`

Heap
Memory



a

Different ways to declare the array

- `int values [];`
- `int [] values;`
- `String names [];`
- `String [] names;`
- `int[5] scores;` **// will NOT compile**

```
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Different ways to construct the array

```
int array1 []; array1 = new int[4];
```

```
int[] array2 = new int[4];
```

```
String names[] = new String[10];
```

```
int[] carList = new int[]; // Will not compile; needs a size
```

```
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injector.getInstance(Equilibrium.class);
```

Different ways to initialize the array

```
int array[] = new int[2]; array[0] = 1; array[1] = 2;
```

```
int [][] vector = {{5, 2, 4, 7}, {8, 2}, {1}};
```

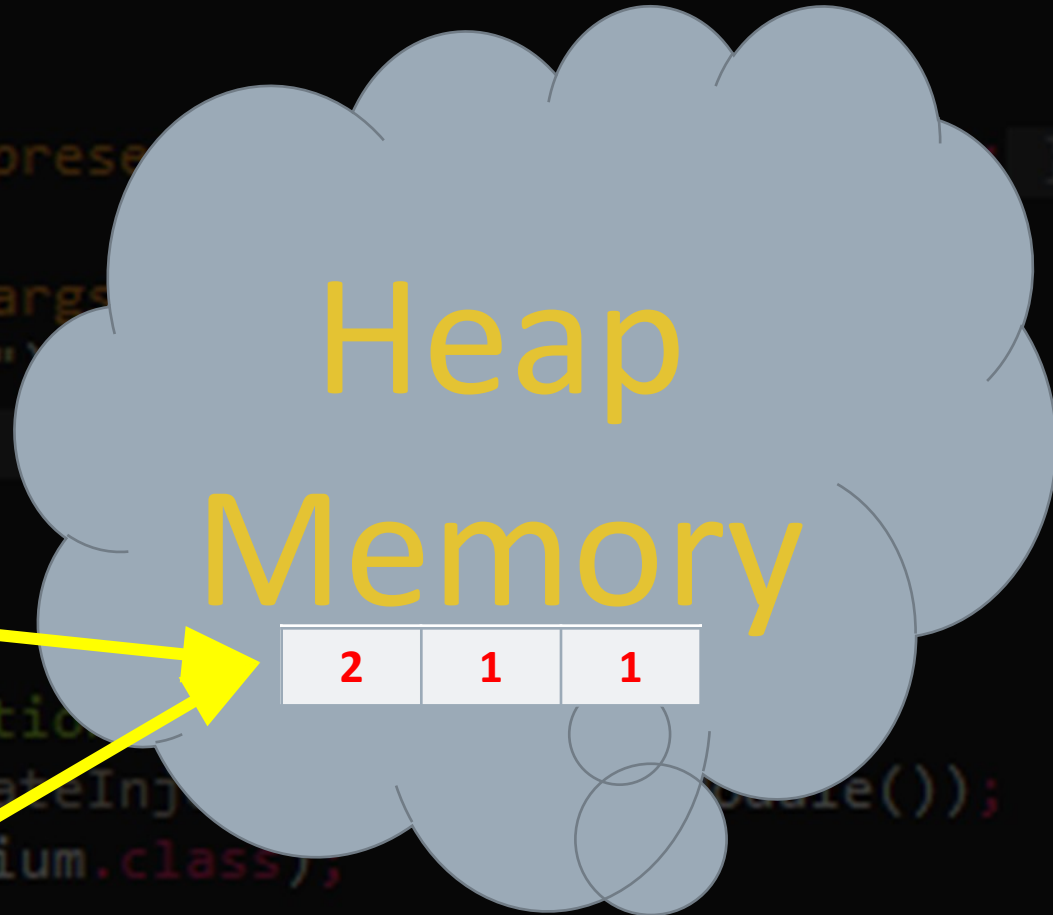
```
int[] values = new int[] {6, 3, 1};
```

```
int array2[] = {2, 3, 4, 5}; int bArray[] = array;
```

```
int [] a, b; // or int a[], b[];
```


Array with multiple references

- `int a[] = new [3];`
- `a[0]=1, a[0]=1, a[0]=1;`
- `int b[] = a;`
- `b[0] = 2;`



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QUIZ TIME


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Arrays Class

Arrays Class

- Class Hierarchy:

- java.lang.Object
- ↳ java.util.Arrays

- Class Declaration:

- public class Arrays
- extends Object

- Syntax to use Array:

- Arrays.<function name>;

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```

Example

```
public class Equilibrium {  
    private static final Logger LOG = LoggerFactory.getLogger(Equilibrium.class);  
    double doubleVariable = 12345.67890; // TODO: remove test variable  
  
    int intArr[] = {10, 20, 15, 22, 35};  
    Arrays.sort(intArr); // [10, 15, 20, 22, 35]  
  
    int intKey = 10;  
    Arrays.binarySearch(intArr, intKey); // 10 found at index = 0  
    Arrays.binarySearch(intArr, 1, 3, intKey); // 10 found at index = -2  
  
    int intArr1[] = {10, 15, 22};  
    Arrays.equals(intArr, intArr1); // Integer Arrays on comparison: true  
  
    int intArr2[] = Arrays.copyOf(intArr, 10); // [10, 15, 20, 22, 35, 0, 0, 0, 0, 0]  
  
    int intArr3[] = Arrays.copyOfRange(intArr, 1, 3); // [15, 20]  
    injector.getInstance(Equilibrium.class);  
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ArrayList Class

ArrayList Class

- Class Hierarchy:

- java.lang.Object
- ↳ java.util.Collection
 - ↳ java.util.List
- ↳ java.util.ArrayList

- Class Declaration:

- public class ArrayList
- implements List extends Collection

- Syntax to use ArrayList:

- ArrayList list=new ArrayList();

Example

- `ArrayList<String> list=new ArrayList<String>();` //Creating arraylist
- `list.add("Mango");` //Adding object in arraylist
- `list.add("Apple"); list.add("Banana"); list.add("Grapes");`
- `System.out.println(list);`
- `Iterator itr=list.iterator();` //getting the Iterator
 - `while(itr.hasNext()){` //check if iterator has the elements
 - `System.out.println(itr.next());` //printing the element and move to next
- `for(String fruit:list)`
 - `System.out.println(fruit);`
- `list.set(1,"Dates");`
- `Collections.sort(list);`

Iterating ArrayList

```
List<Integer> numbers = new ArrayList<>(Arrays.asList(1, 2, 3, 4, 5, 6, 7, 8));
```

```
// Iterating using for loop
for (int i = 0; i < numbers.size(); i++)
    System.out.print(numbers.get(i) + " ");
```

```
// For each loop
for(Integer var : numbers)
    System.out.println(var);
```

```
// Using iterator
Iterator iterator = numbers.listIterator();
while(iterator.hasNext())
    System.out.println(iterator.next());
```

```
// Iterating using while loop
int val = 0; int i = 0;
while(numbers.size() > val) {
    System.out.print(numbers.get(i) + " ");
    val++;
}
```

```
// Using lambda function
numbers.forEach(number -> System.out.println(number));
```

```
// Using enumeration
Enumeration<Integer> e = Collections.enumeration(numbers);
while(e.hasMoreElements())
    System.out.println(e.nextElement());
```

What Do You Do with a Collection?

- Add objects to the collection.
- Remove objects from the collection.
- Find out if an object (or group of objects) is in the collection.
- Retrieve an object from the collection without removing it.
- Iterate through the collection, looking at each element (object) one after another.

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Advantages of ArrayList over array

- It can grow dynamically.
- It provides more powerful insertion and search mechanisms than arrays.

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Questions?