# ПЛАТФОРМЕНО-НЕЗАВИСИМИ ПРОГРАМНИ ЕЗИЦИ

Лекция 10 **КОЛЕКЦИИ** 

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# СЪДЪРЖАНИЕ

- ПОНЯТИЕ ЗА ОБОБЩЕНИ
  - КЛАСОВЕ И
  - ИНТЕРФЕЙСИ
- ОСНОВНИ КОЛЕКЦИИ

# Понятие за обобщени интерфейси с пример

```
public interface Comparable<T> {
    public int compareTo( T o );
}
```

#### Интерфейс Collection:

```
java.util
Interface Collection<E>
```

```
public abstract boolean add(Object);
public abstract boolean remove(Object);
public default boolean removeIf(Predicate);
public abstract boolean removeAll(Collection);
public abstract boolean retainAll(Collection)
public abstract boolean containsAll(Collection)
public abstract void clear();
```

#### Интерфейс Collection:

- Основни методи (продължение)

```
java.util
Interface Collection<E>
```

```
public abstract boolean equals(Object);
public abstract int hashCode();
public abstract boolean contains(Object);
public abstract boolean isEmpty();
public abstract int size();

public abstract Object[] toArray(Object[]);
public default Object[] toArray(IntFunction);
public abstract Object[] toArray();
public abstract Iterator iterator();
```

#### Интерфейс List:

```
java.util
Interface List<E>
```

```
public abstract void add(int,Object);
public abstract Object remove(int);
public abstract Object get(int);
public static List copyOf(Collection);
public abstract int indexOf(Object);
public abstract int lastIndexOf(Object);
public default void replaceAll(UnaryOperator);
public abstract List subList(int,int);
```

#### Интерфейс List:

- Основни методи (продължение)

```
java.util
Interface List<E>
```

```
public abstract boolean addAll(int,Collection);
public abstract Object set(int,Object);
public default void sort(Comparator);

public abstract ListIterator listIterator(int);
public abstract ListIterator listIterator();
```

#### Интерфейс List:

```
java.util
Interface List<E>
```

```
Console ×
<terminated>T
[2]
```

#### Интерфейс Set:

- Реализиращи класове

AbstractSet, ConcurrentSkipListSet, CopyOnWriteArraySet, EnumSet, HashSet, JobStateReasons, LinkedHashSet, TreeSet

- методи

public static Set copyOf(Collection)

iava.util

#### Интерфейс Set:

```
java.util
Interface Set<E>
```

```
Console ×
<terminated>1
[1, 2, 3, 4]
```

#### Интерфейс Мар:

```
java.util
Interface Map<K,V>
```

```
public abstract Object get(Object);
public default Object getOrDefault(Object,Object)
public abstract Object put(Object,Object);
public default Object putIfAbsent(Object,Object);
public abstract void putAll(Map);
public default boolean remove(Object,Object);
public abstract boolean containsKey(Object);
public abstract boolean containsValue(Object);
public abstract Set keySet();
public abstract Set entrySet();
public abstract Collection values();
```

#### Интерфейс Мар:

Основни методи (продължение)

```
java.util
Interface Map<K,V>
```

```
public static Map
                        copyOf(Map);
public default Object
                        replace(Object,Object);
public default boolean
                        replace(Object,Object,Object);
public default void
                        replaceAll(BiFunction);
public default Object
                        merge(Object,Object,BiFunction);
public default Object
                        compute(Object,BiFunction);
public default Object
                        computeIfAbsent(Object,Function);
public default Object
                        computeIfPresent(Object,BiFunction);
public default void
                        forEach(BiConsumer);
public static Map$Entry entry(Object,Object);
public static Map
                        ofEntries(Map$Entry[]);
```

#### Интерфейс Мар:

```
java.util
Interface Map<K,V>
```

```
Console × R F
<terminated > Test [
{Bob=2, Alice=6}
```

#### Интерфейс Queue:

- Реализиращи класове



AbstractQueue, ArrayBlockingQueue, ArrayDeque, ConcurrentLinkedDeque, ConcurrentLinkedQueue, DelayQueue, LinkedBlockingDeque, LinkedBlockingQueue, LinkedList, LinkedTransferQueue, PriorityBlockingQueue, PriorityQueue, SynchronousQueue

#### Интерфейс Queue:

```
java.util
Interface Queue<E>
```

```
public abstract boolean add(Object);
public abstract Object remove();
public abstract Object poll();
public abstract Object peek();
public abstract Object element();
public abstract boolean offer(Object);
```

#### Интерфейс Queue:

```
java.util
Interface Queue<E>
```

```
Queue<Integer> q = new LinkedList<>();
                45
                            q.addAll( List.of( 3, 2, 4, 1 ) );
                46
                            System.out.println( "Queue: " + q );
                            int e = q.remove();
                            System.out.println( "Remove " + e + ". Queue: " + q );
                49
                50
                            e = q.peek();
■ Console ×
                            System.out.println( "Peek " + e + ". Queue: " + q );
<terminated> Test 5ava Applicat
Queue: [3, 2, 4, 1]
Remove 3. Queue: [2, 4, 1]
Peek
       2. Queue: [2, 4, 1]
```

#### Клас Stack:

```
java.util
Class Stack<E>
```

#### Клас Stack:

```
Pushed in stack 1
Pushed in stack 3
Pushed in stack 5
Pushed in stack 7
[1, 3, 5, 7]
7
5
3
```

```
java.util

Class Stack<E>
```

```
Stack<Integer> stack = new Stack<>();
for(Integer i: List.of( 1, 3, 5, 7 )) {
    stack.push(i);
    System.out.println( "Pushed in stack "+i );
}

System.out.println( stack );
while(! stack.isEmpty())
System.out.println( stack.pop());
```

# ВЪПРОСИ