

from the add() method of the HashSet class following 2 method is called to identify the object uniqueness:

`equals()`
`hashCode()`

--if for 2 objects equals will returns true then their hashCode value should return the same value for both object.

basically 3 cases where we need to override equals and hashCode method inside our class.

1. whenever we try to make our objects logically equal.
2. whenever we try to add our objects inside the HashSet or LinkedHashSet class.
3. whenever we try to add our object as a key inside the HashMap class.

LinkedHashSet:-

--it is the child class of HashSet class, it also does not allow duplicate, but it maintains the insertion order.

Note: In collection f/w all the collection classes are mutually inclusive . i.e we can convert any collection classes to any other collection class very easily.

Removing duplicates from the ArrayList:

```
package com.masai;
```

```
import java.util.ArrayList;  
import java.util.HashSet;  
import java.util.LinkedHashSet;
```

```
public class Demo {  
  
    public static void main(String[] args) {
```

```
ArrayList<Integer> al = new ArrayList<>();
```

```
al.add(10);  
al.add(20);  
al.add(10);  
al.add(10);  
al.add(30);  
al.add(20);
```

```
System.out.println(al);
```

```
LinkedHashSet<Integer> lhs=new LinkedHashSet<>(al);
```

```
System.out.println(lhs);
```

```
al=new ArrayList<>(lhs);
```

```
System.out.println(al);
```

```
    }  
}
```

removing duplicate from the String:

=====

```
package com.masai;
```

```
import java.util.ArrayList;
```

```
import java.util.LinkedHashSet;
```

```
public class Demo {
```

```
    public static String removeDuplicateFromString(String original) {
```

```
        char[] chr= original.toCharArray();
```

```
        LinkedHashSet<Character> lhs=new LinkedHashSet<>();
```

```

        for(char ch:chr) {
            lhs.add(ch);
        }

        StringBuilder result= new StringBuilder("");

        for(char ch: lhs) {
            result.append(ch);
        }

        return result.toString();
    }

```

```

    public static void main(String[] args) {

        String s= Demo.removeDuplicateFromString("ratan");

        System.out.println(s);

    }
}

```

Note: String class and all the wrapper classes has already overridden the equals and hashCode method internally.

removing duplicate from the List:

Demo.java:

package com.masai;

import java.util.ArrayList;

import java.util.LinkedHashSet;

import java.util.List;

public class Demo {

public static List<String> removeDuplicateFromList(List<String> cities) {

LinkedHashSet<String> lhs= new LinkedHashSet<>(cities);

return new ArrayList<>(lhs);

}

public static void main(String[] args) {

List<String> cities= new ArrayList<>();

cities.add("delhi");

cities.add("delhi");

cities.add("mumbai");

cities.add("chennai");

System.out.println(cities);

List<String> resultList= removeDuplicateFromList(cities);

System.out.println(resultList);

}

```
}
```

TreeSet:
=====

--it has the nature of Collection, Set, SortedSet.

--In Java TreeSet class implemented by using balanced tree data structure.

--We use the TreeSet class, when we want to arrange our object in sorted order(natural sorting order)

--duplicates are not allowed.

--insertion order is not preserved.

--even a single null also not allowed, if we try to add a null value then at runtime we get a NPE.

example1:

```
TreeSet<Integer> ts= new TreeSet<>();
```

```
    ts.add(10);  
    ts.add(2);  
    ts.add(5);  
    ts.add(12);  
    ts.add(6);  
    ts.add(15);
```

```
    System.out.println(ts);
```

example2:

```
TreeSet<String> ts= new TreeSet<>();
```

```
    ts.add("delhi");  
    ts.add("mumbai");  
    ts.add("kolkata");  
    ts.add("chennai");
```

```
ts.add("chandigarh");
```

```
System.out.println(ts);
```

example3:

Note: if we try to add any element inside the TreeSet object, then those elements should be comparable.

i.e That object class should implements "java.lang.Comparable" interface. otherwise we will get a ClassCastException at runtime.

Note: - all the Wrapper classes and String class implements Comparable interface.

Comparable interface:

=====

--this interface belongs to java.lang package.

--by using this interface, we will specify the sorting rules/technique inside the class.

--this interface is having only one abstract method:

```
public int compareTo(Object obj);
```

--if we try to add any class object inside the TreeSet, then that class must implement Comparable interface and override this compareTo method , and inside this method we need to specify the sorting technique of that class object.

Note: in TreeSet hashCode and equals() method is not used.

@Override

```
public int compareTo(Object o) {
```

```
    //in this method, we need to specify the sorting rules.
```

**//this method internally called by the add() method of TreeSet obj,
//when we try to add any element.**

//s1.compareTo(s2);

//if s1 is bigger than s2 it returns +1

//if s2 is bigger than s1 it returns -1

//if both s1 and s2 are equal then it returns 0;

}

example

Student.java:

package com.masai;

public class Student implements Comparable{

private int roll;

private String name;

private int marks;

public Student() {

// TODO Auto-generated constructor stub

}

public Student(int roll, String name, int marks) {

super();

this.roll = roll;

this.name = name;

this.marks = marks;

}

public int getRoll() {

return roll;

```
}
```

```
public void setRoll(int roll) {  
    this.roll = roll;  
}
```

```
public String getName() {  
    return name;  
}
```

```
public void setName(String name) {  
    this.name = name;  
}
```

```
public int getMarks() {  
    return marks;  
}
```

```
public void setMarks(int marks) {  
    this.marks = marks;  
}
```

```
@Override  
public String toString() {  
    return "Student [roll=" + roll + ", name=" + name + ", marks=" + marks + "];"  
}
```

```
@Override  
public int compareTo(Object o) {
```

```
    Student s1= this;
```

```
    Student s2= (Student)o;
```

```
    if(s1.getMarks() > s2.getMarks())  
        return +1;
```



```

        else if(s1.getMarks() < s2.getMarks())
            return -1;
        else
            return 0;

    }

}

```

--the above sorting logic is based on the marks..

Note: in order to check the object uniqueness
 HashSet and LinkedHashSet class uses equals() and hashCode() metho
 where as TreeSet class uses compareTo() method. if compareTo() returns 0.

above example using generics:

```

-----

public class Student implements Comparable<Student>
{

--
--
    @Override
    public int compareTo(Student s) {

        if(this.getMarks() > s.getMarks())
            return +1;
        else if(this.getMarks() < s.getMarks())
            return -1;
        else
            return 0;

    }

}

```

not removing duplicate:

=====

```
@Override
public int compareTo(Student s) {

    if(this.getMarks() > s.getMarks())
        return +1;
    else
        return -1;

    //return this.getMarks() > s.getMarks() ? +1:-1;

}
```

example sort the student based on name:

```
@Override
public int compareTo(Student s) {

    return this.getName().compareTo(s.getName());

}
```

reverse order:

=====

```
@Override
public int compareTo(Student s) {

    return s.getName().compareTo(this.getName());

}
```

if Marks are same then sort them according to thier name:

=====

```
@Override
public int compareTo(Student s) {

    if(this.getMarks() > s.getMarks())
        return +1;
    else if(this.getMarks() < s.getMarks())
        return -1;
    else
        return this.getName().compareTo(s.getName());

}
```

java.util.Comparator(I):

=====

--by using interface, we can define the sorting technique for a class objects from outside of that class.

Note: if we want to define a sotring rule of a class objects inside the same class then we should use

java.lang.Comparable interface

--whereas if we want to define the sorting logic outside of that class then we need to use **java.util.Comparator interface.**

--with the help of Comparable we can define only one sorting logic, where as with the help of Comparator we can define multiple sorting logic.

--this Comparator interface has also only one abstract method:

```
public int compare(Object obj1, Object obj2);
```

--to use the Comparator :-

step 1: here we need not pollute the Student class(java bean class) by implementing Comparable interface.

step 2: create a separate class by any name and implements the Comparator interface and define the sorting logic by overriding the compare(--) method.

ex:

StudentMarksComp.java:

package com.masai;

import java.util.Comparator;

public class StudentMarksComp implements Comparator{

 @Override

 public int compare(Object o1, Object o2) {

 Student s1= (Student)o1;

 Student s2= (Student)o2;

 if(s1.getMarks() > s2.getMarks())

 return +1;

 else if(s1.getMarks() < s2.getMarks())

 return -1;

 else

 return 0;

 }

}

by using generics:

package com.masai;

import java.util.Comparator;

```

public class StudentMarksComp implements Comparator<Student>{

    @Override
    public int compare(Student s1, Student s2) {

        if(s1.getMarks() > s2.getMarks())
            return +1;
        else if(s1.getMarks() < s2.getMarks())
            return -1;
        else
            return 0;

    }

}

```

step 3:

--create the above StudentMarksComp class object and pass that object to the constructor of the TreeSet class.

example

```

package com.masai;

import java.util.ArrayList;
import java.util.LinkedHashSet;
import java.util.LinkedList;
import java.util.List;
import java.util.TreeSet;

public class Demo {

```

```

public static List<String> removeDuplicateFromList(List<String> cities) {

    HashSet<String> lhs= new HashSet<>(cities);

    return new ArrayList<>(lhs);

}

```

```

public static void main(String[] args) {

//      StudentMarksComp mcomp = new StudentMarksComp();
//      TreeSet<Student> ts= new TreeSet<>(mcomp);

    TreeSet<Student> ts= new TreeSet<>(new StudentMarksComp());

    ts.add(new Student(10, "n1", 780)); //s1
    ts.add(new Student(12, "n2", 680)); //s2
    ts.add(new Student(13, "n5", 480));
    ts.add(new Student(14, "n4", 480));
    ts.add(new Student(15, "n3", 480));

    System.out.println(ts.size());

    System.out.println(ts);

}

}

```

sorting according to the name:

package com.masai;

```

import java.util.Comparator;

public class StudentNameComp implements Comparator<Student>{

    @Override
    public int compare(Student s1, Student s2) {

        return s1.getName().compareTo(s2.getName());

    }

}

```

utility or tools classes in collection f/w:
=====

1.java.util.Arrays class: it is mostly used for performing utility operation on the normal arrays
for example : sorting, searching, reversing, converting to list, printing the arrays elements. etc,

2.java.util.Collections class: it is mostly used to perform utility operations for the collection f/w related classes.

java.util.Arrays:
=====

--inside this class we have various static methods are there by using which we can perform various operations on the normal array object.

ex1:

printing the elements from array:

```

int[] arr= {12,23,34,45,55,12,22};

//      String result= Arrays.toString(arr);
//

```

```
//          System.out.println(result);

          System.out.println(Arrays.toString(arr));
```

sorting an array:

```
int[] arr= {12,23,34,45,55,12,22};

System.out.println(Arrays.toString(arr));

Arrays.sort(arr);

System.out.println(Arrays.toString(arr));
```

searching an element in array:

--first of all our array should be sorted, otherwise we may not get correct result.

--if the value is found then we get index value otherwise we get the negative value.

example

```
int[] arr= {12,23,34,45,55,12,22};

Arrays.sort(arr);

System.out.println(Arrays.toString(arr));

int index= Arrays.binarySearch(arr, 24);

System.out.println(index);
```

creating List in easiest manner:
=====


```
List<String> cities= Arrays.asList("Delhi","Mumbai","Chennai","kolkata");
```

```
List<Integer> list= Arrays.asList(10,20,30,40,50,20,60);
```

```
List<Student> students= Arrays.asList(  
  
    new Student(10, "n1", 780),  
        new Student(10, "n1", 780),  
        new Student(10, "n1", 780),  
        new Student(10, "n1", 780));  
}
```

Collections class:

=====

--this class also defines some of the static methods to perform some utility operations on the Collection f/w related classes.

Collections.sort:

```
List<String> cities= Arrays.asList("Delhi","Mumbai","Chennai","kolkata");
```

```
Collections.sort(cities);
```

```
System.out.println(cities);
```

example 2:

```
List<Student> students= Arrays.asList(  

```

```
        new Student(12, "n1", 780)
        new Student(13, "n2", 580),
new Student(14, "n3", 480),
        new Student(15, "n4", 980));
```

```
    Collections.sort(students, new StudentMarksComp());
```

```
    System.out.println(students);
```

```
}
```

getting number of occurrence in a List:

=====

```
List<Integer> list= Arrays.asList(10,12,10,10,12,45,55);
```

```
    int result= Collections.frequency(list, 10);
```

```
    System.out.println(result);
```

converting List to the synchronized list:

```
List<Integer> list= Arrays.asList(10,12,10,10,12,45,55);
```

```
List<Integer> sList= Collections.synchronizedList(list);
```