

**C++, Java Conversion Guide - Yeongu Choe****Data Type**

C++		Java	
Type	Range	Type	Range
nullptr		null	
void		void	
byte	[0,255]	byte	[Byte.MIN_VALUE,Byte.MAX_VALUE]
short	[SHRT_MIN,SHRT_MAX]	short	[Short.MIN_VALUE,Short.MAX_VALUE]
int	[INT_MIN,INT_MAX]	int	[Integer.MIN_VALUE,Integer.MAX_VALUE]
long	[LONG_MIN,LONG_MAX]	long	[Long.MIN_VALUE,Long.MAX_VALUE]
float		float	[Float.MIN_VALUE,Float.MAX_VALUE]
double		double	[Double.MIN_VALUE,Double.MAX_VALUE]
char	[CHAR_MIN,CHAR_MAX]	char	
string		String	
bool	true,false	boolean	true,false

**Data Structure Declaration**

Data Structure	C++	Java
Array	<pre>int x[5] = {1,2,3,4,5}; int x[] = {1,2,3,4,5}; int x[5]{1,2,3,4,5}; int x[]={1,2,3,4,5};</pre>	<pre>int[] x = {1,2,3}; int[] x = new int[3]; int x[] = {1,2,3}; int x[] = new int[3]; int[] x = new int[] {1,2,3}; int x[] = new int[] {1,2,3};</pre>
2D Array	<pre>int x[2][2]={ {1,0},{0,1} }; int x[2][2]{ {1,0},{0,1} }; int x[][2]={ {1,0},{0,1} }; int x[][2]{ {1,0},{0,1} }; </pre>	<pre>int[][] x = {{1,0},{0,1}}; int[][] x = new int[2][2]; int[][] x = new int[2][]; int x[][] = {{1,0},{0,1}}; int x[][] = new int[2][2]; int x[][] = new int[2][];</pre>
List	<pre>vector&lt;int&gt; x = {1,2,3,4,5}; vector&lt;int&gt; x {1,2,3,4,5}; vector&lt;int&gt; x(5); vector&lt;int&gt; x(5,1);</pre>	<pre>List&lt;Integer&gt; x = new ArrayList&lt;&gt;();</pre>
Stack	<pre>stack&lt;int&gt; x;</pre>	<pre>Stack&lt;Integer&gt; x = new Stack&lt;&gt;();</pre>
Queue	<pre>queue&lt;int&gt; x; queue&lt;int&gt; x({1,2,3,4,5});</pre>	<pre>Queue&lt;Integer&gt; x = new LinkedList&lt;&gt;();</pre>
Map	<pre>map&lt;int,int&gt; x = {{1,2}}; map&lt;int,int&gt; x {{1,2}}; map&lt;int,int&gt; x({{1,2}});</pre>	<pre>Map&lt;Integer,Integer&gt; x = new HashMap&lt;&gt;();</pre>
Set	<pre>set&lt;int&gt; x = {1,2,3,4,5}; set&lt;int&gt; x {1,2,3,4,5}; set&lt;int&gt; x({1,2,3,4,5});</pre>	<pre>Set&lt;Integer&gt; x = new HashSet&lt;&gt;();</pre>
MaxHeap	<pre>priority_queue&lt;int&gt; x;</pre>	<pre>PriorityQueue&lt;Integer&gt; x = new PriorityQueue&lt;&gt;((a,b) -&gt;{return b-a;});</pre>
MinHeap	<pre>priority_queue&lt;int,vector&lt;int&gt;,greater&lt;int&gt;&gt; x;</pre>	<pre>PriorityQueue&lt;Integer&gt; x = new PriorityQueue&lt;&gt;();</pre>

**Data Structure Operation****Array**

C++	Java	Time Complexity
sizeof(x)/sizeof(x[0]);	x.length	O(1)
sort(x,x+sizeof(x)/sizeof(x[0]));	Arrays.sort(x)	O(n log n)
sort(x,x+sizeof(x)/sizeof(x[0]),greater<int>());	Arrays.sort(x,Collections.reverseOrder());	O(n log n)
equal(begin(x),end(x),begin(y));	Arrays.equals(x,y)	O(n)

<code>memcpy(y,x,sizeof(x));</code>	<code>Arrays.copyOfRange(x,1,3);</code>	<code>O(3-1)</code>
<code>fill(begin(x),end(x),100);</code>	<code>Arrays.fill(x,1);</code>	<code>O(n)</code>
<code>fill(x,x+1,100);</code>	<code>Arrays.fill(x,0,1,100);</code>	<code>O(1-0)</code>
<code>for each(begin(x),end(x),[](int&amp; x){x*=2;});</code>	<code>Arrays.setAll(x,i-&gt;x[i]*2);</code>	<code>O(n)</code>
<code>string y(x);</code>	<code>Arrays.toString(x);</code>	<code>O(n)</code>
<code>*find(x,x+sizeof(x)/sizeof(x[0]),100);</code>		<code>O(n)</code>

## List

C++	Java	Time Complexity
<code>x.push_back(1);</code>	<code>x.add(1);</code>	<code>O(1)</code>
<code>x.erase(x.begin()+1);</code>	<code>x.remove(1);</code>	<code>O(n)</code>
<code>x[0]=1;</code> <code>x.at(0)=1;</code>	<code>x.set(0,1);</code>	<code>O(1)</code>
<code>x[0];</code> <code>x.at(0);</code>	<code>x.get(0);</code>	<code>O(1)</code>
<code>x.size();</code>	<code>x.size();</code>	<code>O(1)</code>
<code>x.empty();</code>	<code>x.isEmpty();</code>	<code>O(1)</code>
<code>find(x.begin(),x.end(),1);</code>	<code>x.contains(1);</code>	<code>O(n)</code>
<code>x.clear();</code>	<code>x.clear();</code>	<code>O(n)</code>
<code>sort(x.begin(),x.end());</code>	<code>Collections.sort(x);</code>	<code>O(n log n)</code>
<code>sort(x.rbegin(),x.rend());</code>	<code>Collections.sort(x,Collections.reverseOrder());</code>	<code>O(n log n)</code>
<code>vector&lt;int&gt; y(x.begin(),x.begin()+2);</code>	<code>x.subList(0,2);</code>	<code>O(2-0)</code>

## Stack

C++	Java	Time Complexity
<code>x.push(1);</code>	<code>x.push(1);</code>	<code>O(1)</code>
<code>x.pop();</code>	<code>x.pop();</code>	<code>O(1)</code>
<code>x.top();</code>	<code>x.peek();</code>	<code>O(1)</code>
<code>x.empty();</code>	<code>x.empty();</code>	<code>O(1)</code>
<code>x.size();</code>	<code>x.size();</code>	<code>O(1)</code>

## Queue

C++	Java	Time Complexity
<code>x.push(1);</code>	<code>x.add(1);</code>	<code>O(1)</code>
<code>x.pop();</code>	<code>x.remove();</code>	<code>O(1)</code>
<code>x.front();</code>	<code>x.element();</code>	<code>O(1)</code>
<code>x.size();</code>	<code>x.size();</code>	<code>O(1)</code>

## Map

C++	Java	Time Complexity
<code>x[1]=1;</code> <code>x.insert({1,1});</code>	<code>x.put(1,1);</code>	<code>O(n)</code>
<code>x[1];</code> <code>x.at(1);</code>	<code>x.get(1);</code>	<code>O(n)</code>
<code>x.erase(1);</code>	<code>x.remove(1);</code>	<code>O(n)</code>
<code>x.clear();</code>	<code>x.clear();</code>	<code>O(n)</code>
<code>x.size();</code>	<code>x.size();</code>	<code>O(1)</code>
<code>x.empty();</code>	<code>x.isEmpty();</code>	<code>O(1)</code>

## Set

C++	Java	Time Complexity
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<code>x.insert(1);</code>	<code>x.add(1);</code>	$O(n)$
<code>x.erase(1);</code>	<code>x.remove(1);</code>	$O(n)$
<code>x.find(1) != x.end();</code>	<code>x.contains(1);</code>	$O(n)$
<code>x.empty();</code>	<code>x.isEmpty();</code>	$O(1)$
<code>x.clear();</code>	<code>x.clear();</code>	$O(n)$
<code>copy(x.begin(), x.end(), y);</code>	<code>Integer[] y = x.toArray(new Integer[] {});</code>	$O(n)$

## Heap

C++	Java	Time Complexity
<code>x.push(1);</code>	<code>x.add(1);</code>	$O(\log n)$
<code>x.pop();</code>	<code>x.remove();</code>	$O(\log n)$
<code>x.top();</code>	<code>x.peek();</code>	$O(1)$
<code>x.size();</code>	<code>x.size();</code>	$O(1)$
<code>x.empty();</code>	<code>x.isEmpty();</code>	$O(1)$