#### Why did the Java Developer quit his job?

Because he didn't get arrays.



# Module 1-7

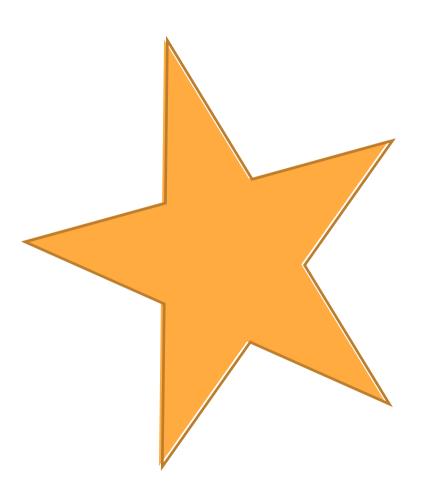
Collections: Lists

- Describe the purpose and use of Collections
- Describe the differences between a List and an array and the different use-cases for them
- Demonstrate an understanding of packages in Java to help organize them
- Understand the common API operations of a List and how to use them
- Use the for-each loop to iterate through a collection
- Identify from syntax what variables are arrays and what are Lists

- 1. What are Collections and why we use them
- 2. Differences between array and List
- 3. Packages in Java for organization
- 4. For-each loop to iterate through a collection
- 5. (Stack and Queue data structures)

## Array Recap

- Arrays are simple data structures
  - Hold collection of like data
  - Zero-indexed
  - Sorted
  - Allows duplicates
- Not flexible
  - Difficult to add new element or to modify the length of the array



#### Collections

- 1. Classes that live in a package
- 2. Come from standard library of classes
  - 1. java.util package
- 3. Already written for you!



### Package

- Organizes classes within libraries
- Creates scope to prevent two classes with same name from overlapping
- Can use import statement or fully qualified statement

```
java.util.Scanner input = new java.util.Scanner(System.in);
```

- java.lang package automatically imported
  - String class, System class, wrapper classes (Boolean, Integer, Double)

#### List class

#### A List is:

- Zero-indexed like array
- Ordered set of elements (accessible by index)
- Allows duplicates
- Dynamic in size
- Java List is an interface, so we use ArrayList
  - Called Programming to an Interface
- Must be imported from java.util package

### List syntax

List <T> objectName = new ArrayList<>();

```
List <String> names = new ArrayList<>();
names.add("Rick");
names.add("Beth");
names.add("Jerry");
names.add(0, "Sam");
for (int i = 0; i < names.size(); i++) {
  System.out.println(names.get(i));
```

- T stands for data type
- The add method is overloaded – add name is the same, but takes in different parameter listings

#### List methods

```
List <String> moreNames = new ArrayList<> (Arrays.asList("Tom",
"Tim", "Joe", "Jim"));
System.out.println(moreNames.size()); // prints 4
moreNames.add(0, "Jane");
System.out.println(moreNames); // prints out array elements
moreNames.remove(3); // removes element in pos 3
System.out.println(moreNames.contains("Tom")); // prints true
moreNames.removeAll(moreNames);
// removes all elements from ArrayList
System.out.println(moreNames.isEmpty()); // prints true
```

 The add method is overloaded – add method name is the same, but takes in different parameter listings

#### Let's code!

#### Primitive Wrapper objects

Lists and other collections can only hold objects!

```
List <Integer> ages = new ArrayList<>();
ages.add(29);
ages.add(21);
ages.add(35);
ages.add(32);
for (int i = 0; i < ages.size(); i++) {
  System.out.println(ages.get(i));
```

- Wrapper class wraps primitive types so they can be references types
- Autoboxing is process of converting primitive type to reference type (moving from stack to heap)
- Unboxing is moving from heap to stack, converting back to primitive type

### Autoboxing

 Automatic process (Java does it) of converting primitive type to reference type

```
Integer myInt = 10;
Double price = new Double(15.99);
```

Unboxing is reversing – going from reference to primitive

```
int myPrimitiveInt = myInt;
```

#### Foreach loop

```
List <Integer> ages = new ArrayList<>();
ages.add(29);
ages.add(21);
ages.add(35);
ages.add(32);
for (Integer age: ages) {
  System.out.println(age);
```

- Convenience method to iterate through a collection
- Cannot modify contents during iteration
- Useful for when you don't need the index, just want to go through to each element

#### Queues

- List, but used in a certain way to get certain result
- VERY COMMON data structure
- FIFO
  - First In, First Out
  - Elements are inserted at end of list, and deleted from beginning
- Line of customers waiting to be helped
- Print queue (documents printed in order received)

#### Queue syntax

Queue <T> objectName = new LinkedList<>();

```
Queue <String> todoList = new LinkedList<>();
todoList.offer("Rick");
todoList.offer("Beth");
todoList.offer("Jerry");
todoList.offer("Sam");
while (todoList.size() > 0) {
    String nextTodo = todoList.poll();
    System.out.println("NEXT ON MY LIST: " +
              nextTodo);
```

- To add elements to Queue, we can use add or offer (offer is preferred because add will throw an exception)
- To remove elements, we can use remove or poll (poll is preferred because remove will an exception)

#### **Stacks**

- List, but with different behavior
- VERY COMMON data structure
- LIFO
  - Last In, First Out
  - Elements are inserted at front of list, and deleted from beginning
- Plates at a buffet
- Undo feature of an edit

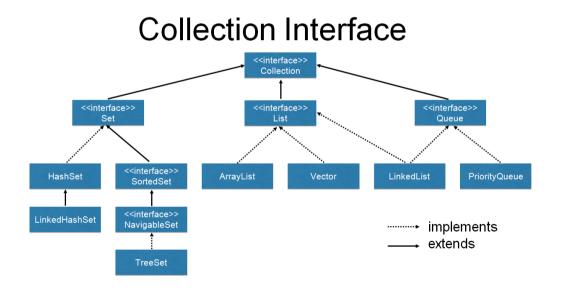
### Stack syntax

Stack <datatype> objectName = new Stack<>();

```
Stack <String> numberStack = new Stack<>();
numberStack.push("123");
numberStack.push("456");
numberStack.push("789");
while (numberStack.size() > 0) {
    String number = numberStack.pop();
    System.out.println(number);
```

- To add elements to Stack, we push the elements on the stack
- To remove elements, we pop them off the stack

Describe the purpose and use of Collections

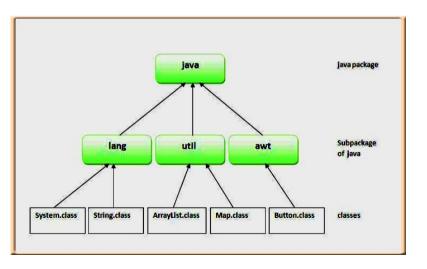


- Describe the purpose and use of Collections
- Describe the differences between a List and an array and the different use-cases for them

# Difference between array vs ArrayList in Java

- An array is static, you cannot change it's length once created, but ArrayList is dynamic, it can grow to accommodate more elements.
- The array doesn't support generics, hence they are not type-safe but ArrayList support Generics, hence they provide compile time type-safety.
- 3. Array takes less memory than ArrayList for storing same number of elements or objects.
- 4. ArrayList allows you to remove element, but array doesn't provide such methods.
- Array can accommodate both primitive and objects, but ArrayList can only accommodate objects.
- 6. Array can be multi-dimensional but ArrayList is always one dimensional.
- Array provides length attribute and ArrayList provides size() but both are different, length is capacity, while size() return number of elements.

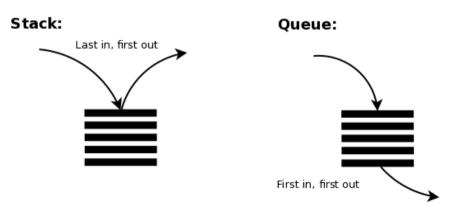
- Describe the purpose and use of Collections
- Describe the differences between a List and an array and the different use-cases for them
- Understand use of packages in Java to help organize libraries



- Describe the purpose and use of Collections
- Describe the differences between a List and an array and the different use-cases for them
- Understand use of packages in Java to help organize libraries
- Students should be able to use the for-each loop to iterate through a collection

```
public class WriteforEachLoops {
   public static void main (String[] args) {
       String[] names={"Regina","Stephen","Dave","Marsha"};
       System.out.println("For each loop output:");
       for (String name : names) {
            System.out.println (name);
       }
    }
}
```

- Describe the purpose and use of Collections
- Describe the differences between a List and an array and the different use-cases for them
- Understand use of packages in Java to help organize libraries
- Students should be able to use the for-each loop to iterate through a collection
- Students should be able to describe what a Stack and Queue are and how they work



 Students should be able to identify from syntax what variables are arrays and what are Lists

```
ArrayListToArrayDeepCopy.java
 1 import java.util.ArrayList:
 2 import java.util.Arrays;
    import java.util.List:
    public class ArrayListToArray {
 6
 70
       public static void main(String□ args) {
           List<String> strList = new ArrayList<String>();
 8
           strList.add("1"):
10
           strList.add("2");
11
           strList.add("3");
12
```

```
int[] array_v1 = new int[5];

int[] array_v2 = {10,20,30,40,50};

int[] array_v3 = new int[]{20,30,40,50,60};

int[] array_v4;

array_v4 = new int[5];
```

#### Let's code!