Core Java

Java Collection Framework

List interface

- Ordered/sequential collection.
- List can contain duplicate elements.
- List can contain multiple null elements.
- Elements can be accessed sequentially (bi-directional using Iterator) or randomly (index based).
- List enable searching (in the list)
- Implementations: ArrayList, Vector, Stack, LinkedList, etc.
- Abstract methods
 - o void add(int index, E element)
 - E get(int index)
 - E set(int index, E element)
 - E remove(int index)
 - boolean addAll(int index, Collection <? extends E> c)
 - int indexOf(Object o)
 - int lastIndexOf(Object o)
 - String toString()
 - ListIterator listIterator()
 - ListIterator listIterator(int index)
 - List subList(int fromIndex, int toIndex)
- To store objects of user-defined types in the list, you must override equals() method for the objects. It is mandetory while searching operations like conatains(), indexOf(), lastIndexOf().

Iterator vs Enumeration

- Enumeration
 - Since Java 1.0
 - Methods
 - boolean hasMoreElements()
 - E nextElement()
 - Example

```
Enumeration<E> e = v.elements();
while(e.hasMoreElements()) {
    E ele = e.nextElement();
    System.out.println(ele);
}
```

- Enumeration behaves similar to fail-safe iterator.
- Iterator
 - Part of collection framework (1.2)

- Methods
 - boolean hasNext()
 - E next()
 - void remove()
- Example

```
Iterator<E> e = v.iterator();
while(e.hasNext()) {
    E ele = e.next();
    System.out.println(ele);
}
```

- ListIterator
 - Part of collection framework (1.2)
 - Inherited from Iterator
 - o Bi-directional access
 - Methods
 - boolean hasNext()
 - E next()
 - int nextIndex()
 - boolean hasPrevious()
 - E previous()
 - int previousIndex()
 - void remove()
 - void set(E e)
 - void add(E e)

Traversal

Using Iterator

```
Iterator<Integer> itr = list.iterator();
while(itr.hasNext()) {
    Integer i = itr.next();
    System.out.println(i);
}
```

Using for-each loop

```
for(Integer i:list)
   System.out.println(i);
```

Gets converted into Iterator traversal

```
for(Iterator<Integer> itr = list.iterator(); itr.hasNext();) {
    Integer i = itr.next();
    System.out.println(i);
}
```

Enumeration -- Traversing Vector (Java 1.0)

```
// v is Vector<Integer>
Enumeration<Integer> e = v.elements();
while(e.hasMoreElements()) {
    Integer i = e.nextElement();
    System.out.println(i);
}
```

LinkedList class

- Internally LinkedList is doubly linked list.
- Elements can be traversed using Iterator, ListIterator, or using index.
- Primary use
 - Add/remove elements (anywhere)
 - Less contiguous memory available
- Limitations:
 - Slower random access
- Inherited from List<>, Deque<>.

ArrayList class

- Internally ArrayList is dynamic array (can grow or shrink dynamically).
- When ArrayList capacity is full, it grows by half of its size.
- Elements can be traversed using Iterator, ListIterator, or using index.
- Primary use
 - Random access
 - Add/remove elements (at the end)
- Limitations
 - Slower add/remove in between the collection
 - Uses more contiguous memory
- Inherited from List<>.

Vector class

- Internally Vector is dynamic array (can grow or shrink dynamically).
- Vector is a legacy collection (since Java 1.0) that is modified to fit List interface.
- Vector is synchronized (thread-safe) and hence slower.
- When Vector capacity is full, it doubles its size.
- Elements can be traversed using Enumeration, Iterator, ListIterator, or using index.
- Primary use

- Random access
- Add/remove elements (at the end)
- Limitations
 - Slower add/remove in between the collection
 - Uses more contiguous memory
 - o Synchronization slow down performance in single threaded environment
- Inherited from List<>.

Fail-fast vs Fail-safe Iterator

- If state of collection is modified (add/remove operation other than iterator methods) while traversing a collection using iterator and iterator methods fails (with ConcurrentModificationException), then iterator is said to be Fail-fast.
 - o e.g. Iterators from ArrayList, LinkedList, Vector, ...
- If iterator allows to modify the underlying collection (add/remove operation other than iterator methods) while traversing a collection (NO ConcurrentModificationException), then iterator is said to be Fail-safe
 - o e.g. Iterators from CopyOnWriteArrayList, ...

Synchronized vs Unsynchronized collections

- Synchronized collections are thread-safe and sync checks cause slower execution.
- Legacy collections were synchronized.
 - Vector
 - Stack
 - Hashtable
 - Properties
- Collection classes in collection framework (since 1.2) are non-synchronized (for better performance).
- Collection classes can be converted to synchronized collection using Collections class methods.
 - syncList = Collections.synchronizedList(list)
 - syncSet = Collections.synchronizedSet(set)
 - syncMap = Collections.synchronizedMap(map)

Collections class

- Helper/utility class that provides several static helper methods
- Methods
 - List reverse(List list);
 - List shuffle(List list);
 - void sort(List list, Comparator cmp)
 - E max(Collection list, Comparator cmp);
 - E min(Collection list, Comparator cmp);
 - List synchronizedList(List list);

Collection vs Collections

- Collection interface
 - All methods are public and abstract. They implemented in sub-classes.

• Since all methods are non-static, must be called on object.

```
Collection<Integer> list = new ArrayList<>();
//List<Integer> list = new ArrayList<>();
//ArrayList<Integer> list = new ArrayList<>();
list.remove(new Integer(12));
```

- Collections class
 - Helper class that contains all static methods.
 - We never create object of "Collections" class.

```
Collections.methodName(...);
```

Assignments

- 1. Store book details in a library in a list -- ArrayList.
 - Book details: isbn(string), price(double), authorName(string), quantity(int)
 - Write a menu driven program to
 - 1. Add new book in list
 - 2. Display all books in forward order
 - 3. Display all books in reverse order
 - 4. Delete a book at given index.