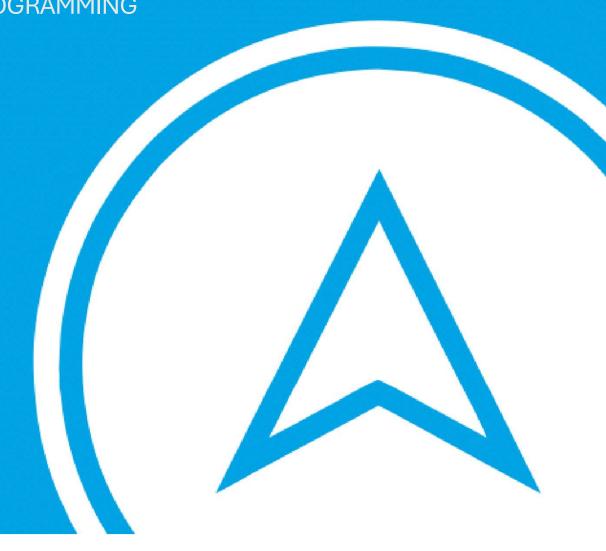


Collections Part 1 - Lists





Yesterday

- What is an object?
- What is a class?
- What is the relationship between object and class?
- What is a value type or primitive variable?
- What is a reference type variable?
- Why are there two types?



Right tool for the right job





Collections

• **Collections** classes live in a package or namespace and come from the framework's standard library of classes



Packages

```
public String helloName(String name) { return null; }
public String makeAbba(String a, String b) { return null; }
```



Collections: List<T>

Zero-indexed like an array

An ordered set of elements accessible by index

Allows duplicates

BUT it can grow and shrink as you add and remove items

 You can add and remove from the middle even



Declaring and Initializing Lists

- List<T>
 - T is just short hand for and Object Type: Integer, String, Double, etc.
- Declaration:
 - List<String> animalNames;
- Initialization:
 - animalNames = new ArrayList<>();
- All in one:
 - List<String> animalNames = new ArrayList<>();



Autoboxing and Unboxing

Primitives cannot be in any of the collections Primitives are **autoboxed** into a class with a **Primitive Wrapper**.

int becomes Integer double becomes Double boolean become Boolean

Etc.

Moving from object to primitive is **unboxing**



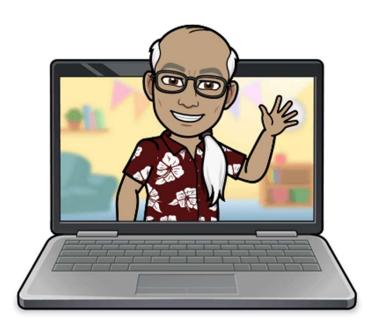


Working with Lists

- List<String> animals = new ArrayList<>();
- animals.add("Koala");
- String aussieAnimal = animals.get(0);
- animals.remove("Koala");



LET'S CODE!





Foreach

• Cannot modify the contents during iteration



Collections: Queue<T>

 Queues are just Lists, but used in a certain way to get a certain result

A very common data structure in programming

• FIFO - First in, First out





FIFO – Queue<T>

Queue<String> zooAnimals = new LinkedList<>();

First In: zooAnimals.size() is 1

zooAnimals.offer("Panda") zooAnimals.size() is 2

zooAnimals.offer("Kangaroo")

First Out: zooAnimals.size() is 1

String this Animal = zoo Animals.poll();



Processing a Queue

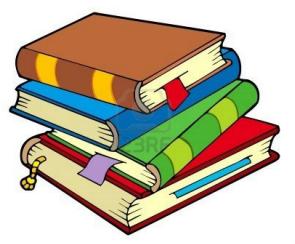
- Keep going until you are done with the Queue
- How do you know when you are done?

```
while(zooAnimals.size() > 0)
{
    String currentAnimal = zooAnimals.poll();
    System.out.println(currentAnimal);
}
```



Collections: Stack<T>

- Stacks are, again, Lists of elements but with different behavior
- Another very common data structure in programming
- LIFO Last in, First out





LIFO - Stack<T>

Stack<String> safariAnimals = new Stack<>();

Last In:

safariAnimals.push("Lion")
safariAnimals.push("Elephant")

First Out:

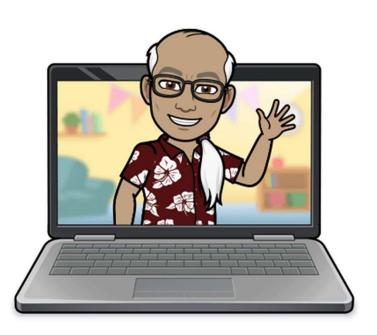
String this Animal = safari Animals.pop();

safariAnimals.size() is 1 safariAnimals.size() is 2

safariAnimals.size() is 1



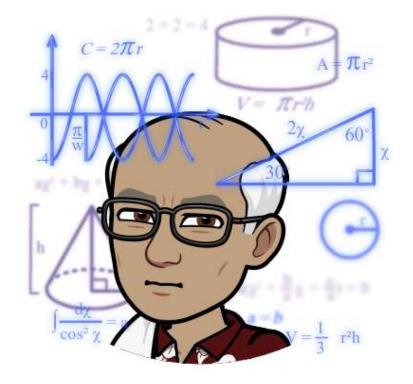
LET'S CODE!





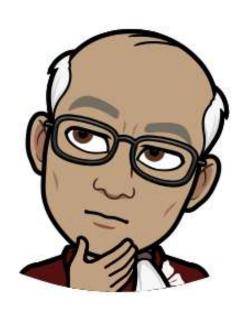
Collections

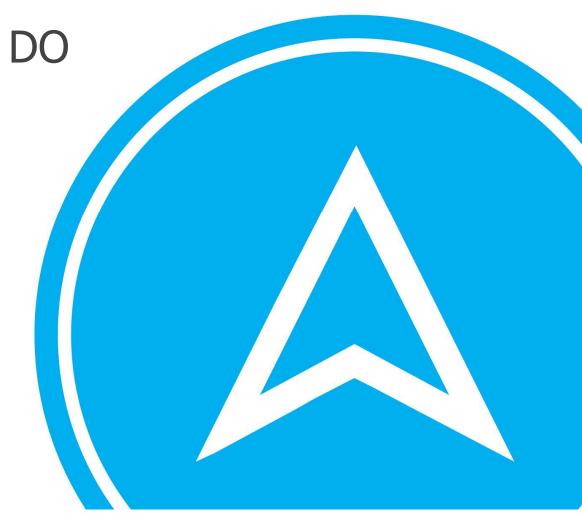
- Arrays
- Lists
- Queues
- Stacks





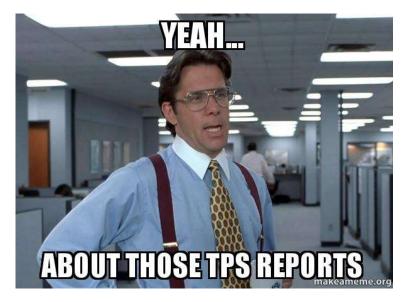
WHAT QUESTIONS DO YOU HAVE?





Pair Programming

- https://reign.techelevator.com/
- Login with email
- Password:
 - TechElevatorStudent





Reading for tonight:

Collections Part 2

