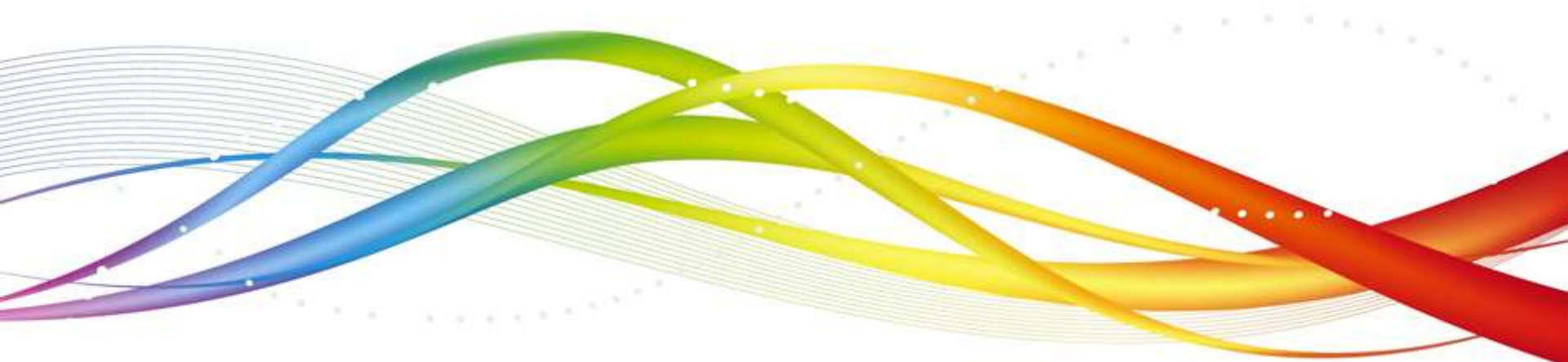




List



Agenda

1

List

2

ArrayList

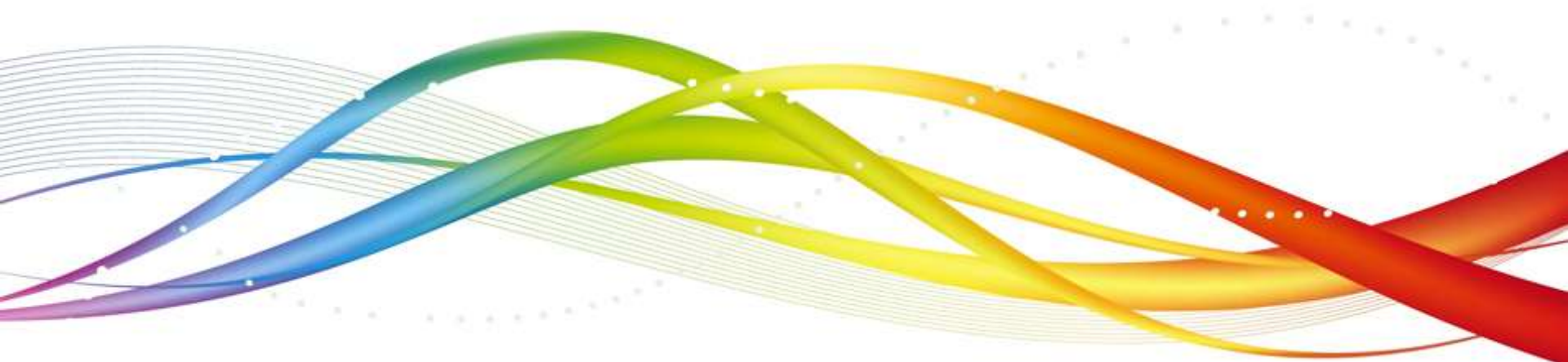
3

Vector

4

LinkedList

Understanding List



List

- List interface extends from Collection interface
- It stores elements in a **sequential manner**
- Elements in the list can be accessed or inserted based on their position
- Starts with **zero based index**
- Can contain duplicate elements
- An Iterator can be used to access the elements of the List
- **Please refer documentation and note down the important methods available in List interface**

The ArrayList Class

- ArrayList class implements List interface
- It supports **dynamic array** that can grow dynamically
- Standard arrays are of fixed size. After arrays are created they cannot grow or shrink
- It provides more powerful insertion and search mechanisms than arrays
- Gives faster Iteration and fast random access
- **Ordered Collection** (by index), but not **Sorted**

```
ArrayList<Integer> list = new  
    ArrayList<Integer>();  
list.add(0, new Integer(42));  
int total = list.get(0).intValue();
```

Refer documentation for the various ways in which an ArrayList can be created and the various methods available in ArrayList

Example

Let's Check the power of ArrayList with an example:

```
import java.util.*;
public class ArrayListTest {
    public static void main(String[] args) {
        List<String> test = new ArrayList<String>();
        String s = "hi";
        test.add("string");
        test.add(s);
        test.add(s+s);
        System.out.print(test.size());
        System.out.print(test.contains(42));
        System.out.print(test.contains("hihi"));
        test.remove("hi");
        System.out.print(test.size());
    } }
```

which produces:

3 false true 2

Iterator

- Iterator is an object that enables you to **traverse through a collection**
- Can be used to remove elements from the collection selectively, if desired

```
public interface Iterator<E>
{
    boolean hasNext();
    E next();
    void remove();
}
```

```
ArrayList<Integer> ai=new ArrayList<Integer>();
Iterator i=ai.iterator();
while (i.hasNext())
System.out.println(i.next());
```

Iterator

- Java provides 2 interfaces that define the methods by which you can access each element of a collection : enumeration & iterators. Enumeration is a legacy interface and is considered obsolete for new code. It is now superceded by the iterator interface.
- The iterator() method returns an iterator to a collection. It is very similar to an Enumeration, but differs in the two respects:
- Iterator allows the caller to remove elements from the underlying collection during the iteration with well-defined semantics.
- Method names have been improved.
- The first point is important: There was *no* safe way to remove elements from a collection while traversing it with an Enumeration. The semantics of this operation were ill defined, and differed from implementation to implementation.
- **boolean hasNext()** - Returns true if there are more elementsObject
- **next()** - Returns next element. Throws NoSuchElementException if there is no next element.
- **void remove()** - Removes current element. Throws IllegalStateException if an attempt is made to call remove() that is not preceded by a call to next()

ListIterator

- Used for obtaining a iterator for collections that implement List
- ListIterator gives us the ability to access the collection in either **forward or backward direction**
- Has both next() and previous() method to access the next and previous element in the List

Example

```
class ListIteratorExample {  
    public static void main(String[] args) {  
        ArrayList aList = new ArrayList();  
        //Add elements to ArrayList object  
        aList.add("1");  
        aList.add("2");  
        aList.add("3");  
        ListIterator listIterator = aList.listIterator();  
        System.out.println("Previous Index is : " + listIterator.previousIndex());  
        System.out.println("Next Index is : " + listIterator.nextIndex());  
        //advance current position by one using next method  
        listIterator.next();  
        System.out.println("After increasing current position by one element : ");  
        System.out.println("Previous Index is : " + listIterator.previousIndex());  
        System.out.println("Next Index is : " + listIterator.nextIndex());  
    }  
}
```

Advantage of Iterator over for-each method

- for-each construct can also be used for iterating through the Collection
- Use Iterator instead of the for-each construct when you need to:
 - Remove the current element
 - The for-each construct hides the iterator, so you cannot call remove
 - Iterate over multiple collections in parallel

```
for(Object o : oa) {  
    Fruit d2 = (Fruit)o;  
    System.out.println(d2.name); }  

```

Enhanced for loop

- Iterating over collections looks cluttered

```
void printAll(Collection<emp> e) {  
    for (Iterator<emp> i = e.iterator();  
        i.hasNext(); )  
        System.out.println(i.next()); } }
```

- Using enhanced for loop we can do the same thing as

```
void printAll(Collection<emp> e) {  
    for (emp t: e)   
        System.out.println(t); }}
```

- The loop above reads as “for each emp t in e.”

Linked List

- Implements the List and also the Queue interface
- Some Useful Methods
 - void addFirst(Object x)
 - void addLast(Object x)
 - Object getFirst()
 - Object getLast()
 - Object removeFirst()
 - Object removeLast()

The Vector Class

- The `java.util.Vector` class implements a **growable array of Objects**
- Same as `ArrayList`, but `Vector` methods are **synchronized** for thread safety
- New `java.util.Vector` is implemented from `List` Interface
- Creation of a `Vector`

- `Vector v1 = new Vector();` // allows old or new methods
- `List v2 = new Vector();` // allows only the new (List) methods.

Points to Ponder

- Use List Collection classes if the order in which the element added matters
- Use List when you want to perform insert, delete and update operations based on particular positions in the list
- ArrayList, LinkedList and Vector all of them implement List interface
- LinkedList provides a better performance over ArrayList in insertion and deletion operation.
- In case of frequent insertion and deletion operation the choice can be LinkedList than ArrayList
- Search operations are faster in ArrayList
- Both ArrayList and LinkedList are not synchronized
- Vector is synchronized
- If thread safety is not important, then we should choose either ArrayList or LinkedList

Quiz

1. Which of the following class is synchronized?
 - a. ArrayList
 - b. Vector
 - c. LinkedList
 - d. All of the above
2. In which of the following classes position based operations can be performed?
 - a. ArrayList
 - b. LinkedList
 - c. Vector
 - d. All of the above

Summary

- In this module, you have learnt
 - How to work with
 - ArrayList
 - LinkedList
 - Vector



Thank You

