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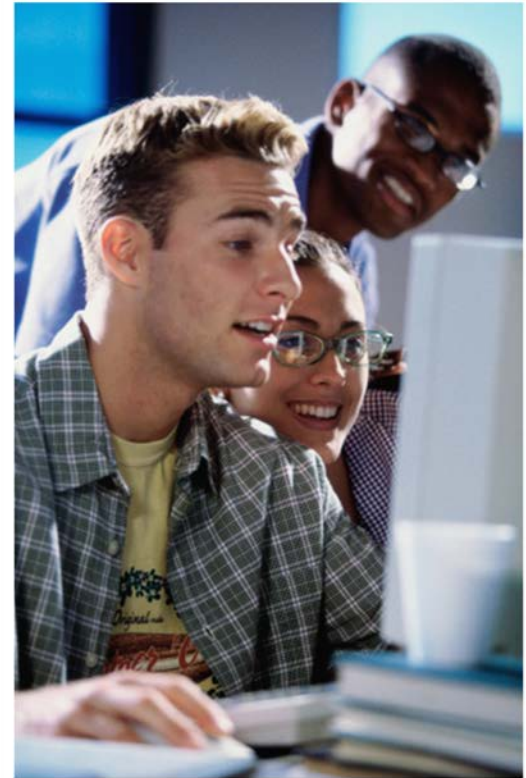


# Java Foundations

8-2

ArrayLists

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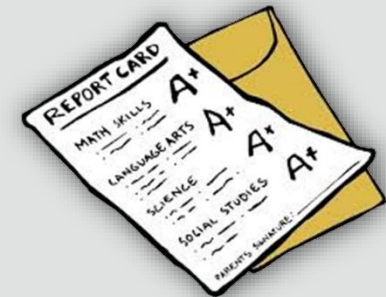
# Objectives

- This lesson covers the following objectives:
  - Create an ArrayList
  - Manipulate an ArrayList by using its methods
  - Traverse an ArrayList using iterators and for-each loops
  - Use wrapper classes and Autoboxing to add primitive data types to an ArrayList



# Collection of Objects (Real Life)

- In real life, objects often appear in groups
- For example:
  - Parking lots contain multiple cars
  - Banks contain multiple accounts
  - Stores have multiple customers
  - A student has multiple assignment grades



# Collection of Objects (Programming)

- When programming, you often gather data (objects)
- This is commonly referred to as a collection



- In Java, the simplest way of collecting information is by using the ArrayList
- The Java ArrayList class can store a group of many objects



# Managing Students Enrolled in a Class

- Say a group of students is enrolled in Java Programming 101
- You want to write a Java program to track the enrolled students
- The simplest way would be to create an array, as discussed in the previous lesson



# Using Arrays to Manage Enrolled Students

- You can write a student array like this:

```
String[] students={"Mary", "Sue", "Harry", "Rick", "Cindy", "Bob"};
```

- Consider a scenario where, after a week, two students (Mike and Larry) enroll in the course and Sue drops out
- How easy do you think it is to modify the students array to accommodate these changes?

# Limitations of Arrays

- Their size is fixed on creation and cannot grow or shrink after initialization
- You have to create manual methods to manipulate their contents
- For example: insert or delete an item from an array





# ArrayList Class

- Arrays aren't the only way to store lists of related data
- Java provides a special utility class called `ArrayList`
- The `ArrayList` class:
  - Is a part of the Java library, like the `String` and `Math` classes.
  - It can be used to store a list of objects
  - Has a set of useful methods for managing its elements:
    - `add()`, `get()`, `remove()`, `indexOf()`, and many others

# What Can an ArrayList Contain?

- An ArrayList can contain only objects, not primitives
  - It may contain any object type, including a type that you created by writing a class
- For example, an ArrayList can hold objects of type:
  - String
  - Person
  - Car





# Importing and Declaring an ArrayList

- You must import `java.util.ArrayList` to use an `ArrayList`

```
import java.util.ArrayList;
```

```
public class ArrayListExample {  
    public static void main (String[] args) {  
        ArrayList<String> states = new ArrayList<>();  
  
    } //end method main  
} //end class ArrayListExample
```

You can specify an initial capacity, but it isn't mandatory



You may specify any object type, called as **Type Parameters**, specifies that it contains only **String** objects

# Working with an ArrayList

- You don't access elements in an ArrayList by using index notation
- Instead, you use a series of methods that are available in the ArrayList class

# Some ArrayList Methods

<b>add(value)</b>	Appends the value to the end of the list
<b>add(index, value)</b>	Inserts the given value just before the given index, shifting subsequent values to the right
<b>clear()</b>	Removes all elements of the list
<b>indexOf(value)</b>	Returns the first index where the given value is found in the list (-1 if not found)
<b>get(index)</b>	Returns the value at the given index
<b>remove(index)</b>	Removes the value at the given index, shifting subsequent values to the left
<b>set(index, value)</b>	Replaces the value at the given index with a given value
<b>size()</b>	Returns the number of elements in the list
<b>toString()</b>	Returns a string representation of the list, such as "[3, 42, -7, 15]"

# Working with an ArrayList

- Here's an example that uses these methods:

```
ArrayList<String> names; ————— Declare an ArrayList of Strings
```

```
names = new ArrayList(); ————— Instantiate the ArrayList
```

```
names.add("Jamie");  
names.add("Gustav");  
names.add("Alisa");  
names.add("Jose");  
names.add(2, "Prashant");
```

————— Add items

```
String str=names.get(0); ————— Retrieve a value  
System.out.println(str);
```

```
names.remove(0);  
names.remove(names.size() - 1);  
names.remove("Gustav");
```

————— Remove items

```
System.out.println(names); ————— View an item
```



# Benefits of the ArrayList Class

- Dynamic resizing:
  - An ArrayList grows as you add elements
  - An ArrayList shrinks as you remove elements
- Several built-in methods:
  - An ArrayList has several methods to perform operations
  - For example, to add, retrieve, or remove an element

# Exercise 1, Part 1

- Create a new project and add the `ArrayListEx1.java` file to the project
- Examine `ArrayListEx1.java`
- Modify the program to implement:
  - Create an `ArrayList` of `Strings` called `students`
  - Add four students to the `ArrayList`: Amy, Bob, Cindy and David
  - Print the elements in the `ArrayList` and display its size

## Exercise 1, Part 2

- Modify the program to implement:
  - Add two more students, Nick and Mike, at index 0 and 1
  - Remove the student at index 3
  - Print the elements in the ArrayList and display its size

# Traversing an ArrayList

- You can traverse an ArrayList in the following ways:
  - Using the for-each loop
  - Using an Iterator
  - Using a ListIterator

# Traversing an ArrayList: for-each Loop

- In the previous lesson, you used a for-each loop to traverse an array
- You can use a for-each loop to traverse an ArrayList
- The variable `i` represents a particular name as you loop through the names ArrayList

Type of object  
that's in the  
ArrayList (in this  
case, String)

Variable

ArrayList

```
for (String i : names) {  
    System.out.println("Name is " + i);  
}//end for
```

# Traversing an ArrayList: for-each Loop

```
public class ArrayListTraversal {  
    public static void main(String[] args) {  
        ArrayList<String> names = new ArrayList<>();  
        names.add("Tom");  
        names.add("Mike");  
        names.add("Matt");  
        names.add("Nick");  
        System.out.println("");  
        for (String i : names) {  
            System.out.println("Name is " + i);  
        } //end for  
    } //end method main  
} //end class ArrayListTraversal
```

## Output:

```
Name is Tom  
Name is Mike  
Name is Matt  
Name is Nick
```



# Introducing Iterator

- Is a member of the collections framework
- Enables traversing through all elements in the ArrayList, obtaining or removing elements
- Has the following methods:
  - `hasNext()`, `next()`, `remove()`
- Is only used to traverse forward
- You must import `java.util.Iterator` to use an Iterator

# Traversing an ArrayList: Iterator

- Here's an example of traversing the names collection by using an iterator

Returns an iterator  
object

ArrayList

```
Iterator<String> iterator = names.iterator();  
while (iterator.hasNext())  
{  
    System.out.println("Name is " + iterator.next());  
}  
//end while
```

Attaching a collection to an  
iterator

# Introducing ListIterator

- ListIterator
  - Is a member of the collections framework
  - Allows you to traverse the ArrayList in both directions
  - Doesn't contain the remove method
- You must import `java.util.ListIterator` to use an ListIterator

# Traversing an ArrayList: ListIterator

- Here's an example of using ListIterator to traverse the names ArrayList in forward and backward directions:

```
ListIterator<String> litr = names.listIterator();

System.out.println("Traversing list forwards: ");
while (litr.hasNext()) {
    System.out.println("Name is " + litr.next());
} //end while

System.out.println("Traversing list backwards: ");
while (litr.hasPrevious()) {
    System.out.println("Name is " + litr.previous());
} //end while
```

# ArrayList and Primitives

- An ArrayList can store only objects, not primitives

```
✗ ArrayList<int> list = new ArrayList<int>();
```

int can't be a type parameter

- But you can still use ArrayList with primitive types by using special classes called wrapper classes

```
ArrayList<Integer> list = new ArrayList<Integer>();
```

Wrapper class for int

# Wrapper Classes

- Java provides classes, known as wrapper classes, that correspond to the primitive types
- These classes encapsulate, or wrap, the primitive types within an object
- The eight wrapper class types correspond to each primitive data type



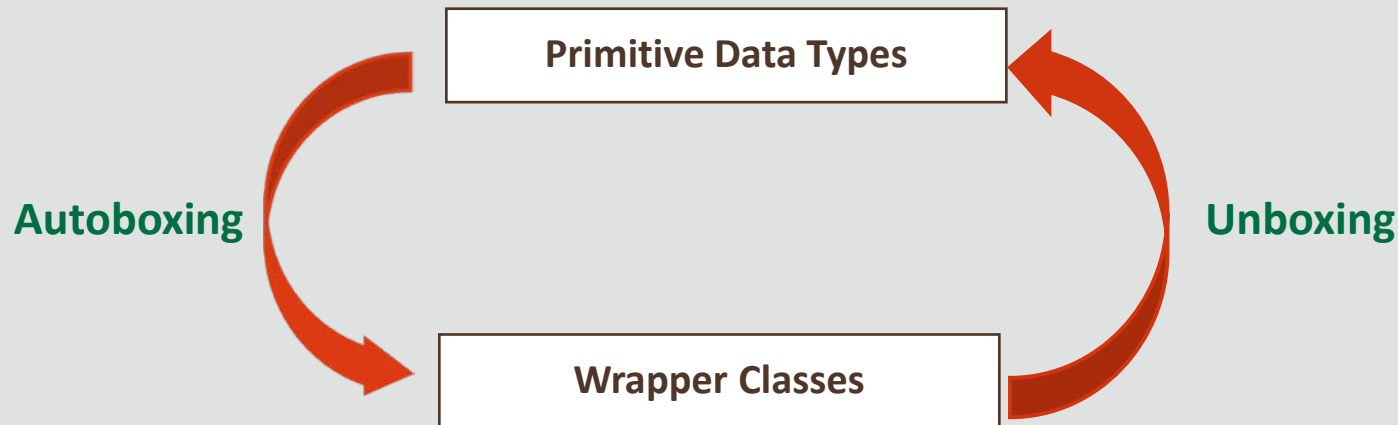
# List of Wrapper Classes

- Here's the list of primitive data types and their corresponding wrapper classes:

Primitive Type	Wrapper Type
byte	Byte
Short	Short
int	Integer
long	Long
float	Float
double	Double
char	Character
boolean	Boolean

# Introducing AutoBoxing and Unboxing

- Java has a feature called Autoboxing and Unboxing
- This feature performs automatic conversion of primitive data types to their wrapper classes and vice versa
- It enables you to write leaner and cleaner code, making it easier to read



# What Is Autoboxing?

- The automatic conversion that the Java compiler makes between the primitive types and their corresponding object wrapper classes

```
Double score = 18.58;
```




**Autoboxing of primitive double value**

# What Is Unboxing?

- Converting an object of a wrapper type to its corresponding primitive value

```
1 Double score = 18.58;  
2 double goal = score;
```



Unboxing of Double object, Score,  
to primitive double value score

# ArrayList and Wrapper Classes

- Wrapper classes allow an ArrayList to store primitive values

```
public static void main(String args[]) {  
  
    ArrayList<Integer> nums = new ArrayList<>();  
    for (int i = 1; i < 50; i++) {  
        nums.add(i);  
    } //end for  
  
    for(Integer i:nums ){  
        int nos = i;  
        System.out.println(nos);  
    } //end for  
} //end method main
```

AutoBoxing

UnBoxing

## Exercise 2

- Add the file `ArrayListEx2.java` to the project you created for exercise 1
- Examine `ArrayListEx2.java`
- Perform the following:
  - Create an `ArrayList` with a list of numbers
  - Display the contents of the `ArrayList` by using `Iterator`
  - Remove all even numbers
  - Display the contents of the `ArrayList`



# Summary

- In this lesson, you should have learned how to:
  - Create an ArrayList
  - Manipulate an ArrayList by using its methods
  - Traverse an ArrayList by using iterators and for-each loops
  - Use wrapper classes and Autoboxing to add primitive data types to an ArrayList





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