

Abstract Data Types

Java Collections Framework

Agenda

ADT's & Java Collections Framework

- Data Structures: A Primer
- Array & ArrayList
- ADT's: Set, List, Map
- Generics
- Java Collections Framework: Comparable

What are **abstract data types**?

In today's context:

Data types \approx Data Structures

Data type

Data Structure

```
ArrayList<String> names = new ArrayList<String>();
```

```
String name = "George"
```

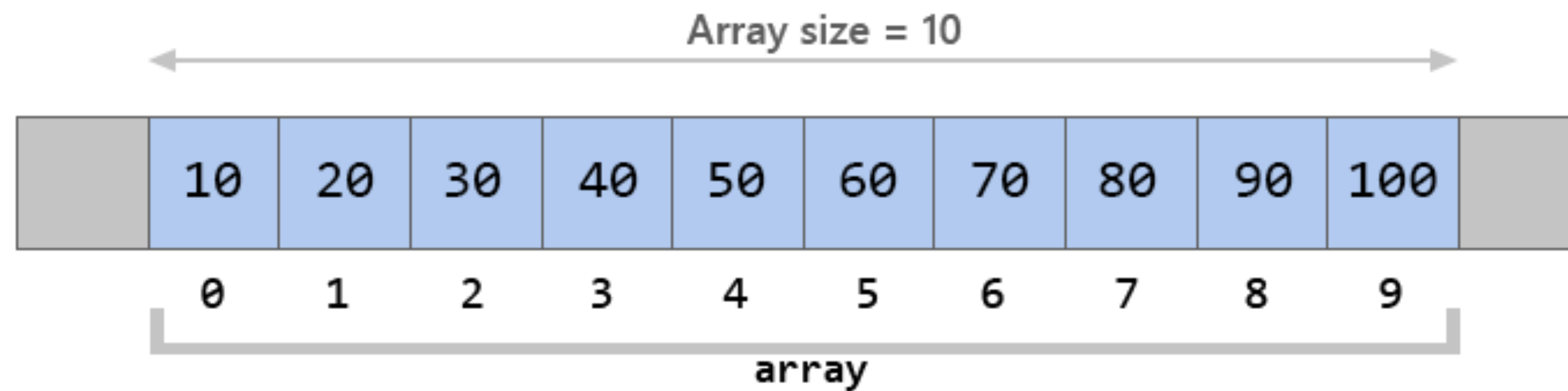
Data type

```
int age = 2;
```

Data type

An Array

```
int[] ints = new int[10];
```



Fixed size

Variable

```
int[] ints;
```

Vs.

Instantiated array
sized 10

```
int[] ints = new int[10];
```

Vs.

Initialised array with
int values 1-10

```
int[] ints = {1,2,3,4,5,6,7,8,9,10};
```

Warmup exercise **Arrays**

Write a static method that takes an integer array as parameter

The method returns the **average** of the array

(**Optional**)

The method returns both the sum and average as an array of integers

Abstract Data Types

Data Structures

- ArrayList
- HashMap
- HashSet



Data + Data structure

What are the
downsides of an
array

An **Abstract Data Type** (ADT) is the specification of a group of operations that make sense for a given data type. They define an interface for working with variables holding data of a given type—hiding all details of how data is stored and operated in memory.

The List

When storing a bunch of items, you sometimes need more flexibility. For instance, you could want to freely reorder the items; or to access, insert and remove items at any position. In these cases, the **List** is handy. Commonly defined operations in a List ADT include:

- **insert(*n*, *e*)**: insert the item *e* at position *n*,
- **remove(*n*)**: remove the item at position *n*,
- **get(*n*)**: get the item at position *n*,
- **sort()**: sort the items in the list,
- **slice(*start*, *end*)**: return a sub-list slice starting at the position *start* up until the position *end*,
- **reverse()**: reverse the order of the list.

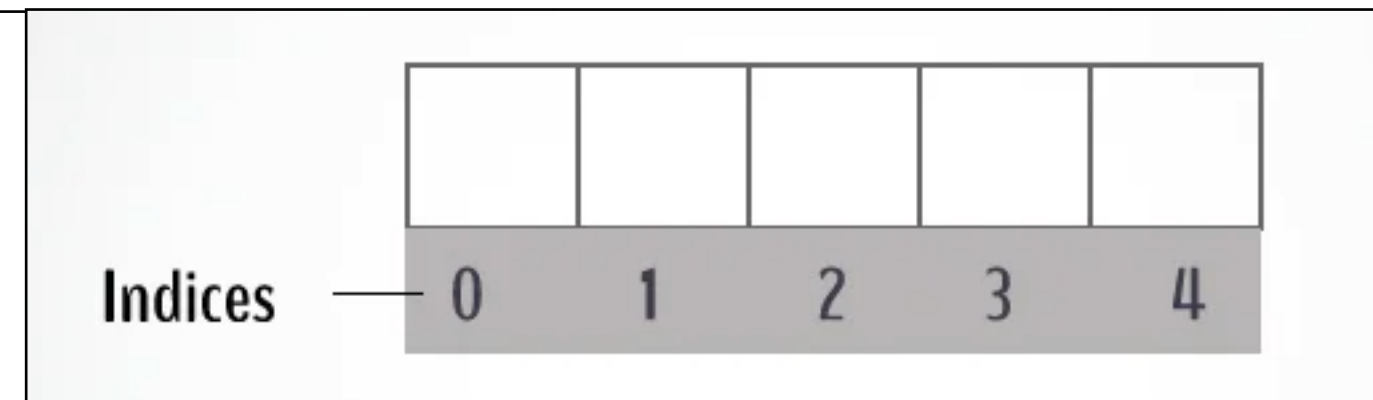


The List type exists in:

Same abstract **operations**

- **Java as an ArrayList**
- Javascript as an Array
- Python as a List
- C# as ArrayList
- Kotlin as ArrayList
- The List goes on...

- **insert(n, e)**: insert the item **e** at position **n**,
- **remove(n)**: remove the item at position **n**,
- **get(n)**: get the item at position **n**,
- **sort()**: sort the items in the list,
- **slice(start, end)**: return a sub-list slice starting at the position **start** up until the position **end**,
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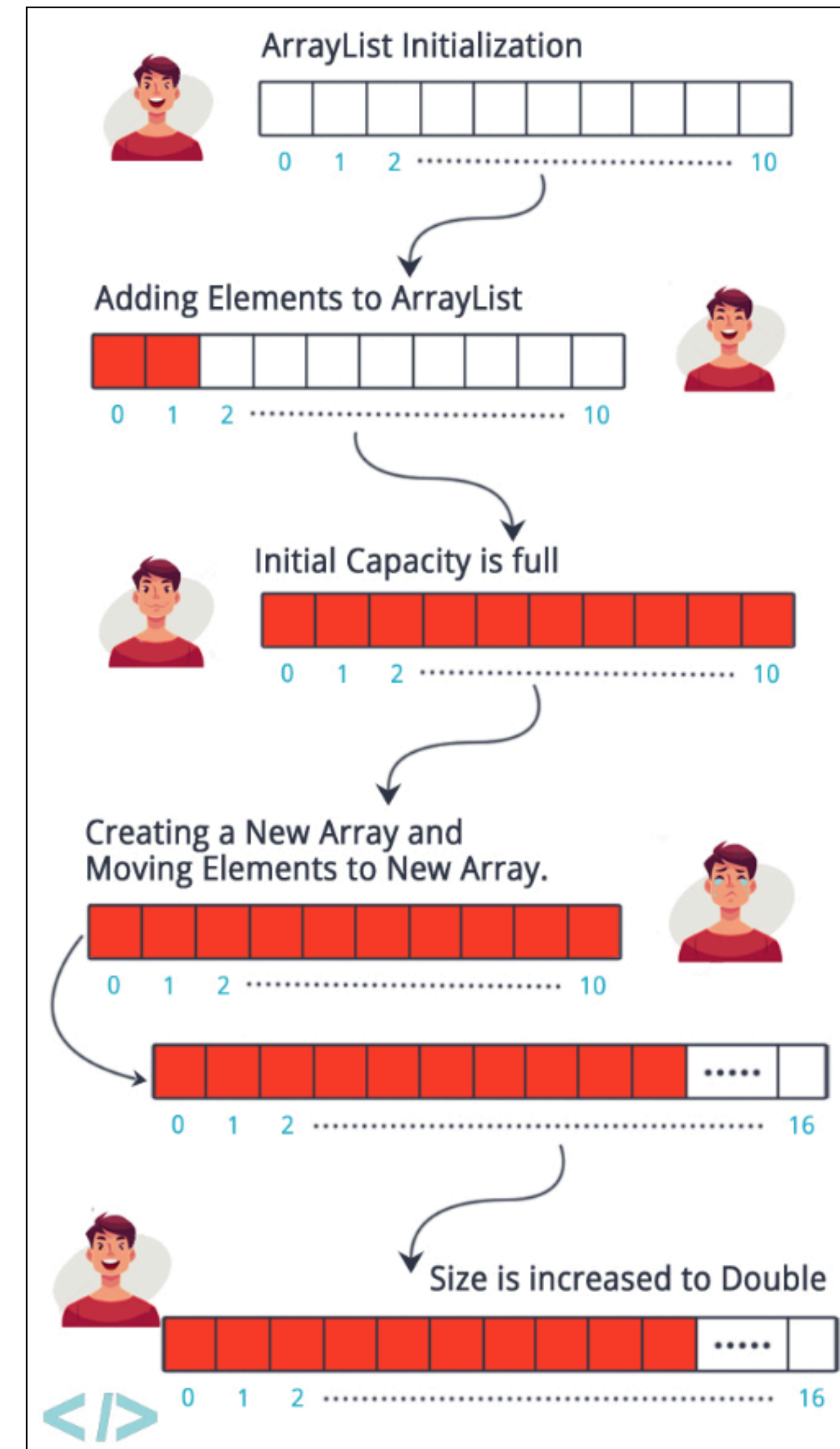


ArrayList

ImplementationADT

```
private void add(E e, Object[] elementData, int s) {  
    if (s == elementData.length)  
        elementData = grow();  
    elementData[s] = e;  
    size = s + 1;  
}
```

From ArrayList



Example ArrayList

Fundamental Questions

Dealing with ADT's / Data Structures

- What:
 - What does my data look like “naturally”?
 - What structure can represent my data
- Why:
 - Which data structure should I use?
- How:
 - Do I insert data? Remove data? Manipulate data?

Boys

- Liam
- Noah
- Oliver
- Elijah
- William
- James
- Benjamin
- Lucas
- Henry
- Alexander

Top 10 popular baby names: List of strings



List of articles

```
public class Article{  
    private String headline;  
    private String author;  
    private String category;  
    private boolean isOnFrontPage;  
}
```

```
ArrayList<Article> names = new ArrayList<Article>();
```

```
ArrayList<String> names = new ArrayList<String>()
```

Abstract Data Types

Data Structures

- ArrayList
- HashMap
- HashSet

Implementation

Abstract Type



Data + Data structure

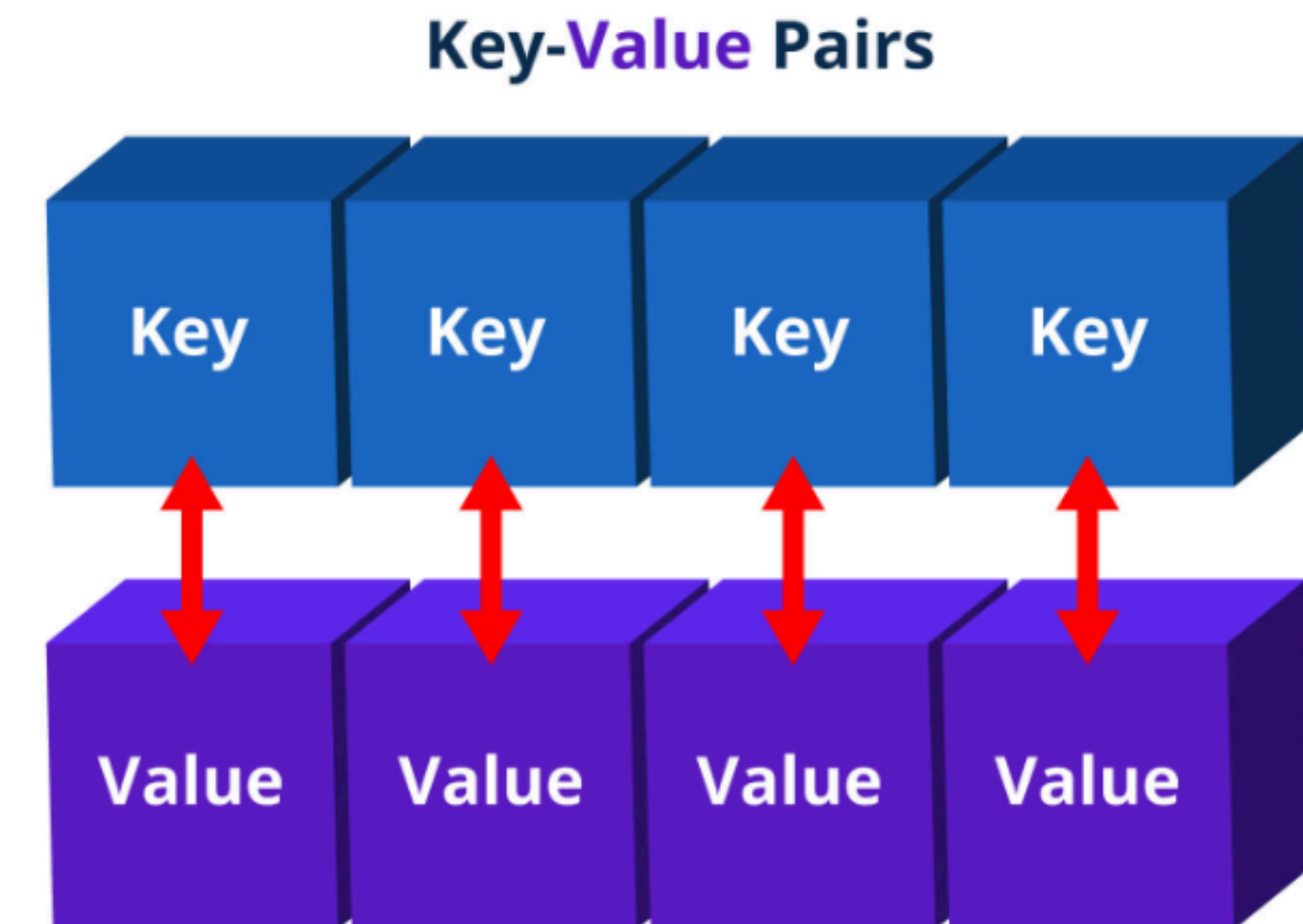
What is hashing

Abstract Data Types

Map Type

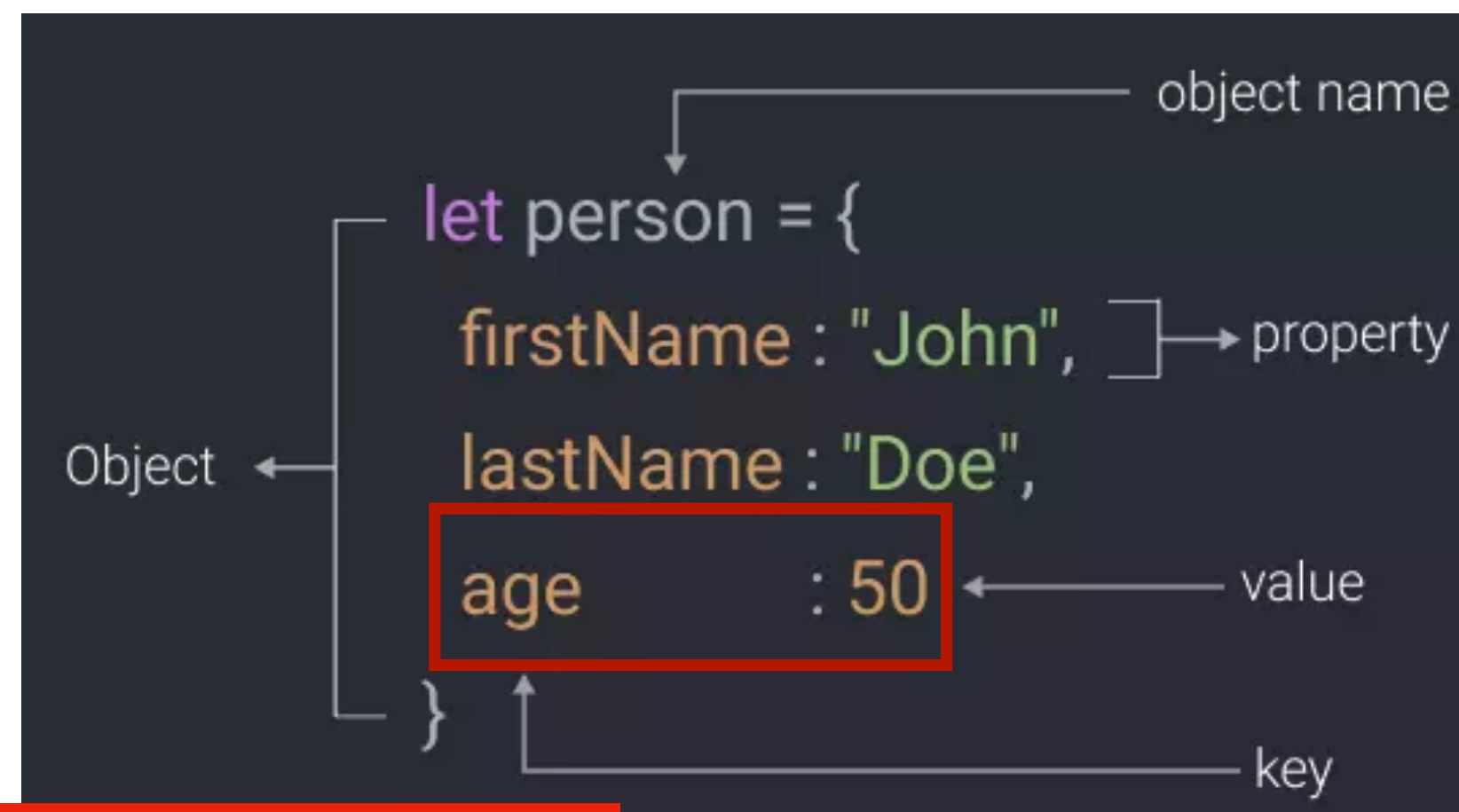


Javascript object-like



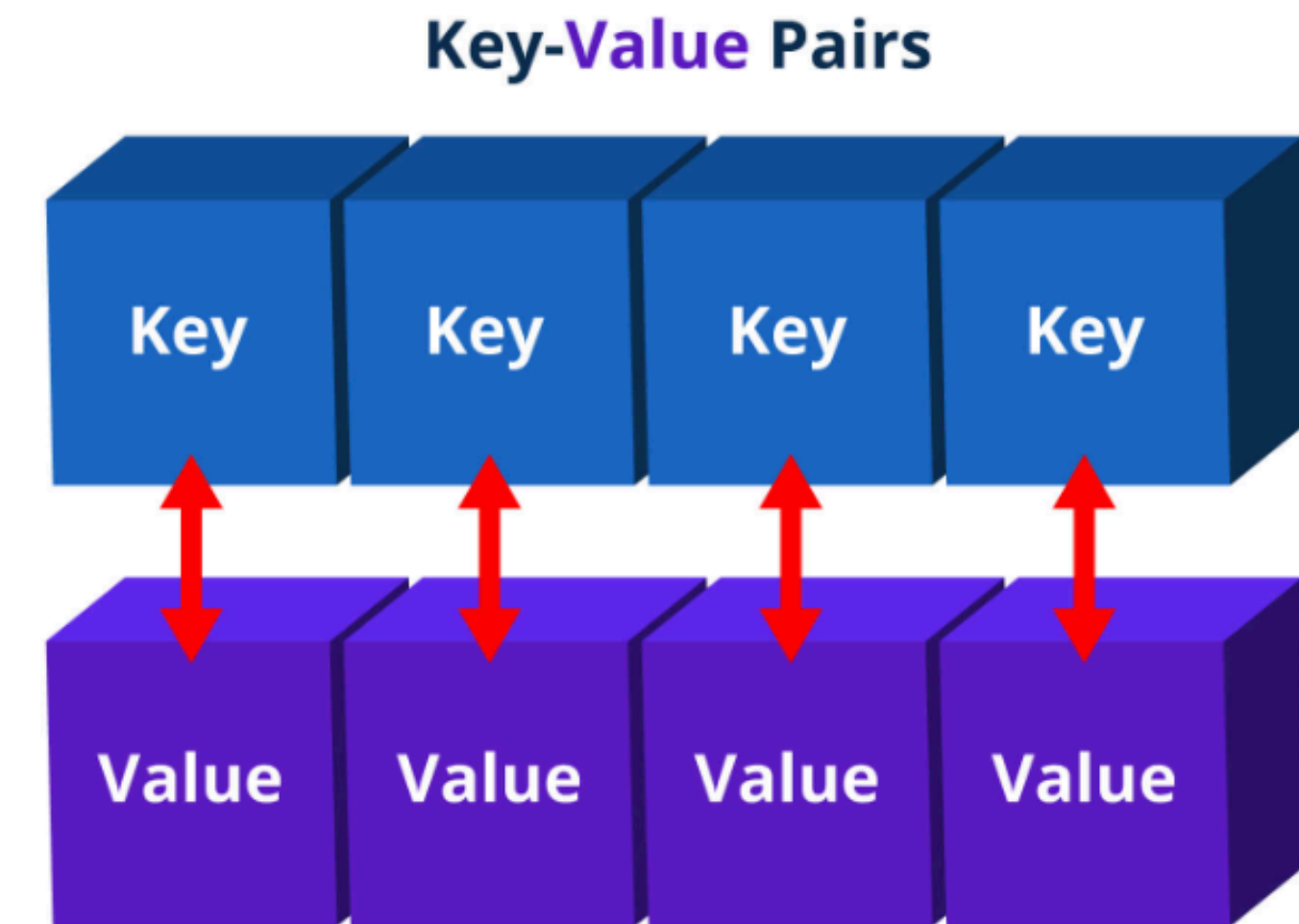
Abstract Data Types

Map Type



Has to be same
type (in java)

Javascript object-like



HashMap

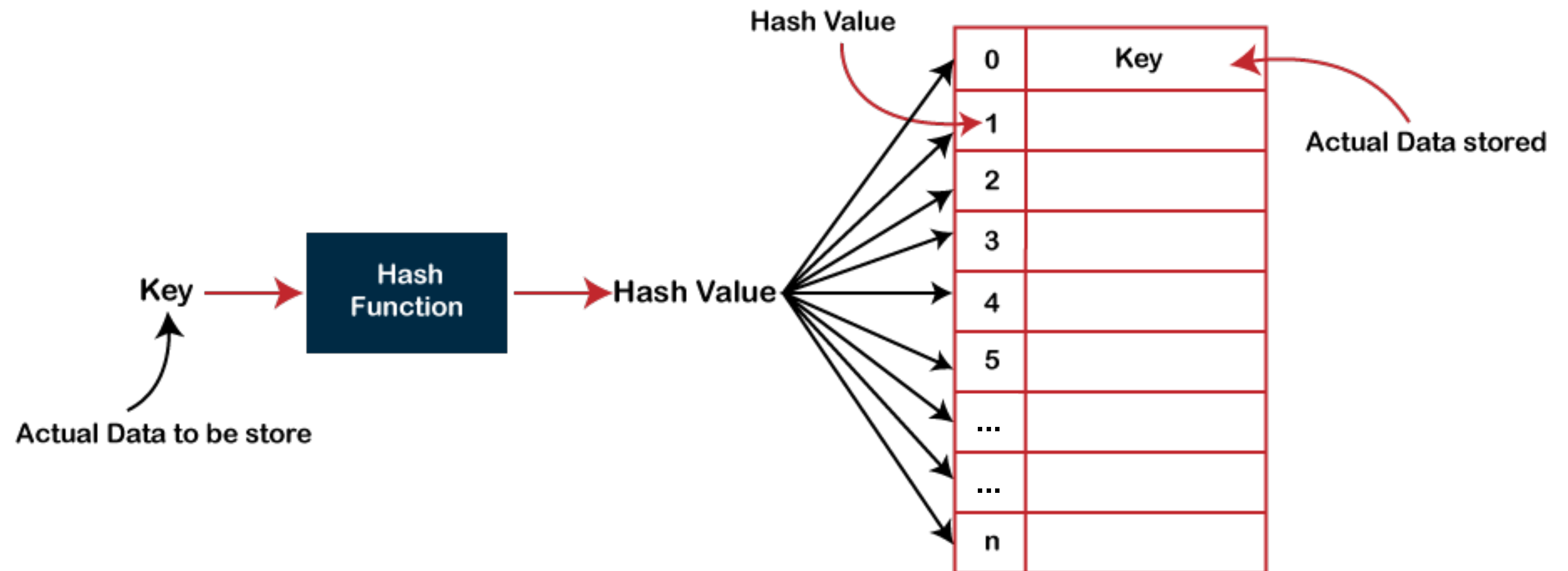
ImplementationADT

- **set(key, value)**: add a key-value mapping,
- **delete(key)**: remove key and its associated value,
- **get(key)**: retrieve the value that was associated to key.

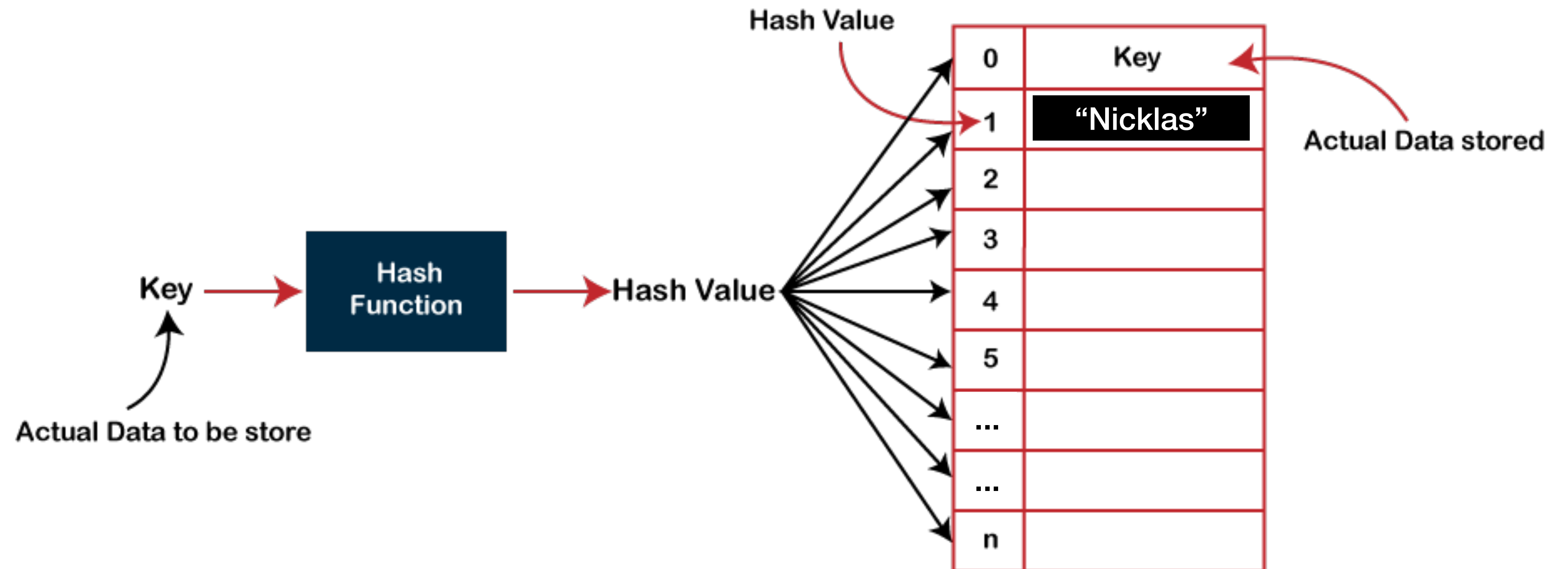
```
//Data looks like this:  
//Nicklas , 20436262  
//Jakob , 88009872  
HashMap<String,Integer> phonebook = new HashMap<~>();  
  
phonebook.get("Nicklas");  
//Returns 20436262
```

Key	Value
Nicklas	20436262
Karsten	20202020
Evander	29392291
...	...
N	N

“Nicklas”

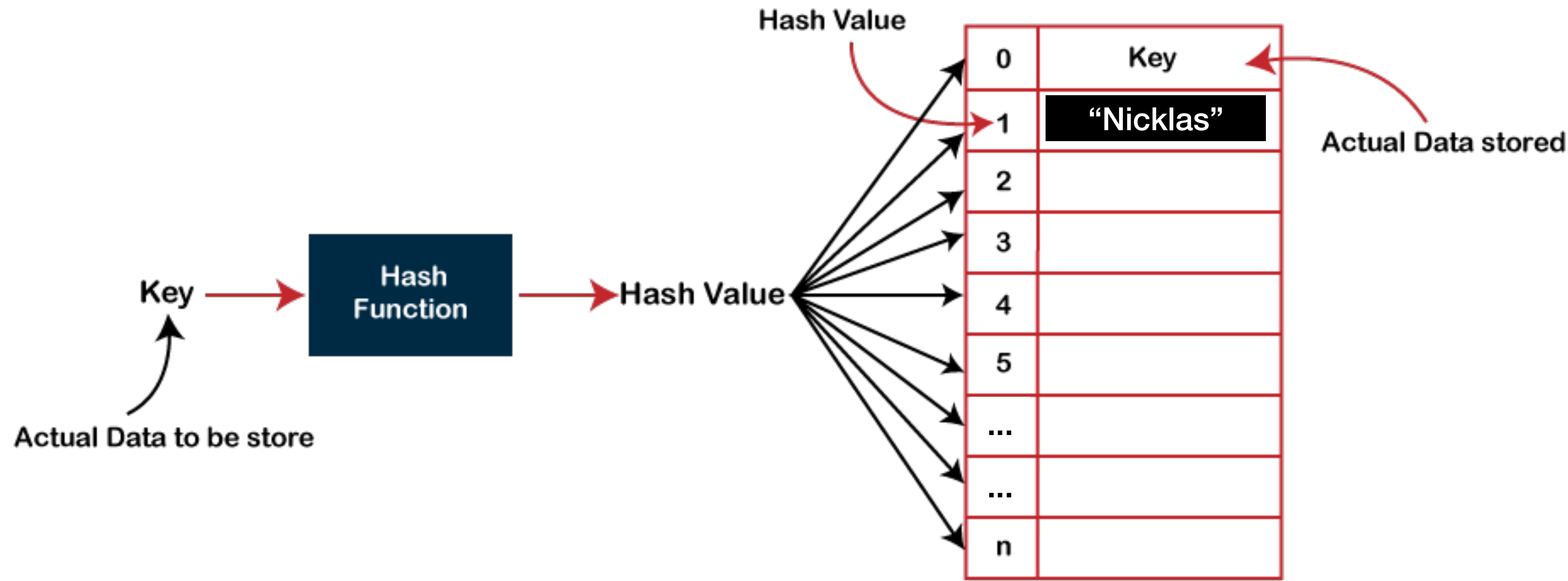


“Nicklas”



Hash Value	Key	Value
1	Nicklas	20436262
3	Karsten	20202020
12	Evander	29392291

	N	N



```
phonebook.get("Nicklas")
```



1	Nicklas	20436262
3	Karsten	20202020
12	Evander	29392291

	N	N

HashMap

ImplementationADT

- **set(key, value)**: add a key-value mapping,
- **delete(key)**: remove key and its associated value,
- **get(key)**: retrieve the value that was associated to key.

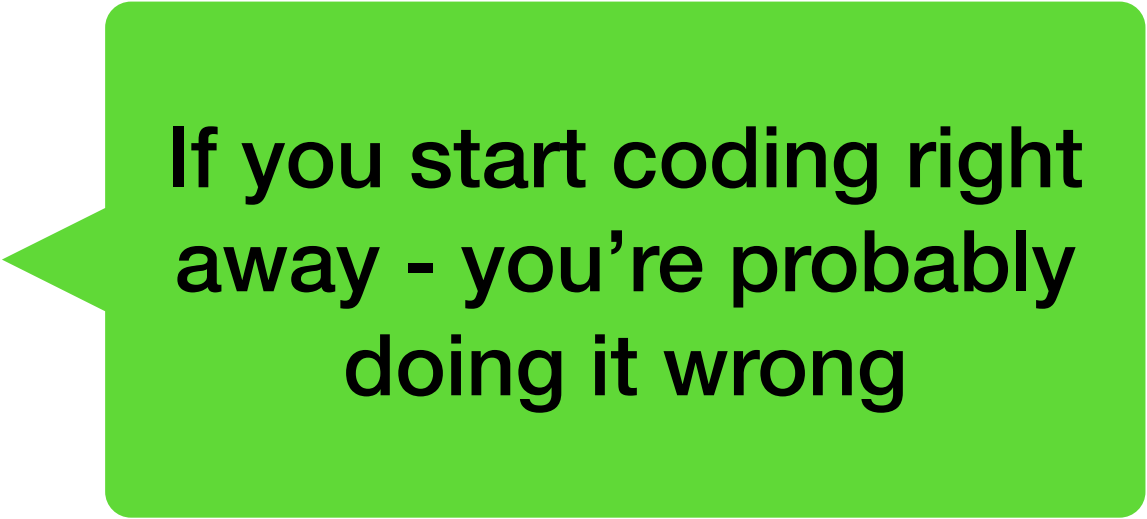
```
//Data looks like this:  
//Nicklas , 20436262  
//Jakob , 88009872  
HashMap<String,Integer> phonebook = new HashMap<~>();  
  
phonebook.get("Nicklas");  
//Returns 20436262
```

The Set

The **Set** represents unordered groups of *unique* items, like mathematical sets described in Appendix III. They're used when the order of items you need to store is meaningless, or if you must ensure no items in the group occurs more than once. The common Set operations are:

- **add(e)**: add an item to the set or produce an error if the item is already in the set,
- **list()**: list the items in the set,
- **delete(e)**: remove an item from the set.

How Reading a file in Java Exercises: Text-analysis (Pair programming)



If you start coding right
away - you're probably
doing it wrong

Comparable Interface

Comparable interface

Concept

```
public interface Comparable<T>
```

This interface imposes a total ordering on the objects of each class that implements it. This ordering is referred to as the class's *natural ordering*, and the class's `compareTo` method is referred to as its *natural comparison method*.



```
public interface Comparable<T> {  
    public int compareTo(T o);  
}
```




```
public static void main(String[] args){  
    Article article1 = new Article("5/5-2021");  
    Article article2 = new Article("10/5-2021");  
  
    article1.compareTo(article2);  
}
```



```
public static void main(String[] args){  
    Article article1 = new Article("5/5-2021");  
    Article article2 = new Article("10/5-2021");  
  
    article1.compareTo(article2);  
}
```

This

Other



-

0

+

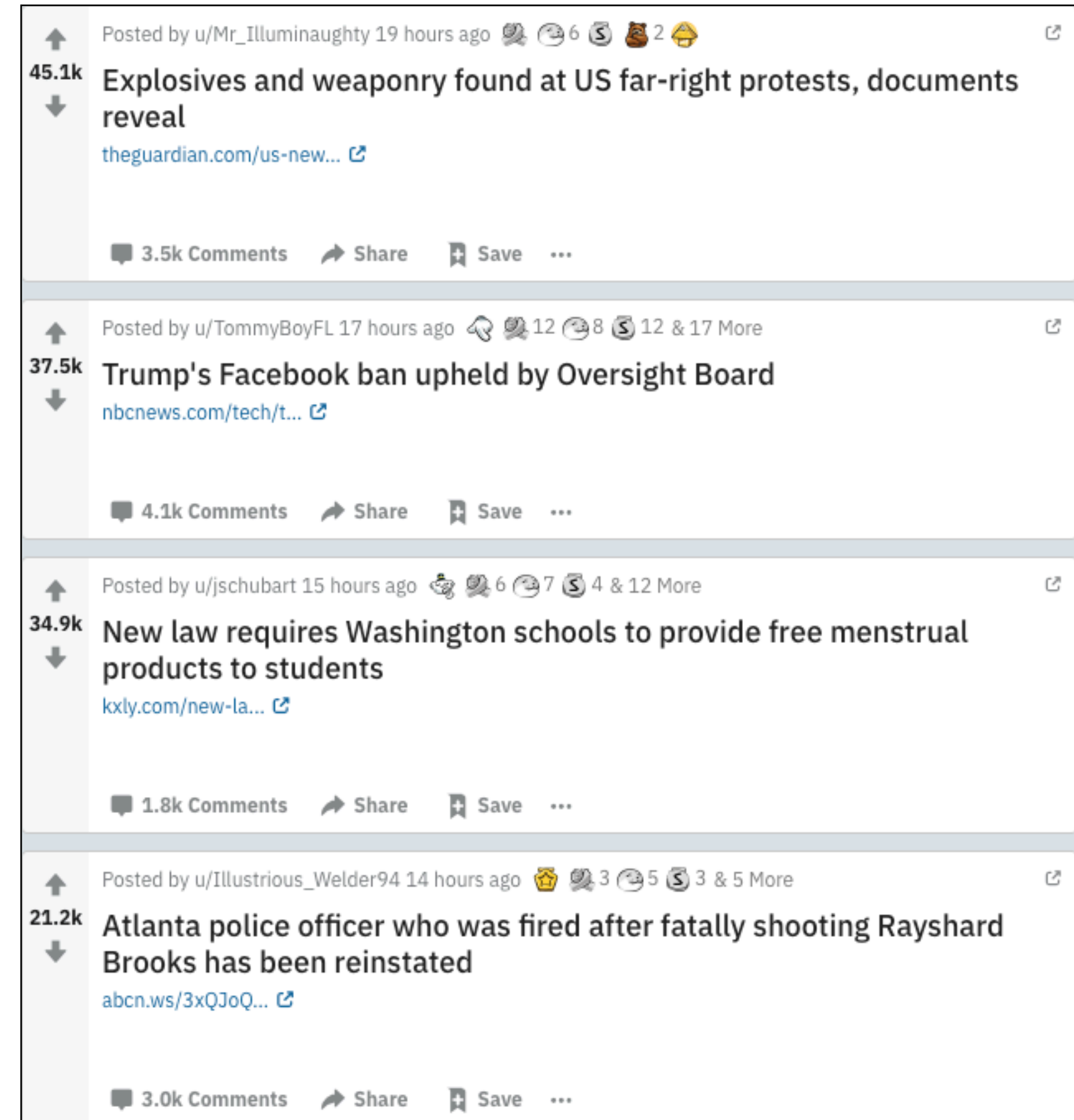
Other is bigger

Equal

This is bigger

“A non programming analogy for an interface is a professional certification. It’s possible for a person to become certified as a teacher, nurse, accountant, or doctor. To do this, the person must demonstrate certain abilities required of members of those professions”

Comparable example:
RedditPost



Exercises: Comparable