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Course: 7402 Adv Java Programming

Assignment: HW2

Notes: I'm just not getting the whole hashCode() and equals() thing. My Rectangle class implements both, but my hash still allows duplicate entries. I really missed having a recorded lecture for this one.

```
import java.util.*;
class Collections {
 public static void main(String args[]) throws Exception{
   // use Random to generate 1000 Rectangles
   // and store them in an ArrayList
   ArrayList<Rectangle> alist = new ArrayList<Rectangle>(1000);
   Random rgen = new Random();
   for (int i = 0; i < 1000; i + +) {
     int height = rgen.nextInt(9) + 11;
     int width = rgen.nextInt(9) + 11;
     Rectangle r = new Rectangle(width, height);
     alist.add(r);
   // now put alist into other required collections
   HashSet<Rectangle> hset = new HashSet<Rectangle>();
   TreeSet<Rectangle> tset = new TreeSet<Rectangle>();
   Iterator at = alist.iterator();
   while(at. hasNext()) {
     Rectangle r = (Rectangle)at.next();
     hset.add(r);
     tset.add(r);
   }
   // print some results!
   System.out.println("ArrayList elements: " + alist.size());
   System.out.println("HashSet elements: " + hset.size());
   System.out.println("TreeSet elements: " + tset.size());
   System.out.println();
   Iterator it = alist.iterator();
```

```
for (int i = 0; i < 5; i++) {
     Rectangle r = (Rectangle)it.next();
     System.out.println("ArrayList Item " + i + " area: " + r.area() + " width: " +
r.width + " height: " + r.height);
    System.out.println("\n");
    it = hset.iterator();
    for (int i = 0; i < 5; i++) {
     Rectangle r = (Rectangle)it.next();
     System.out.println("HashSet Item " + i + " area: " + r.area() + " width: " +
r.width + " height: " + r.height);
    System.out.println("\n");
    it = tset.iterator();
    for (int i = 0; i < 5; i++) {
    //while(tset.hasNext()) {
     Rectangle r = (Rectangle)it.next();
     System.out.println("TreeSet Item " + i + " area: " + r.area() + " width: " +
r.width + " height: " + r.height);
    }
 }
}
import java.util.*;
// Rectangle Shape
class Rectangle implements Comparable<Rectangle> {
 protected int width = 0;
 protected int height = 0;
 protected static int rectCount = 0;
 Rectangle() {
  rectCount++;
 }
 Rectangle(int width, int height) {
  this.width = width;
  this.height = height;
```

```
rectCount++;
 }
 public static int numRectangles() {
  return rectCount;
 }
 public double area() {
  return this.width * this.height;
 }
 public int compareTo(Rectangle that) {
  if (this.area() < that.area()) {</pre>
   return -1;
  else if (this.area() > that.area()) {
   return 1;
  else {
   return 0;
  }
 }
 public int hashCode (){
  return (int)this.area();
 }
 public boolean equals (Rectangle that) {
  return this.area() == that.area();
  //if ((this.width == r.width) && (this.height == r.height)){
  // return 1;
 // }
  //else {
  // return 0;
  //}
 }
}
```

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ArrayList elements: 1000 HashSet elements: 1000 TreeSet elements: 45

ArrayList Item 0 area: 210.0 width: 15 height: 14 ArrayList Item 1 area: 324.0 width: 18 height: 18 ArrayList Item 2 area: 221.0 width: 17 height: 13 ArrayList Item 3 area: 198.0 width: 11 height: 18 ArrayList Item 4 area: 252.0 width: 14 height: 18

HashSet Item 0 area: 121.0 width: 11 height: 11 HashSet Item 1 area: 121.0 width: 11 height: 11 HashSet Item 2 area: 121.0 width: 11 height: 11 HashSet Item 3 area: 121.0 width: 11 height: 11 HashSet Item 4 area: 121.0 width: 11 height: 11

TreeSet Item 0 area: 121.0 width: 11 height: 11 TreeSet Item 1 area: 132.0 width: 11 height: 12 TreeSet Item 2 area: 143.0 width: 13 height: 11 TreeSet Item 3 area: 144.0 width: 12 height: 12 TreeSet Item 4 area: 154.0 width: 11 height: 14