

```
int[] a = {10, 20, 30};  
for (int i = 0; i < a.length; i++) {  
    System.out.println(a[i]);  
}  
  
for (int x : a) {  
    System.out.printf("element: %d\n", x);  
}
```



```
ArrayList<String> l1 = new ArrayList<>();  
l1.add("Tesla");  
l1.add("Jeep");  
l1.add("Mazda");  
for (String x : l1) {  
    System.out.println(x);  
}
```

.size()

```
Set<Double> l2 = new HashSet<>();  
l2.add(Math.PI);  
l2.add(Math.E);  
for (double x : l2) {  
    System.out.println(x);  
}
```

.size()

1+
0+


```
Iterator<String> it = l1.iterator();  
while (it.hasNext()) {  
    String x = it.next();  
    System.out.println(x);  
}
```

```
for (Iterator<String> it0 = l1.iterator(); it0.hasNext(); ) {  
    String x = it0.next();  
    System.out.println(x);  
}
```

must have Iterator → Iterable

```
for (String x : l1) {  
    System.out.println(x);  
}
```


Iterator < A > interface
hasNext() → boolean
next() → A



```
private static final String[] data = {  
    "January",  
    "February",  
    "March",  
    "April",  
    "May",  
    "June",  
    "July",  
    "August",  
    "September",  
    "October",  
    "November",  
    "December",  
};
```

```
return new Iterator<>() {  
    int index = 0;  
  
    @Override  
    public boolean hasNext() {  
        return index < data.length;  
    }  
  
    @Override  
    public String next() {  
        String x = data[index];  
        index++;  
        return x;  
    }  
};
```

Iterable <A>

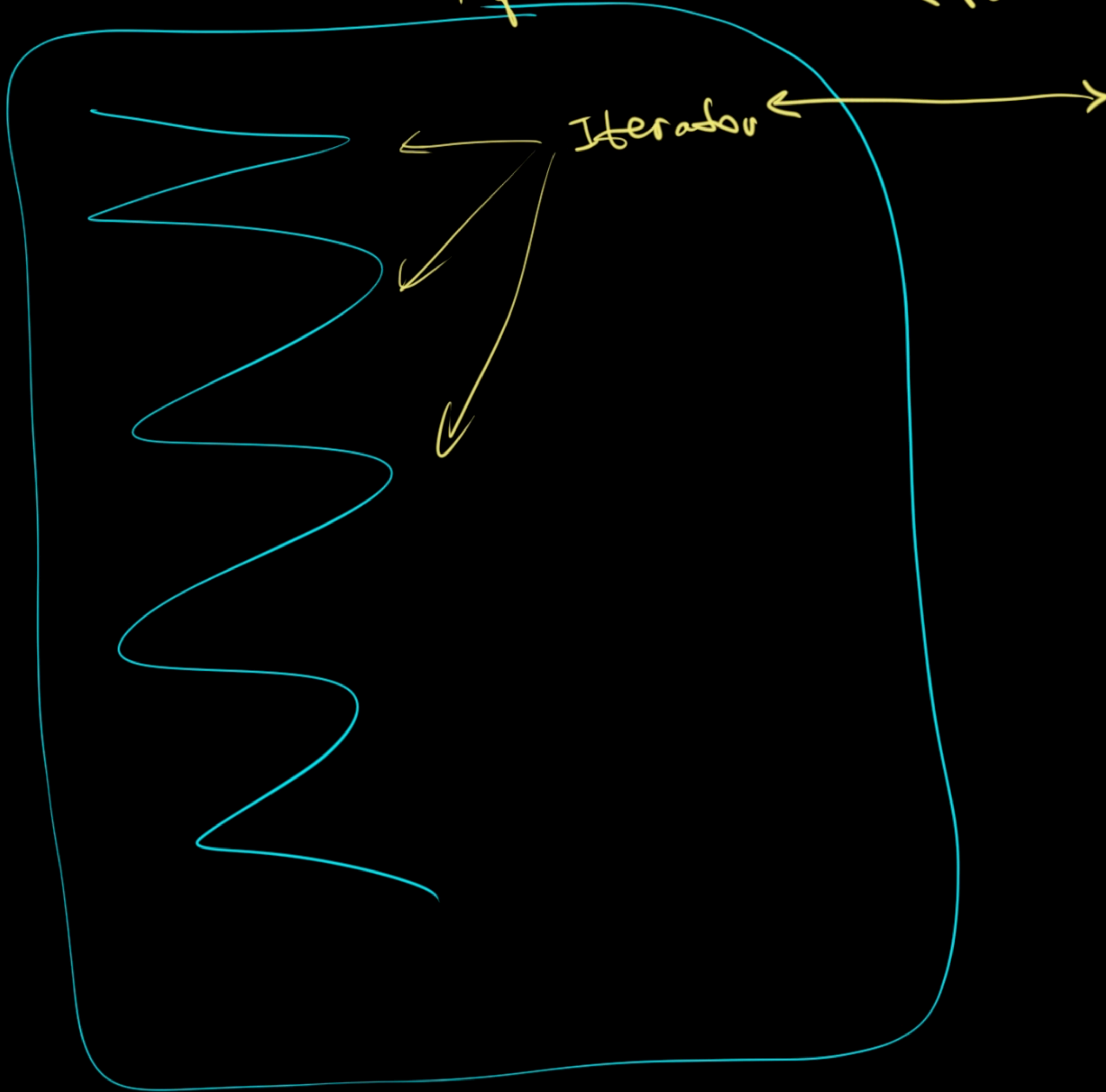


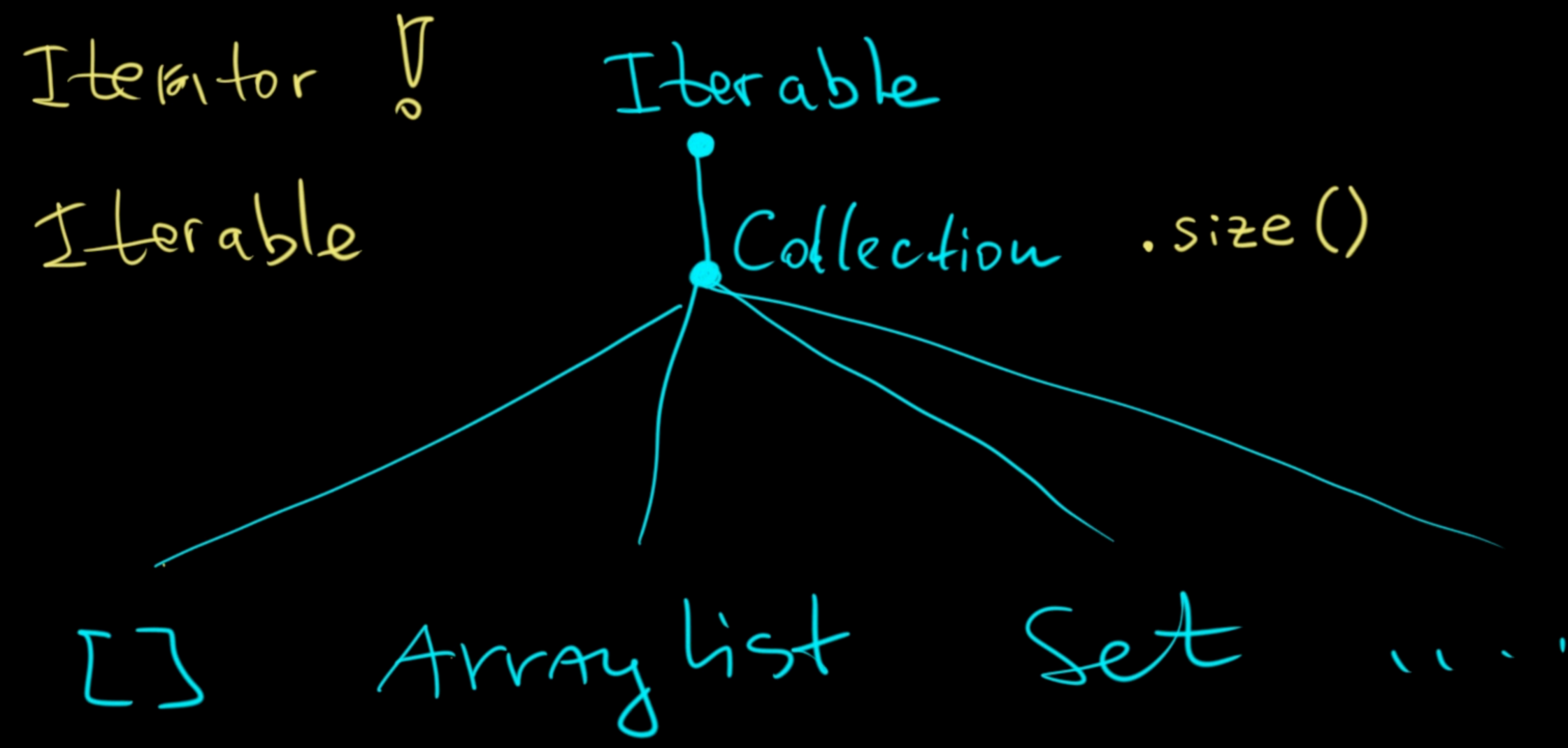
for (A@a: aa) {
 }
}



Iterator <A>
(index,
next
hasNext)

implement Iterable <Point>





$x > y$
 $x == y$
 $x < y$

int

$f: (A\ a1, A\ a2) \rightarrow \begin{matrix} \text{=} \\ \neq \\ < \\ > \end{matrix}$

~~A~~
 $a1 > a2$
 $a1 == a2$
 $a1 < a2$

$f: (A\ a1, A\ a2) \xrightarrow{\text{int}} \begin{matrix} \dots < 0 & a1 < a2 & -1 \\ 0 & a1 == a2 & 0 \\ \dots > 0 & a1 > a2 & 1 \end{matrix}$

$f: (int\ x1, int\ x2) \rightarrow \boxed{x1 - x2}$
 $\begin{matrix} \text{if } x1 < x2 & -1 \\ x1 > x2 & +1 \\ \text{else} & 0 \end{matrix}$


```
public void sort(Comparator<E> c)
```

```
public interface Comparator<T>
    int compare(T o1, T o2);
```

```
pizzas.sort(comparatorBySize);
pizzas.forEach(System.out::println);
```

```
System.out.println("-----");
pizzas.sort(comparatorByPrice);
pizzas.forEach(System.out::println);
```

0,00000001
0,00000002

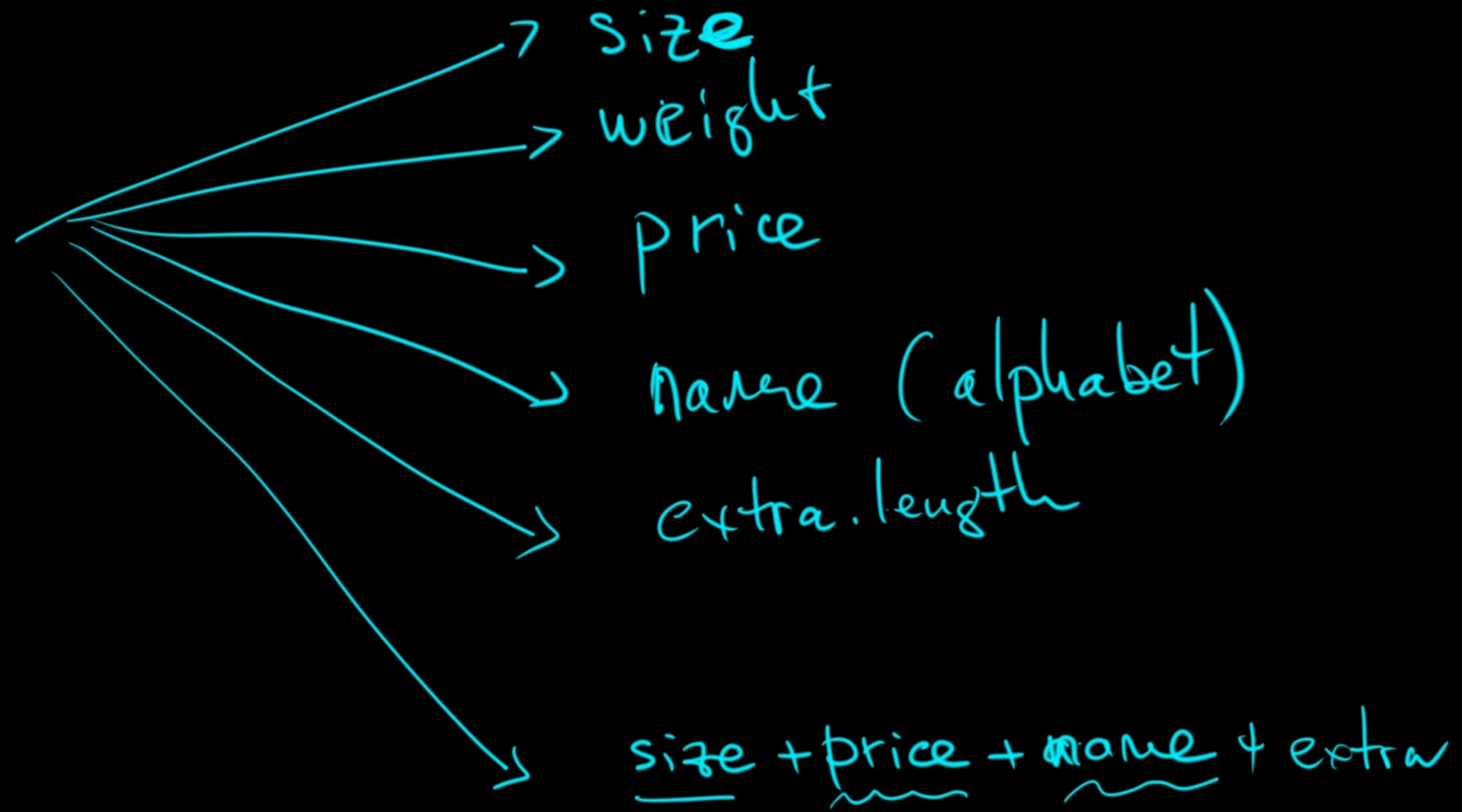
```
Pizza[size=30, name=A, price=3.5]
Pizza[size=60, name=A, price=5.9]
Pizza[size=60, name=B, price=4.9]
```

```
-----
Pizza[size=30, name=A, price=3.5]
Pizza[size=60, name=B, price=4.9]
Pizza[size=60, name=A, price=5.9]
```

```
Pizza[size=30, name=A, price=3.5]
Pizza[size=60, name=B, price=4.9]
Pizza[size=60, name=A, price=5.9]
```

1. {xxxxx}

Pizza
 name: string
 size: int
 weight: int
 price: int
 extra: [3] string



f: (A, A) : int

| | |
|----|-----|
| -1 | < 0 |
| 0 | = 0 |
| +1 | > 0 |

A < A

A == A

A > A


```

Comparator<Pizza> comparatorBySizePrice = new Comparator<>() {
    @Override
    public int compare(Pizza o1, Pizza o2) {
        int s = o1.size - o2.size;
        if (s != 0) return s;
        return (int) (o1.price - o2.price);
    }
};

```

$\text{Comparator} < A > \equiv \text{compare} (A \ a1, A \ a2) \rightarrow \text{int}$

| | |
|-----|-----------|
| < 0 | $a1 < a2$ |
| = 0 | $a1 = a2$ |
| > 0 | $a1 > a2$ |

Comparable <A>

```

public interface Comparable<T>

```

```

    int compareTo( @NotNull T o);

```

$\text{compare}(\text{this}, o)$

$\rightarrow \text{int}$

| |
|-----|
| < 0 |
| = 0 |
| > 0 |

```

record Pizza(int size, String name, double price) implements Comparable<Pizza> {
    @Override
    public int compareTo(Pizza that) {
        return this.size - that.size;
    }
}

```


Comparable - 1

int
long
char

Comparator - 0+

Pizza

User

ShoppingCart

total Price
number Items

ArrayList

```
void sort(Comparator<? super E> c)
```

```
pizzas.sort(comparatorBySize);
```

many ways to sort

```
Collections.sort(pizzas);
```

only one way to sort

```
static <T extends Comparable<T>> void sort(@NotNull List<T> list)
```

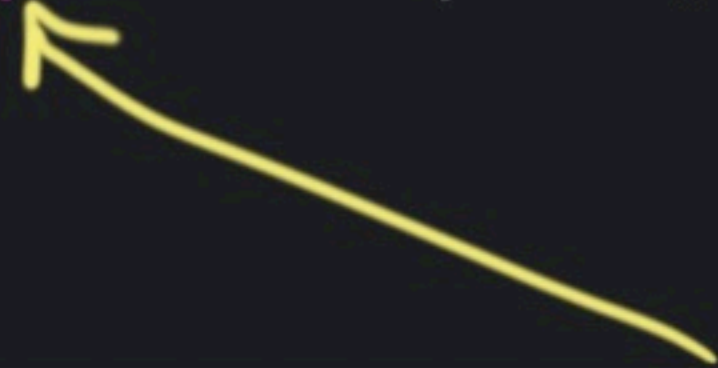


```

record Box(int x) implements Comparable<Box> {
    @Override
    public int compareTo(Box that) {
        return compBox.compare(this, that);
    }
}

static Comparator<Box> compBox = new Comparator<>() {
    @Override
    public int compare(Box o1, Box o2) {
        return o1.x - o2.x;
    }
};

```



Comparator => Comparable

```

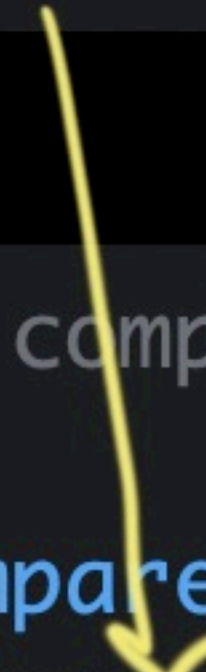
record Box(int x) implements Comparable<Box> {
    @Override
    public int compareTo(Box that)

```

```

Comparator<Box> compBox2 = new Comparator<>() {
    @Override
    public int compare(Box o1, Box o2) {
        return o1.compareTo(o2);
    }
};

```



Comparable => Comparator

Comparator.compare (a1, a2) → int 0+

Comparable this (that) → int
Linked to class = 1

$a1 < a2$ -1, -1

$a1 = a2$ 0

$a1 > a2$ +1, +1