

# Welcome to CS2030S Lab 5!

8 October 2021 [16A]

Please login to your pe node once it's 4pm.



# PA1

- Please submit your final changes by **Sunday 2359**.
- A sample solution will be uploaded onto LumiNUS for your reference **after** the submission deadline.

# PA2

- In lieu of the current COVID-19 situation, PA2 may be conducted online.
- We will need everyone to test their screen recording software to ensure that it's working well.

# PA2 Admin - Screen Recording

- We recommend using FFMPEG
- You may find instructions on installing and using FFMPEG here:  
<https://mysoc.nus.edu.sg/academic/e-exam-sop-for-students/>
- You may also use any other screen recording of your choice  
Please upload a sample recording onto LumiNUS after your lab for us to verify that your screen recording software is working as intended You should upload the recording under Multimedia -> Lab 5 (<Your lab group>)

# Submission Statistics

Labs	Submitted	Not Submitted	A
1🟢	17	0	17👑
2🟡	17	0	16
3🟡	16	1	12
4🟡	17	0	15
PA1🔴	17	0	6
Project😂	1	16	0

# Java Generics

Generics enable you to detect errors at compile time rather than at runtime.

```
public class Box<T> {  
    private T item;  
    public Box(T item) {  
        this.item = item;  
    }  
}
```

T is a generic type.

Declaring `Box<Integer>` replaces all instances of T in your code with `Integer`.

# Java Generics

- Every instance of Box can have a different type that is assigned to T.
- Therefore, T belongs to an **instance** of Box.
- How do we insert a generic type into a static method or variable?

# Java Generics

```
public class Box<T> {  
    private T item;  
    public static <T> Box<T> empty() {  
        // Pink T replaces all the Ts in this method  
    }  
}
```

- Solution: Declare <T> in front of a static method.
- Pink T is different from red T, even though we use the same letter for both of them.
- Pink T only exists within the scope of the static method; red T exists in all other instance attributes of Box.



# Map

- A map is a data structure which maps a key to a value.
- One key can only be mapped to one value.
- Mapping a an existing key to another value will replace the current mapping in the map.
- Think of it as a dictionary (for students familiar with Python/JavaScript).

# HashMap

- HashMaps are Maps which are backed by a hash table (you will learn more about this in CS2040/C/S).
- They require the use of two generic types (one for the key and one for the value).
- To declare a HashMap with keys of type A and values of type B:
  - `java`  
`HashMap<A, B> map = new HashMap<A, B>();`

Method	Description
<code>.put(YourClass key, YourClass value)</code>	Adds <i>key</i> to the HashMap with the value <i>value</i>
<code>.clear()</code>	Clears the HashMap
<code>.containsKey(Object o)</code>	Checks if key <i>o</i> is in the HashMap, based off the object's <code>equals()</code> method
<code>.containsValue(Object o)</code>	Checks if value <i>o</i> is in the HashMap, based off the object's <code>equals()</code> method
<code>.get(Object o)</code>	Gets the value corresponding to the key <i>o</i>
<code>.isEmpty()</code>	Checks if the HashMap is empty

Method	Description
<code>.remove(Object o)</code>	Removes the entry with key o if it is in the HashMap, based off the object's equals() method
<code>.size()</code>	Returns the number of elements in the HashMap
<code>.entrySet()</code>	Returns a set of all entries in the HashMap
<code>.keySet()</code>	Returns a set of all keys in the HashMap
<code>.values()</code>	Returns a collection of all values in the HashMap