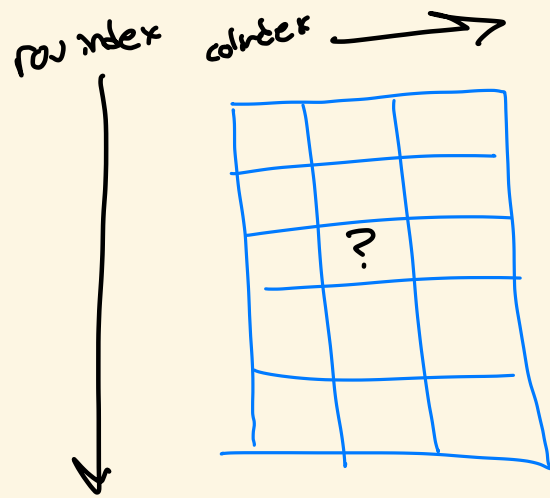


# TOSTRING() METHODS

- What happens when you call?

```
System.out.println(myObject);
```

- Q. How does it know what to print?
- A. It calls the object's `toString()` method



Accessing values

1D: `arr[2]`: 3rd value

2D: `arr[rowindex][colindex]`

`arr[2][1]`

## MULTIDIMENSIONAL ARRAYS

- An array of arrays
- Ex: `int[][] arr = new int[5][3]`

rows cols

rows cols

`int[][][] arr3D = new int[6][3][8];`

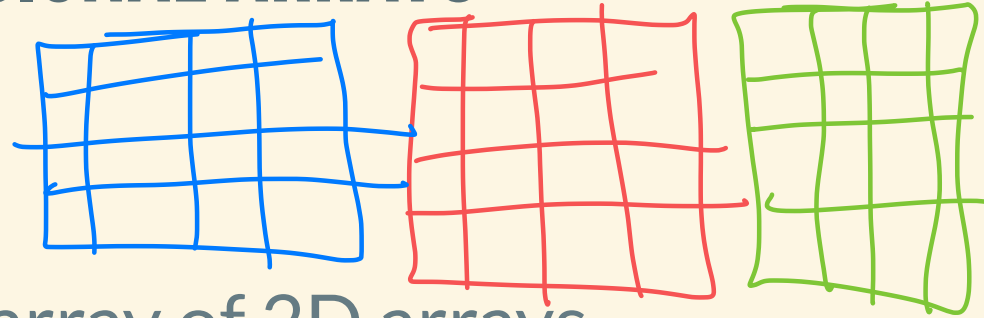
# MULTIDIMENSIONAL ARRAYS

*int, boolean, float*

- Like 1D arrays can hold primitives, objects, etc.
- Purposes:
  - Representing grids (ex: game boards)
  - Representing tables/matrices
    - Physical simulations
    - ML/DM (representing samples and features)
    - images

# MULTIDIMENSIONAL ARRAYS

- Not limited to 2D
- Can have 3D, 4D, etc.
- Ex: 3D array is just an array of 2D arrays
- Uses:
  - movie = sequence of images
  - color image can be thought of as  $N \times M \times 3$  array



# JAGGED ARRAYS

- `int[][] arr = new int[5][3];`
  - array of 5 arrays of size 3
- could create N-D array differently

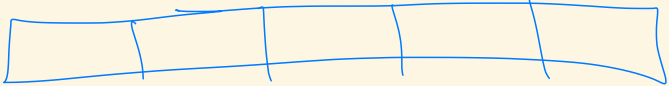
```
int[][] arr = new int[2][];
```

- need to then create each internal array separately

# ARRAYLISTS

- arrays are fixed size
- often may not know exactly how many (or max) items need to be stored
- ArrayList: basically a resizable array
- Can hold built-in or user defined objects
- **Cannot** store primitive types -> need to use capital version instead (aka `Integer` instead of `int`)

int [] arr = new int [5];



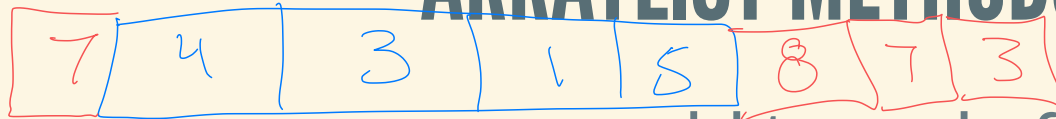
## ARRAYLISTS CREATION

```
import java.util.ArrayList;  
ArrayList<Integer> myvals = new ArrayList<Integer>();
```

name  
of ArrayList

- initially empty

# ARRAYLIST METHODS



add (8)  
add (0, 7)

- `add(Object o)`: add to end of list
- `add(int index, Object o)`: add to specified spot
- `get(int index)`: return element at specified spot
- `indexOf(Object o)`: index of 1st occurrence
- `size()`: number of elements in list
- `remove(int index)`: <sup>remove (1)</sup> remove element at index
- `remove(Object o)`: remove 1st occurrence of specified object



# SORTING ARRAYLISTS

- ArrayList is a type of "Collection"
- `Collections.sort(myvals);`
- there are other useful methods in `Collections`
- apply to things other than just ArrayLists

