

Class java.util.GregorianCalendar

- **GregorianCalendar()**
This constructs a calendar object that represents the current date and time.
- **GregorianCalendar(int year, int month, int day)**
This constructs a calendar object that represents the start of the given date.
Parameters: year, month, day The given date

Class java.util.HashMap<K, V>

- **HashMap<K, V>()**
This constructs an empty hash map.

Class java.util.HashSet<E>

- **HashSet<E>()**
This constructs an empty hash set.

Class java.util.InputMismatchException

This exception is thrown if the next available input item does not match the type of the requested item.

Interface java.util.Iterator<E>

- **boolean hasNext()**
This method checks whether the iterator is past the end of the list.
Returns: true if the iterator is not yet past the end of the list
- **E next()**
This method moves the iterator over the next element in the linked list. This method throws an exception if the iterator is past the end of the list.
Returns: The object that was just skipped over
- **void remove()**
This method removes the element that was returned by the last call to next or previous. This method throws an exception if there was an add or remove operation after the last call to next or previous.

Class java.util.LinkedHashMap<K, V>

- **LinkedHashMap<K, V>()**
This constructs an empty linked hash map. The iterator of a linked hash map visits the entries in the order in which they were added to the map.

Class java.util.LinkedList<E>

- **void addFirst(E element)**
- **void addLast(E element)**
These methods add an element before the first or after the last element in this list.
Parameters: element The element to be added

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**FULL CODE EXAMPLE**

Go to wiley.com/go/javacode to download programs that demonstrate safety problems when using collections without type parameters.

Type parameters make generic code safer and easier to read.

The `add` method of the generic `ArrayList` class is safer. It is impossible to add a `String` object into an `ArrayList<BankAccount>`, but you can accidentally add a `String` into a `LinkedList` that is intended to hold bank accounts:

```
ArrayList<BankAccount> accounts1 = new ArrayList<BankAccount>();
LinkedList accounts2 = new LinkedList(); // Should hold BankAccount objects
accounts1.add("my savings"); // Compile-time error
accounts2.addFirst("my savings"); // Not detected at compile time
```

The latter will result in a class cast exception when some other part of the code retrieves the string, believing it to be a bank account:

```
BankAccount account = (BankAccount) accounts2.getFirst(); // Run-time error
```

Code that uses the generic `ArrayList` class is also easier to read. When you spot an `ArrayList<BankAccount>`, you know right away that it must contain bank accounts. When you see a `LinkedList`, you have to study the code to find out what it contains.

In Chapters 16 and 17, we used inheritance to implement generic linked lists, hash tables, and binary trees, because you were already familiar with the concept of inheritance. Using type parameters requires new syntax and additional techniques—those are the topic of this chapter.

SELF CHECK

1. The standard library provides a class `HashMap<K, V>` with key type `K` and value type `V`. Declare a hash map that maps strings to integers.
2. The binary search tree class in Chapter 17 is an example of generic programming because you can use it with any classes that implement the `Comparable` interface. Does it achieve genericity through inheritance or type parameters?
3. Does the following code contain an error? If so, is it a compile-time or run-time error?

```
ArrayList<Integer> a = new ArrayList<Integer>();
String s = a.get(0);
```

4. Does the following code contain an error? If so, is it a compile-time or run-time error?

```
ArrayList<Double> a = new ArrayList<Double>();
a.add(3);
```

5. Does the following code contain an error? If so, is it a compile-time or run-time error?

```
LinkedList a = new LinkedList();
a.addFirst("3.14");
double x = (Double) a.removeFirst();
```

Practice It Now you can try these exercises at the end of the chapter: R18.4, R18.5, R18.6.

18.2 Implementing Generic Types

In this section, you will learn how to implement your own generic classes. We will write a very simple generic class that stores *pairs* of objects, each of which can have an arbitrary type. For example,

```
Pair<String, Integer> result = new Pair<String, Integer>("Harry Morgan", 1729);
```



In the supermarket, a generic product can be sourced from multiple suppliers. In computer science, generic programming involves the design and implementation of data structures and algorithms that work for multiple types. You have already seen the generic `ArrayList` class that can be used to collect elements of arbitrary types. In this chapter, you will learn how to implement your own generic classes and methods.

18.1 Generic Classes and Type Parameters

Generic programming is the creation of programming constructs that can be used with many different types. For example, the Java library programmers who implemented the `ArrayList` class used the technique of generic programming. As a result, you can form array lists that collect elements of different types, such as `ArrayList<String>`, `ArrayList<BankAccount>`, and so on.

The `LinkedList` class that we implemented in Section 16.1 is also an example of generic programming—you can store objects of any class inside a `LinkedList`. That `LinkedList` class achieves genericity by using *inheritance*. It uses references of type `Object` and is therefore capable of storing objects of any class. For example, you can add elements of type `String` because the `String` class extends `Object`. In contrast, the `ArrayList` and `LinkedList` classes from the standard Java library are **generic classes**. Each of these classes has a **type parameter** for specifying the type of its elements. For example, an `ArrayList<String>` stores `String` elements.

When declaring a generic class, you supply a variable for each type parameter. For example, the standard library declares the class `ArrayList<E>`, where `E` is the **type variable** that denotes the element type. You use the same variable in the declaration of the methods, whenever you need to refer to that type. For example, the `ArrayList<E>` class declares methods

```
public void add(E element)
public E get(int index)
```

You could use another name, such as `ElementType`, instead of `E`. However, it is customary to use short, uppercase names for type variables.

In order to use a generic class, you need to *instantiate* the type parameter, that is, supply an actual type. You can supply any class or interface type, for example

```
ArrayList<BankAccount>
ArrayList<Measurable>
```

However, you cannot substitute any of the eight primitive types for a type parameter. It would be an error to declare an `ArrayList<double>`. Use the corresponding wrapper class instead, such as `ArrayList<Double>`.

When you instantiate a generic class, the type that you supply replaces all occurrences of the type variable in the declaration of the class. For example, the `add` method for `ArrayList<BankAccount>` has the type variable `E` replaced with the type `BankAccount`:

```
public void add(BankAccount element)
```

Contrast that with the `add` method of the `LinkedList` class in Chapter 16:

```
public void add(Object element)
```

In Java, generic programming can be achieved with inheritance or with type parameters.

A generic class has one or more type parameters.

Type parameters can be instantiated with class or interface types.

```

    java.util.LinkedList<E> implements List<E>, Queue<E>, Serializable
    java.util.ArrayList<E> implements List<E>, Serializable
    java.util.AbstractQueue<E>
    java.util.PriorityQueue<E> implements Serializable
    java.util.AbstractSet<E>
    java.util.HashSet<E> implements Serializable, Set<E>
    java.util.TreeSet<E> implements Serializable, SortedSet<E>
    java.util.AbstractMap<K, V>
    java.util.HashMap<K, V> implements Map<K, V>, Serializable
    java.util.LinkedHashMap<K, V>
    java.util.TreeMap<K, V> implements Serializable, Map<K, V>
    java.util.Arrays
    java.util.Collections
    java.util.Calendar
    java.util.GregorianCalendar
    java.util.Date implements Serializable
    java.util.Dictionary<K, V>
    java.util.Hashtable<K, V>
    java.util.Properties implements Serializable
    java.util.EventObject implements Serializable
    java.awt.AWTEvent
    java.awt.event.ActionEvent
    java.awt.event.ComponentEvent
    java.awt.event.InputEvent
    java.awt.event.KeyEvent
    java.awt.event.MouseEvent
    javax.swing.event.ChangeEvent
    java.util.Random implements Serializable
    java.util.Scanner
    java.util.TimeZone implements Serializable
    java.util.concurrent.locks.ReentrantLock implements Lock, Serializable
    java.util.logging.Level implements Serializable
    java.util.logging.Logger
    javax.swing.ButtonGroup implements Serializable
    javax.swing.ImageIcon implements Serializable
    javax.swing.KeyStroke implements Serializable
    javax.swing.Timer implements Serializable
    javax.swing.border.AbstractBorder implements Serializable
    javax.swing.border.EtchedBorder
    javax.swing.border.TitledBorder
    javax.xml.parsers.DocumentBuilder
    javax.xml.parsers.DocumentBuilderFactory
    javax.xml.xpath.XPathFactory
    java.lang.Comparable<T>
    java.lang.Runnable
    java.sql.Connection
    java.sql.ResultSet
    java.sql.ResultSetMetaData
    java.sql.Statement
    java.sql.PreparedStatement
    java.util.Collection<E>
    java.util.List<E>
    java.util.Set<E>
    java.util.SortedSet<E>
    java.util.Comparator<T>
    java.util.EventListener
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    java.awt.event.MouseListener
    javax.swing.event.ChangeListener

```

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Use the Java classes for stacks, queues, and priority queues.



- A stack is a collection of elements with “last-in, first-out” retrieval.
- A queue is a collection of elements with “first-in, first-out” retrieval.
- When removing an element from a priority queue, the element with the most urgent priority is retrieved.



Solve programming problems using stacks and queues.



- A stack can be used to check whether parentheses in an expression are balanced.
- Use a stack to evaluate expressions in reverse Polish notation.
- Using two stacks, you can evaluate expressions in standard algebraic notation.
- Use a stack to remember choices you haven't yet made so that you can backtrack to them.

STANDARD LIBRARY ITEMS INTRODUCED IN THIS CHAPTER

```
java.util.Collection<E>
    add
    contains
    iterator
    remove
    size
java.util.HashMap<K, V>
java.util.HashSet<K, V>
java.util.Iterator<E>
    hasNext
    next
    remove
java.util.LinkedList<E>
    addFirst
    addLast
    getFirst
    getLast
    removeFirst
    removeLast
java.util.List<E>
    listIterator
```

```
java.util.ListIterator<E>
    add
    hasPrevious
    previous
    set
java.util.Map<K, V>
    get
    keySet
    put
    remove
java.util.Queue<E>
    peek
java.util.PriorityQueue<E>
    remove
java.util.Set<E>
java.util.Stack<E>
    peek
    pop
    push
java.util.TreeMap<K, V>
java.util.TreeSet<K, V>
```

REVIEW QUESTIONS

- ■ **R15.1** An invoice contains a collection of purchased items. Should that collection be implemented as a list or set? Explain your answer.
- ■ **R15.2** Consider a program that manages an appointment calendar. Should it place the appointments into a list, stack, queue, or priority queue? Explain your answer.
- ■ ■ **R15.3** One way of implementing a calendar is as a map from date objects to event objects. However, that only works if there is a single event for a given date. How can you use another collection type to allow for multiple events on a given date?

CHAPTER SUMMARY

Understand the architecture of the Java collections framework.

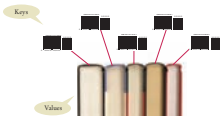
- A collection groups together elements and allows them to be retrieved later.
- A list is a collection that remembers the order of its elements.
- A set is an unordered collection of unique elements.
- A map keeps associations between key and value objects.

Understand and use linked lists.

- A linked list consists of a number of nodes, each of which has a reference to the next node.
- Adding and removing elements at a given position in a linked list is efficient.
- Visiting the elements of a linked list in sequential order is efficient, but random access is not.
- You use a list iterator to access elements inside a linked list.

Choose a set implementation and use it to manage sets of values.

- The HashSet and TreeSet classes both implement the Set interface.
- Set implementations arrange the elements so that they can locate them quickly.
- You can form hash sets holding objects of type String, Integer, Double, Point, Rectangle, or Color.
- You can form tree sets for any class that implements the Comparable interface, such as String or Integer.
- Sets don't have duplicates. Adding a duplicate of an element that is already present is ignored.
- A set iterator visits the elements in the order in which the set implementation keeps them.
- You cannot add an element to a set at an iterator position.

**Use maps to model associations between keys and values.**

- The HashMap and TreeMap classes both implement the Map interface.
- To find all keys and values in a map, iterate through the key set and find the values that correspond to the keys.
- A hash function computes an integer value from an object.
- A good hash function minimizes *collisions*—identical hash codes for different objects.
- Override hashCode methods in your own classes by combining the hash codes for the instance variables.
- A class's hashCode method must be compatible with its equals method.





If you want to write a program that collects objects (such as the stamps to the left), you have a number of choices. Of course, you can use an array list, but computer scientists have invented other mechanisms that may be better suited for the task. In this chapter, we introduce the collection classes and interfaces that the Java library offers. You will learn how to use the Java collection classes, and how to choose the most appropriate collection type for a problem.

15.1 An Overview of the Collections Framework

A collection groups together elements and allows them to be retrieved later.

When you need to organize multiple objects in your program, you can place them into a **collection**. The `ArrayList` class that was introduced in Chapter 7 is one of many collection classes that the standard Java library supplies. In this chapter, you will learn about the Java *collections framework*, a hierarchy of interface types and classes for collecting objects. Each interface type is implemented by one or more classes (see Figure 1).

At the root of the hierarchy is the `Collection` interface. That interface has methods for adding and removing elements, and so on. Table 1 on page 674 shows all the methods. Because all collections implement this interface, its methods are available for all collection classes. For example, the `size` method reports the number of elements in *any* collection.

The `List` interface describes an important category of collections. In Java, a *list* is a collection that remembers the order of its elements (see Figure 2). The `ArrayList` class implements the `List` interface. An `ArrayList` is simply a class containing an array that is expanded as needed. If you are not concerned about efficiency, you can use the `ArrayList` class whenever you need to collect objects. However, several common operations are inefficient with array lists. In particular, if an element is added or removed, the elements at larger positions must be moved.

The Java library supplies another class, `LinkedList`, that also implements the `List` interface. Unlike an array list, a linked list allows efficient insertion and removal of elements in the middle of the list. We will discuss that class in the next section.

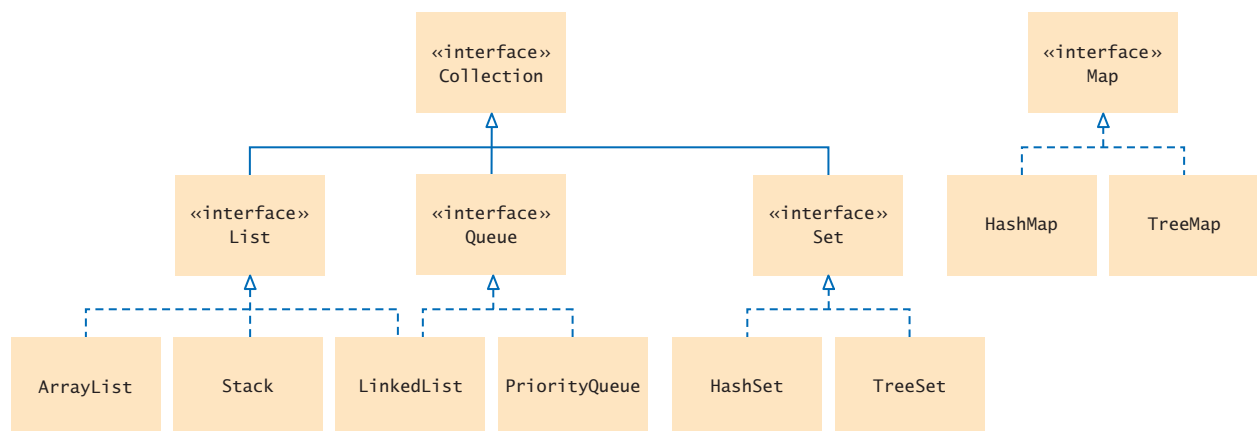


Figure 1 Interfaces and Classes in the Java Collections Framework

Similarly, for a map, determine the types of the keys and the associated values. If you want to look up books by ID, you can use a `Map<Integer, Book>` or `Map<String, Book>`, depending on your ID type.

Step 3 Determine whether element or key order matters.

When you visit elements from a collection or keys from a map, do you care about the order in which they are visited? You have several choices:

- Elements or keys must be sorted. Use a `TreeSet` or `TreeMap`. Go to Step 6.
- Elements must be in the same order in which they were inserted. Your choice is now narrowed down to a `LinkedList` or an `ArrayList`.
- It doesn't matter. As long as you get to visit all elements, you don't care in which order. If you chose a map in Step 1, use a `HashMap` and go to Step 5.

Step 4 For a collection, determine which operations must be efficient.

You have several choices:

- Finding elements must be efficient. Use a `HashSet`.
- It must be efficient to add or remove elements at the beginning, or, provided that you are already inspecting an element there, another position. Use a `LinkedList`.
- You only insert or remove at the end, or you collect so few elements that you aren't concerned about speed. Use an `ArrayList`.

Step 5 For hash sets and maps, decide whether you need to implement the `hashCode` and `equals` methods.

- If your elements or keys belong to a class that someone else implemented, check whether the class has its own `hashCode` and `equals` methods. If so, you are all set. This is the case for most classes in the standard Java library, such as `String`, `Integer`, `Rectangle`, and so on.
- If not, decide whether you can compare the elements by identity. This is the case if you never construct two distinct elements with the same contents. In that case, you need not do anything—the `hashCode` and `equals` methods of the `Object` class are appropriate.
- Otherwise, you need to implement your own `equals` and `hashCode` methods—see Section 9.5.2 and Special Topic 15.1.

Step 6 If you use a tree, decide whether to supply a comparator.

Look at the class of the set elements or map keys. Does that class implement the `Comparable` interface? If so, is the sort order given by the `compareTo` method the one you want? If yes, then you don't need to do anything further. This is the case for many classes in the standard library, in particular for `String` and `Integer`.

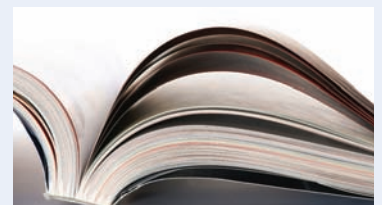
If not, then your element class must implement the `Comparable` interface (Section 10.3), or you must declare a class that implements the `Comparator` interface (see Special Topic 14.5).



WORKED EXAMPLE 15.1

Word Frequency

Learn how to create a program that reads a text file and prints a list of all words in the file in alphabetical order, together with a count that indicates how often each word occurred in the file. Go to wiley.com/go/javaexamples and download Worked Example 15.1.



```

22     for (String key : keySet)
23     {
24         Color value = favoriteColors.get(key);
25         System.out.println(key + " : " + value);
26     }
27 }
28 }

```

Program Run

```

Juliet : java.awt.Color[r=0,g=0,b=255]
Adam : java.awt.Color[r=255,g=0,b=0]
Eve : java.awt.Color[r=0,g=0,b=255]
Romeo : java.awt.Color[r=0,g=255,b=0]

```

SELF CHECK



16. What is the difference between a set and a map?
17. Why is the collection of the keys of a map a set and not a list?
18. Why is the collection of the values of a map not a set?
19. Suppose you want to track how many times each word occurs in a document. Declare a suitable map variable.
20. What is a `Map<String, HashSet<String>>`? Give a possible use for such a structure.

Practice It Now you can try these exercises at the end of the chapter: R15.17, E15.4, E15.5.

HOW TO 15.1

Choosing a Collection



Suppose you need to store objects in a collection. You have now seen a number of different data structures. This How To reviews how to pick an appropriate collection for your application.



Step 1 Determine how you access the values.

You store values in a collection so that you can later retrieve them. How do you want to access individual values? You have several choices:

- Values are accessed by an integer position. Use an `ArrayList`.
- Values are accessed by a key that is not a part of the object. Use a map.
- Values are accessed only at one of the ends. Use a queue (for first-in, first-out access) or a stack (for last-in, first-out access).
- You don't need to access individual values by position. Refine your choice in Steps 3 and 4.

Step 2 Determine the element types or key/value types.

For a list or set, determine the type of the elements that you want to store. For example, if you collect a set of books, then the element type is `Book`.

Class Declaration

```
public class CashRegister
{
    private int itemCount;
    private double totalPrice;
    // Instance variables

    public void addItem(double price)
    {
        itemCount++;
        totalPrice = totalPrice + price;
    }
    // Method
    . . .
}
```

Selected Operators and Their Precedence

(See Appendix B for the complete list.)

[]	Array element access
++ -- !	Increment, decrement, Boolean <i>not</i>
* / %	Multiplication, division, remainder
+ -	Addition, subtraction
< <= > >=	Comparisons
== !=	Equal, not equal
&&	Boolean <i>and</i>
	Boolean <i>or</i>
=	Assignment

Conditional Statement

```
    Condition
    /
if (floor >= 13)
{
    actualFloor = floor - 1;
}
// Executed when condition is true
else if (floor >= 0)
{
    actualFloor = floor;
}
// Second condition (optional)
else
{
    System.out.println("Floor negative");
}
// Executed when all conditions are false (optional)
```

Loop Statements

```
    Condition
    /
while (balance < TARGET)
{
    year++;
    balance = balance * (1 + rate / 100);
}
// Executed while condition is true
```

```
    Initialization Condition Update
    /      /      /
for (int i = 0; i < 10; i++)
{
    System.out.println(i);
}
```

Variable and Constant Declarations

Type	Name	Initial value
int	cansPerPack	= 6;
final double	CAN_VOLUME	= 0.335;

Method Declaration

Modifiers	Return type	Parameter type and name
public static	double	cubeVolume(double sideLength)
{		
double volume = sideLength * sideLength * sideLength;		
return volume;		
}		

Exits method and returns result.

Mathematical Operations

Math.pow(x, y)	Raising to a power x^y
Math.sqrt(x)	Square root \sqrt{x}
Math.log10(x)	Decimal log $\log_{10}(x)$
Math.abs(x)	Absolute value $ x $
Math.sin(x)	Sine, cosine, tangent of x (x in radians)
Math.cos(x)	
Math.tan(x)	

String Operations

```
String s = "Hello";
int n = s.length(); // 5
char ch = s.charAt(1); // 'e'
String t = s.substring(1, 4); // "ell"
String u = s.toUpperCase(); // "HELLO"
if (u.equals("HELLO")) ... // Use equals, not ==
for (int i = 0; i < s.length(); i++)
{
    char ch = s.charAt(i);
    Process ch
}
```

```
do
{
    System.out.print("Enter a positive integer: ");
    input = in.nextInt();
}
while (input <= 0);
```

Loop body executed at least once

Set to a new element in each iteration

```
for (double value : values)
{
    sum = sum + value;
}
```

An array or collection

Executed for each element

Input

```
Scanner in = new Scanner(System.in);  
// Can also use new Scanner(new File("input.txt"));
```

```
int n = in.nextInt();  
double x = in.nextDouble();  
String word = in.next();  
String line = in.nextLine();
```

```
while (in.hasNextDouble())  
{  
    double x = in.nextDouble();  
    Process x  
}
```

Output

```
System.out.print("Enter a value: ");
```

Does not advance to new line.

Use + to concatenate values.

```
System.out.println("Volume: " + volume);
```

```
System.out.printf("%-10s %10d %10.2f", name, qty, price);
```

Field width Precision
Left-justified string Integer Floating-point number

```
PrintWriter out = new PrintWriter("output.txt");
```

```
out.close();
```

Use print/println/printf to write output to file.

Remember to close output file.

Arrays

```
Element type      Element type      Length  
int[] numbers = new int[5];  
int[] squares = { 0, 1, 4, 9, 16 };  
int[][] magicSquare =  
{  
    { 16, 3, 2, 13 },  
    { 5, 10, 11, 8 },  
    { 9, 6, 7, 12 },  
    { 4, 15, 14, 1 }  
};
```

All elements are zero.

```
for (int i = 0; i < numbers.length; i++)  
{  
    numbers[i] = i * i;  
}
```

```
for (int element : numbers)  
{  
    Process element  
}
```

```
System.out.println(Arrays.toString(numbers));  
// Prints [0, 1, 4, 9, 16]
```

Array Lists

```
Element type      Initially empty      Use wrapper type, Integer, Double, etc., for primitive types.  
ArrayList<String> names = new ArrayList<String>();  
  
names.add("Ann");  
names.add("Cindy"); // [Ann, Cindy], names.size() is now 2  
  
names.add(1, "Bob"); // [Ann, Bob, Cindy]  
names.remove(2); // [Ann, Bob]  
names.set(1, "Bill"); // [Ann, Bill]  
  
String name = names.get(0); // Gets "Ann"  
System.out.println(names); // Prints [Ann, Bill]
```

Add elements to the end

Linked Lists, Sets, and Iterators

```
LinkedList<String> names = new LinkedList<String>();  
names.add("Bob"); // Adds at end
```

```
ListIterator<String> iter = names.listIterator();  
iter.add("Ann"); // Adds before current position
```

```
String name = iter.next(); // Returns "Ann"  
iter.remove(); // Removes "Ann"
```

```
Set<String> names = new HashSet<String>();  
names.add("Ann"); // Adds to set if not present  
names.remove("Bob"); // Removes if present
```

```
Iterator<String> iter = names.iterator();  
while (iter.hasNext())  
{  
    Process iter.next()  
}
```

Maps

```
Key type      Value type  
Map<String, Integer> scores = new HashMap<String, Integer>();  
  
scores.put("Bob", 10);  
Integer score = scores.get("Bob");  
  
for (String key : scores.keySet())  
{  
    Process key and scores.get(key)  
}
```

Returns null if key not present