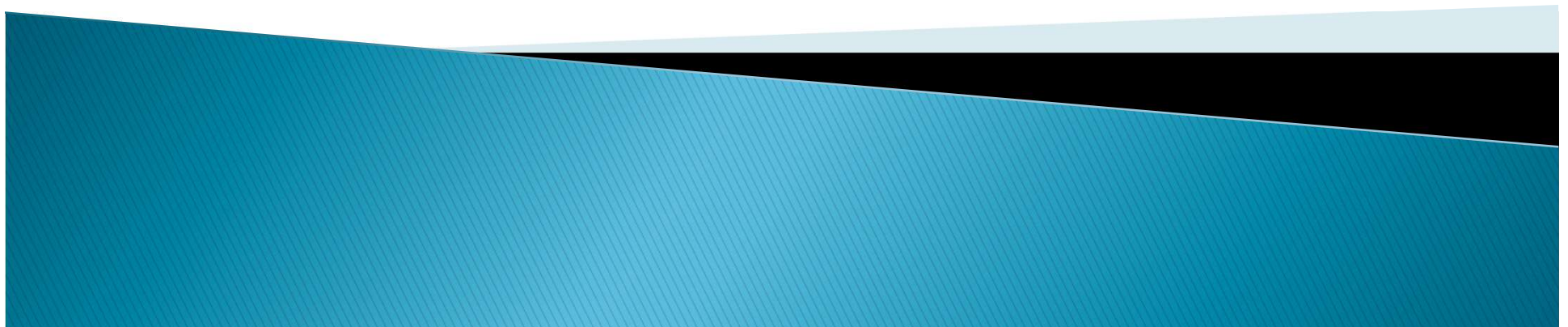




Chapter 8: String, Wrapper Class, and ArrayList

Xuetao Wei

weixt@sustech.edu.cn





Objectives

- ▶ **To create and manipulate strings**
 - Immutable character-string objects of class `String`
 - Mutable character-string objects of class `StringBuilder`
- ▶ **Learn wrapper classes of primitive types**
- ▶ **Learn `ArrayList`, whose capacity can be dynamically changed at runtime**

Characters: Fundamental Building Blocks of Java Programs



Line Feed
'\n' (LF)
(a white-space char)

Digits

Letters

Operators

0000	000D	00F0	0141	0142	0160	0161	00DD	00FD	0009	000A	00DE	00FE	000D	017D	017E
	Đ	đ	Ł	ł	Š	š	Ý	ý		Þ	þ		Ž	ž	
0010	0011	0012	0013	0014	00BD	00BC	00B9	00BE	00B3	00B2	00A6	2212	00D7	001E	001F
					½	¼	⅓	¾	3	2	!	—	×		
0020	0021	0022	0023	0024	0025	0026	0027	0028	0029	002A	002B	002C	002D	002E	002F
	!	"	#	\$	%	&	'	()	*	+	,	-	.	/
0030	0031	0032	0033	0034	0035	0036	0037	0038	0039	003A	003B	003C	003D	003E	003F
	0	1	2	3	4	5	6	7	8	9	:	;	<	=	> ?
0040	0041	0042	0043	0044	0045	0046	0047	0048	0049	004A	004B	004C	004D	004E	004F
	@	A	B	C	D	E	F	G	H	I	J	K	L	M	N O
0050	0051	0052	0053	0054	0055	0056	0057	0058	0059	005A	005B	005C	005D	005E	005F
	P	Q	R	S	T	U	V	W	X	Y	Z	[\]	^ _
0060	0061	0062	0063	0064	0065	0066	0067	0068	0069	006A	006B	006C	006D	006E	006F
	`	a	b	c	d	e	f	g	h	i	j	k	l	m	n o
0070	0071	0072	0073	0074	0075	0076	0077	0078	0079	007A	007B	007C	007D	007E	007F
	p	q	r	s	t	u	v	w	x	y	z	{		}	~
00C4	00C5	00C7	00C9	00D1	00D6	00DC	00E1	00E0	00E2	00E4	00E3	00E5	00E7	00E9	00E8
	Ä	Å	Ç	É	Ñ	Ö	Ü	á	à	â	ä	ã	å	ç	é è
00EA	00EB	00ED	00EC	00EE	00EF	00F1	00F3	00F2	00F4	00F6	00F5	00FA	00F9	00FB	00FC
	ê	ë	í	ì	î	ï	ñ	ó	ò	ô	ö	õ	ú	ù	û ü
2020	00B0	00A2	00A3	00A7	2022	00B6	00DF	00AE	00A9	2122	00B4	00A8	2260	00C6	00D8
	†	°	¢	£	§	•	¶	®	©	™	'	''	≠	Æ	Ø
221E	00B1	2264	2265	00A5	00B5	2202	2211	220F	03C0	222B	00AA	00BA	03A9	00E6	00F8
	∞	±	≤	≥	¥	μ	∂	Σ	Π	π	∫	ª	º	Ω	æ ø
00BF	00A1	00AC	221A	0192	2248	2206	00AB	00BB	2026	00A0	00C0	00C3	00D5	0152	0153
	¿	¡	¬	√	ƒ	≈	Δ	«	»	...	À	Ã	Õ	Œ	œ

Unicode
table
(万国码表)



The Primitive Type char

- ▶ The char data type is a single 16-bit Unicode character
 - ‘\u0000’ – ‘\uffff’: 65536 characters, covering characters for almost all modern languages, and a large number of symbols
- ▶ Programs often contain character literals (in single quotes)

```
char c1 = '\u0030';  
char c2 = '\u0041';  
char c3 = '\u4e2d';  
char c4 = '\u56fd';  
System.out.printf("%c %c %c %c", c1, c2, c3, c4);
```

Prints: 0 A 中 国



String

- ▶ A string is a sequence of characters

```
"I like Java programming"
```

- ▶ A string may include letters, digits and various **special characters**, such as +, -, *, / and \$.

```
"I \u2665 Java programming"
```

```
I ♥ Java programming
```

Unicode escape sequence for chars you cannot find on keyboard:

\u + a code point in hexadecimal (十六进制码位)

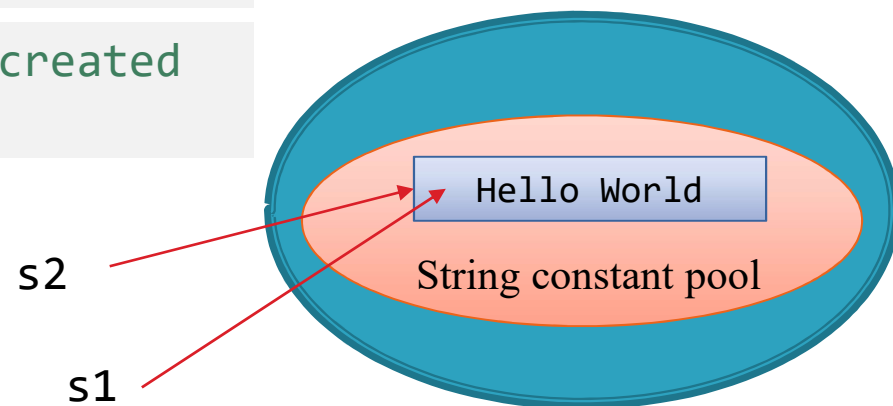


Creating String Objects: Two Ways

- ▶ A string is an object of class `String`
- ▶ `String` objects can be created by string literals (a sequence of characters in double quotes)

```
String s1 = "Hello World";
```

```
// no new objects will be created  
String s2 = "Hello World";
```



Heap

(memory area for storing objects and arrays)



Creating String Objects: Two Ways

- ▶ String objects can also be created by using the **new** keyword and various **String** constructors

- `String s1 = new String("hello world");`
- `String s2 = new String();` // empty string (length is 0)
- `String s3 = new String(s1);`
- `char[] charArray = {'h', 'e', 'l', 'l', 'o'};`
- `String s4 = new String(charArray);`
- `String s5 = new String(charArray, 3, 2);` // string "lo"
Offset Count

More at: <https://docs.oracle.com/javase/10/docs/api/java/lang/String.html>



String Assignments

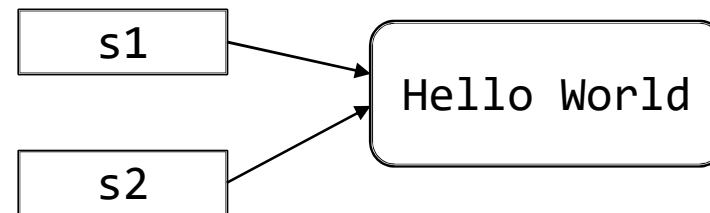
- ▶ A string may be assigned to a `String` reference.
 - `String s = "hello world";`
 - The statement initializes `String` variable `s` to refer to a `String` object that contains the string “hello world”.
 - `String s2 = s;`
 - The statement makes `s2` and `s` to refer to (sometimes we say “point to”, they mean the same thing) the same `String` object.



Immutability (不可变性)

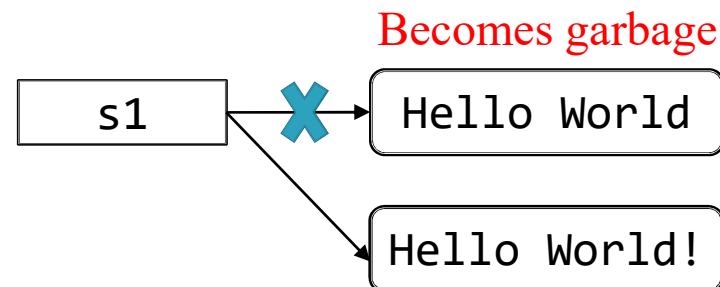
- ▶ In Java, `String` objects are immutable. **Strings are constants**; their values cannot be changed after they are created. Because `String` objects are immutable, they can be **shared safely**.

```
String s1 = "Hello World";  
String s2 = s1;
```



- ▶ Any modification creates a new `String` object

```
String s1 = "Hello World";  
s1 = s1.concat("!");
```





String Methods

- ▶ **length** returns the length of a string (i.e., the number of characters)
- ▶ **charAt** obtains the character at a specific location in a string
- ▶ **getChars** retrieves a set of characters from a string as a char array
- ▶ *These are **instance methods** that can be invoked on specific objects. Calling them requires an object reference.*



The Method `length`

`int length()` Returns the length of this string.

```
public class StringExamples {  
    public static void main(String[] args) {  
        String s1 = "hello world";  
        System.out.printf("s1: %s", s1);  
        System.out.printf("\nLength of s1: %d", s1.length());  
    }  
}
```

```
s1: hello world  
Length of s1: 11
```



The Method `charAt`

`char` **`charAt`**(`int index`) Returns the `char` value at the specified index.

```
public class StringExamples {  
    public static void main(String[] args) {  
        String s1 = "hello world";  
        System.out.printf("s1: %s", s1);  
        System.out.print("\nThe string reversed is: ");  
        for(int count = s1.length() - 1; count >=0; count--) {  
            System.out.printf("%c", s1.charAt(count));  
        }  
    }  
}
```

```
s1: hello world  
The string reversed is: dlrow olleh
```



The Method `getChars`

```
void getChars(int srcBegin, int srcEnd, char[] dst, int dstBegin)
```

Copies characters from this string into the destination character array.

```
public class StringExamples {  
    public static void main(String[] args) {  
        String s1 = "hello world";  
        char[] charArray = new char[5];  
        System.out.printf("s1: %s\n", s1);  
        s1.getChars(0, 5, charArray, 0);  
        for(char c : charArray) {  
            System.out.print(c);  
        }  
    }  
}
```

```
s1: hello world  
hello
```



Comparing Strings

- ▶ When primitive-type values are compared with `==`, the result is `true` if both values are identical.

```
int a = 2, b = 2;  
if (a == b) System.out.println("a = b"); // prints a = b
```

- ▶ When references (memory addresses) are compared with `==`, the result is `true` if both references refer to the same object in memory.

```
String s1 = "Hello World";  
String s2 = "Hello World";  
if(s1 == s2) System.out.println("s1 = s2"); // prints s1 = s2
```



Comparing Strings

```
String s1 = "Hello World";  
String s2 = s1 + "";  
if(s1 == s2) System.out.println("s1 = s2"); // prints s1 = s2?
```

- **No. The condition will evaluate to false** because the `String` variables `s1` and `s2` refer to two different `String` objects, although the strings contain the same sequence of characters.
- To compare the actual contents (or state information) of objects (strings are objects) for equality, a method must be invoked.



The Method `equals`

- ▶ Method `equals` tests any two objects for equality—the strings contained in the two `String` objects are identical.

```
String s1 = "Hello World";  
String s2 = s1 + "";  
if(s1.equals(s2)) System.out.println("s1 = s2"); // true
```

- Uses **lexicographical comparison** (字典序, Unicode表是字母表): Compare the integer Unicode values that represent each character in each `String`.

```
String s1 = "hello";  
String s2 = "HELLO";  
if(s1.equals(s2)) System.out.println("s1 = s2"); // false
```




The Method `equalsIgnoreCase`

- ▶ Method `equalsIgnoreCase` ignores whether the letters in each `String` are uppercase or lowercase when performing a comparison.

```
String s1 = "hello";  
  
String s2 = "HELLO";  
  
if(s1.equalsIgnoreCase(s2)) System.out.println("s1 = s2");
```

The condition evaluates to `true` and the program prints “s1 = s2”



The Method `compareTo`

```
String s1 = "hello";  
String s2 = "HELLO";  
int result = s1.compareTo(s2); // value of result?
```

`compareTo` compares two strings (lexicographical comparison):

- ▶ Returns 0 if the Strings are equal (identical contents).
- ▶ Returns a negative number if the String that invokes `compareTo` (`s1`) is **less than** the String that is passed as an argument (`s2`).
- ▶ Returns a positive number if the String that invokes `compareTo` (`s1`) is **greater than** the String that is passed as an argument (`s2`).



Comparing Strings

- ▶ What does it mean when we say a string `s1` is greater than another string `s2`?
 - When we sort last names, we naturally consider that “Jones” > “Smith”, because the letter ‘J’ comes before ‘S’ in the alphabet of 26 letters.
 - All characters in computers are represented as numeric codes. The characters form an ordered set (a very large alphabet).
 - When the computer compares `Strings`, it actually compares the numeric codes of the characters in the `Strings`.



Comparing Strings

0000	0000	00F0	0141	0142	0160	0161	00DD	00FD	0009	000A	00DE	00FE	000D	017D	017E
	Đ đ	Ł ł	Š š	Ý ý						Ɔ ɔ	Ɔ ɔ		Ž ž		
0010	0011	0012	0013	0014	00BD	00BC	00B9	00BE	00B3	00B2	00A6	2212	00D7	001E	001F
					½	¼	⅓	¾	3	2		—	×		
0020	0021	0022	0023	0024	0025	0026	0027	0028	0029	002A	002B	002C	002D	002E	002F
	!	"	#	\$	%	&	'	()	*	+	,	-	.	/
0030	0031	0032	0033	0034	0035	0036	0037	0038	0039	003A	003B	003C	003D	003E	003F
0	1	2	3	4	5	6	7	8	9	.	.	/	-	-	?
0040	0041	0042	0043	0044	0045	0046	0047	0048	0049						4F
@	A	B	C	D	E	F	G	H	I)
0050	0051	0052	0053	0054	0055	0056	0057	0058	0059	005A	005B	005C	005D	005E	005F
P	Q	R	S	T	U	V	W	X	Y	7	r		1	^	
0060	0061	0062	0063	0064	0065	0066	0067	0068	0069						006F
`	a	b	c	d	e	f	g	h	i						o
0070	0071	0072	0073	0074	0075	0076	0077	0078	0079	007A	007B	007C	007D	007E	007F
p	q	r	s	t	u	v	w	x	y	z	{		}	~	
00C4	00C5	00C7	00C9	00D1	00D6	00DC	00E1	00E0	00E2	00E4	00E3	00E5	00E7	00E9	00E8
Ä	Å	Ç	É	Ñ	Ö	Ü	á	à	â	ä	ã	å	ç	é	è
00EA	00EB	00ED	00EC	00EE	00EF	00F1	00F3	00F2	00F4	00F6	00F5	00FA	00F9	00FB	00FC
ê	ë	í	ì	î	ï	ñ	ó	ò	ô	ö	õ	ú	ù	û	ü
2020	00B0	00A2	00A3	00A7	2022	00B6	00DF	00AE	00A9	2122	00B4	00A8	2260	00C6	00D8
†	°	¢	£	§	•	¶	ß	®	©	™	'	''	≠	Æ	Ø
221E	00B1	2264	2265	00A5	00B5	2202	2211	220F	03C0	222B	00AA	00BA	03A9	00E6	00F8
∞	±	≤	≥	¥	μ	∂	Σ	Π	π	∫	ª	º	Ω	æ	ø
00BF	00A1	00AC	221A	0192	2248	2206	00AB	00BB	2026	00A0	00C0	00C3	00D5	0152	0153
¿	¡	¬	√	ƒ	≈	Δ	«	»	...		À	Ã	Õ	Œ	œ

```
String s1 = "hello", s2 = "HELLO";  
int result = s1.compareTo(s2));
```

32 = 0068 (HEX) – 0048 (HEX) (s1 > s2)

```
String s1 = "HE", s2 = "HELLO";  
int result = s1.compareTo(s2));
```

-3 (s1 < s2, s2 has three more letters)

```
String s1 = "HEl", s2 = "HELLO";  
int result = s1.compareTo(s2));
```

32 (s1 > s2)



Methods `startsWith` & `endsWith`

The methods `startsWith` and `endsWith` determine whether a string starts or ends with the method argument, respectively

```
String s1 = "Hello World";  
if(s1.startsWith("He")) System.out.print("true"); // true
```

```
String s1 = "Hello World";  
if(s1.startsWith("llo", 2)) System.out.print("true"); // true
```

```
String s1 = "Hello World";  
if(s1.endsWith("ld")) System.out.print("true"); // true
```



Locating Characters in Strings

```
String s = "abcdefghijklmabcdefghijklm";  
System.out.println(s.indexOf('c')); // 2  
System.out.println(s.indexOf('$')); // -1  
System.out.println(s.indexOf('a', 1)); // 13
```

- ▶ `indexOf` locates the first occurrence of a character in a `String`.
 - If the method finds the character, it returns the character's index in the `String`; otherwise, it returns `-1`.
- ▶ Two-argument version of `indexOf`:
 - Take one more argument: the starting index at which the search should begin.



Locating Characters in Strings

```
String s = "abcdefghijklmabcdefghijklm";  
System.out.println(s.lastIndexOf('c')); // 15  
System.out.println(s.lastIndexOf('$')); // -1  
System.out.println(s.lastIndexOf('a', 8)); // 0
```

- ▶ `lastIndexOf` locates the last occurrence of a character in a `String`.
 - The method searches from the end of the `String` toward the beginning.
 - If it finds the character, it returns the character's index in the `String`; otherwise, it returns `-1`.
- ▶ Two-argument version of `lastIndexOf`:
 - The character and the index from which to begin searching backward.



Locating Substrings in Strings

```
String s = "abcdefghijklmabcdefghijklm";  
System.out.println(s.indexOf("def"));      // 3  
System.out.println(s.indexOf("def", 7));   // 16  
System.out.println(s.indexOf("hello"));   // -1  
System.out.println(s.lastIndexOf("def")); // 16  
System.out.println(s.lastIndexOf("def", 7)); // 3  
System.out.println(s.lastIndexOf("hello")); // -1
```

- ▶ The versions of methods `indexOf` and `lastIndexOf` that take a `String` as the first argument perform identically to those described earlier except that they search for sequences of characters (or substrings) that are specified by their `String` arguments.



Extracting Substrings from Strings

```
String s = "abcdefghijklmabcdefghijklm";  
System.out.println(s.substring(20)); // hijklm  
System.out.println(s.substring(3, 6)); // def
```

- ▶ `substring` methods create a new `String` object by copying part of an existing `String` object.
- ▶ The one-integer-argument version specifies the starting index (**inclusive**) in the original `String` from which characters are to be copied.
- ▶ Two-integer-argument version specifies the starting index (**inclusive**) and ending index (**exclusive**) to copy characters in the original `String`.



Concatenating (拼接) Strings

```
String s1 = "Happy ";  
String s2 = "Birthday";  
System.out.println(s1.concat(s2)); // Happy Birthday  
System.out.println(s1); // Happy
```

- ▶ String method `concat` concatenates two String objects and returns a new String object containing the characters from both original Strings.
- ▶ The original Strings to which `s1` and `s2` refer are not modified (recall that Strings are immutable).



String Method `replace`

```
String s1 = "Hello";  
System.out.println(s1.replace('l', 'L')); // HeLLo  
System.out.println(s1.replace("ll", "LL")); // HeLLo
```

- ▶ `replace` returns a new `String` object in which every occurrence of the first character argument is replaced with the second character argument.
- ▶ Another version of method `replace` enables you to replace substrings rather than individual characters.



String Case Conversion Methods

```
String s1 = "Hello";  
System.out.println(s1.toUpperCase()); // HELLO  
System.out.println(s1.toLowerCase()); // hello
```

- ▶ String method `toUpperCase` returns a new `String` with uppercase letters where corresponding lowercase letters exist in the original.
- ▶ String method `toLowerCase` returns a new `String` object with lowercase letters where corresponding uppercase letters exist in the original.



String Method `trim`

- ▶ `trim` returns a new `String` object that removes all white-space characters at the beginning or end of the `String` on which `trim` operates.

```
String s1 = " spaces ";  
System.out.println(s1.trim()); //prints "spaces"
```



String Method `toCharArray`

- ▶ `toCharArray` creates a new character array containing a copy of the characters in the string.

```
String s1 = "hello";  
  
char[] charArray = s1.toCharArray();  
  
for(char c : charArray) System.out.print(c);
```

The for loop prints each of the five chars in “hello”



Tokenizing Strings

- ▶ When you read a sentence, your mind breaks it into tokens—individual words and punctuation marks that convey meaning to you.
- ▶ `String` method `split` breaks a `String` into its component tokens, separated from each other by **delimiters** (分隔符), typically white-space characters such as space, tab, new line, carriage return.



Tokenizing Strings

```
Scanner input = new Scanner(System.in);
System.out.println("Enter a sentence and press Enter");
String sentence = input.nextLine();
String[] tokens = sentence.split(" ");
System.out.printf("Number of tokens: %d\n", tokens.length);
for(String token : tokens) System.out.println(token);
input.close();
```

```
Enter a sentence and press Enter
This is a sentence with seven tokens
Number of tokens: 7
This
is
a
sentence
with
seven
tokens
```




String Method `valueOf`

- ▶ Every object in Java has a `toString` method that enables a program to obtain the object's `String` representation.
- ▶ Unfortunately, this technique cannot be used with primitive types because they do not have methods.
- ▶ Class `String` provides `static` methods (associated with class, no need to create objects for their invocation) that take an argument of any type and convert it to a `String` object.

```
boolean booleanValue = true;
char charValue = 'Z';
int intValue = 7;
long longValue = 10000000000L;
float floatValue = 2.5f;
double doubleValue = 33.3333; // no f suffix, double is default
char[] charArray = {'a', 'b', 'c', 'd', 'e', 'f'};
System.out.println(String.valueOf(booleanValue));
System.out.println(String.valueOf(charValue));
System.out.println(String.valueOf(intValue));
System.out.println(String.valueOf(longValue));
System.out.println(String.valueOf(floatValue));
System.out.println(String.valueOf(doubleValue));
System.out.println(String.valueOf(charArray));
```

```
true
Z
7
10000000000
2.5
33.3333
abcdef
```



Class `StringBuilder`

- ▶ `String` objects are immutable. Can we create mutable character-string objects in Java?
- ▶ Yes. The class `StringBuilder` helps create and manipulate dynamic string information—that is, **modifiable strings**.
- ▶ Every `StringBuilder` is capable of storing a number of characters specified by its capacity.
- ▶ If a `StringBuilder`'s capacity is exceeded, the capacity automatically expands to accommodate additional characters.



StringBuilder Constructors

- ▶ We demonstrate three widely-used constructors

```
StringBuilder buffer1 = new StringBuilder();  
StringBuilder buffer2 = new StringBuilder(10);  
StringBuilder buffer3 = new StringBuilder("hello");  
System.out.printf("buffer1 = \"%s\"\\n", buffer1);  
System.out.printf("buffer2 = \"%s\"\\n", buffer2);  
System.out.printf("buffer3 = \"%s\"\\n", buffer3);
```

```
buffer1 = ""  
buffer2 = ""  
buffer3 = "hello"
```



StringBuilder Method **append**

- ▶ Class `StringBuilder` provides several append methods to allow values of various types to be appended to the end of a `StringBuilder` object.
- ▶ Versions are provided for each of the primitive types, and for character arrays, Strings, Objects, and more.



```
1. String string = "goodbye";
2. char[] charArray = {'a', 'b', 'c', 'd', 'e', 'f'};
3. boolean booleanValue = true;
4. char charValue = 'Z';
5. int intValue = 7;
6. long longValue = 10000000000L;
7. float floatValue = 2.5f;
8. double doubleValue = 33.3333;
9. StringBuilder buffer = new StringBuilder();
10. StringBuilder lastBuffer = new StringBuilder("last buffer");

11. buffer.append(string); buffer.append("\n");
12. buffer.append(charArray); buffer.append("\n");
13. buffer.append(charArray, 0, 3); buffer.append("\n");
14. buffer.append(booleanValue); buffer.append("\n");
15. buffer.append(charValue); buffer.append("\n");
16. buffer.append(intValue); buffer.append("\n");
17. buffer.append(longValue); buffer.append("\n");
18. buffer.append(floatValue); buffer.append("\n");
19. buffer.append(doubleValue); buffer.append("\n");
20. buffer.append(lastBuffer);

21. System.out.printf("buffer contains:\n%s", buffer.toString());
```

```
buffer contains:
goodbye
abcdef
abc
true
Z
7
10000000000
2.5
33.3333
last buffer
```

Here we still use the same `StringBuilder` object reference, because `StringBuilder` objects are mutable.



Recall The Immutability of Strings

```
String s1 = "Hello";  
s1.concat(" world");  
System.out.println(s1); // prints "Hello"
```

- ▶ Any attempt to modify a `String` object (e.g., the call to the `concat()` method above) creates a new object. The original `String` object remain unchanged.
- ▶ **Mainly for security reasons** (database username, password are often passed as `Strings` in Java programming, imagine the consequence if `String` objects are mutable)



Wrapper Classes

- ▶ Java has 8 primitive types: boolean, char, double, float, byte, short, int and long
- ▶ Java also provides 8 type-wrapper classes—Boolean, **Character**, Double, Float, Byte, Short, **Integer** and Long—that enable primitive-type values to be treated as objects.

Be careful: not Int or Char



Character Class

- ▶ The class `Character` is the type-wrapper class for the primitive type `char`
- ▶ `Character` provides methods (mostly static ones) for convenience in processing individual `char` values
 - `isDigit(char c)`
 - `isLetter(char c)`
 - `isLowerCase(char c)`



Useful Character Methods

```
Scanner sc = new Scanner(System.in);
System.out.println("Enter a character and press Enter:");
String input = sc.next();
char c = input.charAt(0);

System.out.printf("is digit: %b\n", Character.isDigit(c));
System.out.printf("is identifier start: %b\n", Character.isJavaIdentifierStart(c));
System.out.printf("is letter: %b\n", Character.isLetter(c));
System.out.printf("is lower case: %b\n", Character.isLowerCase(c));
System.out.printf("is upper case: %b\n", Character.isUpperCase(c));
System.out.printf("to upper case: %c\n", Character.toUpperCase(c));
System.out.printf("to lower case: %c\n", Character.toLowerCase(c));

sc.close();
```



Useful Character Methods

```
Enter a character and press Enter:
```

```
A
```

```
is digit: false
```

```
is identifier start: true
```

```
is letter: true
```

```
is lower case: false
```

```
is upper case: true
```

```
to upper case: A
```

```
to lower case: a
```

```
Enter a character and press Enter:
```

```
8
```

```
is digit: true
```

```
is identifier start: false
```

```
is letter: false
```

```
is lower case: false
```

```
is upper case: false
```

```
to upper case: 8
```

```
to lower case: 8
```

Java identifiers can only start with a letter, an underscore (`_`), or a dollar sign (`$`)



Other Useful Methods

- ▶ `Integer.parseInt(String s)` : parses the string argument as a decimal integer value
 - `Integer.parseInt("123")` returns an integer 123
 - `Integer.pasetInt ("123abc")` returns a `NumberFormatException`
- ▶ `Double.parseInt(String s)...`
- ▶ Check the Java API documentation for more details
 - <https://docs.oracle.com/javase/10/docs/api/>



ArrayList

- ▶ Arrays store sequences of objects (and primitive values). Arrays **do not change their size** at runtime to accommodate additional elements.
- ▶ `ArrayList<T>` can **dynamically change its size** at runtime.
- ▶ `ArrayList<T>` is a **generic class**, where T is a placeholder for the type of elements that you want the `ArrayList` to hold.

```
ArrayList<String> list;
```

Declares **list** as an **ArrayList** collection to store only **String** objects





Adding Elements to ArrayList

```
public static void main(String[] args) {  
    ArrayList<String> list = new ArrayList<String>(); // the list is empty after creation  
    printList(list);    // prints nothing since the list is empty  
    list.add("hello");  // adding an element to the end of the list  
    printList(list);    // prints "hello"  
    list.add("world");  // adding one more element to the end  
    printList(list);    // prints "hello world"  
    list.add(1, "java");// adding one more element to the specified position  
    printList(list);    // prints "hello java world"  
}  
  
public static void printList(ArrayList<String> list) { // traverse the list  
    for(String s : list) System.out.printf("%s ", s); // enhanced for loop  
    System.out.println();  
}
```

hello

0

hello	world
-------	-------

0

1

hello	java	world
-------	------	-------

0

1

2



Removing Elements from ArrayList

```
ArrayList<String> list = new ArrayList<String>();  
list.add("hello");  
list.add("world");  
System.out.printf("The list contains %d element(s)\n", list.size());  
for(int i = 0; i < list.size(); i++) {  
    if(list.get(i).startsWith("w")) list.remove(i);  
}  
System.out.printf("After removing, the list contains %d element(s)\n", list.size());
```

```
The list contains 2 element(s)
```

```
After removing, the list contains 1 element(s)
```



Sorting Elements in ArrayList

```
public static void main(String[] args) {  
    ArrayList<Integer> list = new ArrayList<Integer>();  
    list.add(new Integer(5));  
    list.add(new Integer(124));  
    list.add(new Integer(-8));  
    printList(list);  
    Collections.sort(list); // sort the elements in the list into ascending order  
    printList(list);  
}  
  
public static void printList(ArrayList<Integer> list) {  
    for(Integer s : list) System.out.printf("%d ", s.intValue());  
    System.out.println();  
}
```

-8 5 124

java.util.Collections class provides static methods that operate on collections (e.g., shuffle, reverseOrder, sort)