

# Takeoppskrift

## For-each loop

```
for (Object s : noe) {  
    m.addElement(s);  
}
```

## Collections

*ArrayList* - Like an array but dynamic size, add/remove elements at will

```
ArrayList<Integer> a = new ArrayList<Integer>();  
  
// Add/remove elements  
a.add(14)  
a.remove(0) // Use with index
```

Sets are lists that only have unique elements

*HashSet* Elements are unique

```
HashSet<Integer> s = new HashSet<Integer>();
```

*TreeSet* Elements are unique and sorted automatically

```
TreeSet<Integer> s = new TreeSet<Integer>();
```

*LinkedHashSet* Elements are unique and sorted in the same order they were added

```
LinkedHashSet<Integer> s = new LinkedHashSet<Integer>();
```

*HashMap* A list that has a key and a corresponding value (like a dictionary in Python)

```
HashMap<String, String> h = new HashMap<String, String>();  
  
// Add element using put  
h.put("key", "value");  
h.remove("key");
```

## Update GUI with lists

```
// Pass the JList that is used in the GUI and the ArrayList you want to make a  
// list from  
public void updateGUI(JList l, Object[] a) {  
    DefaultListModel m = new DefaultListModel();  
    for (Object s : a) {  
        // Copy contents of ArrayList into the list model  
        m.addElement(s)  
    }  
  
    // Update the JList with our new model  
    l.setModel(m);  
}
```