

Power Programming in Java

Session: 12

Java Data Structures





- ◆ Explain the `Enumeration` interface
- ◆ Describe the `BitSet` class
- ◆ Describe the `Stack` classes
- ◆ Explain the `Dictionary` classes

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- ◆ Enumeration is an interface in the `java.util` package that defines methods to iterate through the elements of a collection.

Methods of Enumeration interface

`hasMoreElements()`:
Checks whether or not the enumeration contains more elements.

`nextElement()`:
Returns the next element, if present, in the enumeration.



- ◆ The code for using an `Enumeration` to iterate through the elements of an array.

Code Snippet

```
package com.datastructures.demo;
import java.lang.reflect.Array;
import java.util.Enumeration;

public class CustomEnumeration implements Enumeration {
    private final int arraySize;
    private int arrayCursor;
    private final Object array;
    public CustomEnumeration(Object obj) {
        arraySize = Array.getLength(obj);
        array = obj;
    }
    @Override
    public boolean hasMoreElements() {
        return (arrayCursor < arraySize);
    }
    @Override
    public Object nextElement() {
        return Array.get(array, arrayCursor++);
    }
}
```



- ◆ Following code utilizes custom enumeration defined earlier.

Code Snippet

```
package com.datastructures.demo;
import java.util.Enumeration;
public class EnumerationDemo {
    public static void main(String[] args) {
        String[] strArray = new String[]{"One", "Two",
        "Three"};
        Enumeration customEnumeration = new
            CustomEnumeration(strArray);
        while (customEnumeration.hasMoreElements()) {
            System.out.println(customEnumeration.nextElement(
            ));
        }
    }
}
```



- ◆ Code Snippet demonstrates use of the `BitSet` class.

Code Snippet

```
package com.datastructures.demo;
import java.util.BitSet;
public class BitSetDemo {
    public static void main(String[] args) {
        BitSet bitSet1 = new BitSet();
        BitSet bitSet2 = new BitSet();
        bitSet1.set(1);
        bitSet1.set(5);
        bitSet1.set(8);
        bitSet2.set(3);
        bitSet2.set(6);
        bitSet2.set(9);
        System.out.println("Values in bitSet1: "
            +bitSet1+"\nValues in bitSet2: "+bitSet2);
    }
}
```



- ◆ Following table lists various `Stack` methods:

Abstract Method	Description
<code>empty ()</code>	Checks whether or not the <code>Stack</code> is empty.
<code>peek ()</code>	Returns the object at the top of the <code>Stack</code> without removing the object.
<code>pop ()</code>	Returns the object at the top of the <code>Stack</code> after removing the object from the <code>Stack</code> .
<code>push (E item)</code>	Pushes an object onto the top of this <code>Stack</code> .
<code>search (Object o)</code>	Returns the position of an object from the top of the <code>Stack</code> . This method returns 1 for the object at the top of the <code>Stack</code> , 2 for the object below it, and so on. If an object is not found, this method returns -1.



- ◆ The code demonstrates the use of the Stack class.

Code Snippet

```
package com.datastructures.demo;
import java.util.Stack;
public class StackDemo {
    private static Stack getInitializedStack() {
        Stack stack = new Stack();
        stack.push("obj1");
        stack.push("obj2");
        stack.push("obj3");
        stack.push("obj4");
        return stack;
    }
}
```




```
public static void main(String[] args) {  
    Stack initializedStack =  
        StackDemo.getInitializedStack();  
    System.out.println("Object at top: " +  
        initializedStack.peek());  
    System.out.println("Position of obj2 from  
        top: " +  
        initializedStack.search("obj2"));  
    System.out.println("Object popped out: " +  
        initializedStack.pop());  
    System.out.println("Object at top: " +  
        initializedStack.peek());  
    System.out.println("---Elements in Stack---");  
    for (Object obj : initializedStack) {  
        System.out.println(obj);  
    }  
}
```



Dictionary

Used to store key-value pairs.

Every key and value in a dictionary is an object.

The Dictionary abstract class of the `java.util` package is the super class of all dictionary implementation classes.



- ◆ The `Hashtable` class

- Implements a collection of key-value pairs that are organized based on the hash code of the key.
- Is significantly faster as compared to other dictionaries.
- When elements are added to a `Hashtable`, the `Hashtable` automatically resizes itself by increasing its capacity.

- ◆ A hash code is a signed number that identifies the key. Based on the hash code, a key-value pair, when added to a `Hashtable`, gets stored into a particular bucket.

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The code demonstrates the use of the `Hashtable` class.

Code Snippet

```
package com.datastructures.demo;
import java.util.Enumeration;
import java.util.Hashtable;
public class HashtableDemo {
    private static Hashtable initializeHashtable() {
        Hashtable hTable = new Hashtable();
        hTable.put("1", "East");
        hTable.put("2", "West");
        hTable.put("3", "North");
        hTable.put("4", "South");
        return hTable;
    }

    public static void main(String[] args) {
        Hashtable initializedHtable =
            HashtableDemo.initializeHashtable();
        Enumeration e = initializedHtable.keys();
    }
}
```



```
System.out.println("---Hashtable Key-Value  
Pairs---");  
while (e.hasMoreElements()) {  
    String key = (String) e.nextElement();  
    System.out.println(key + " : " +  
        initializedHtable.get(key));  
}  
e = initializedHtable.keys();  
System.out.println("---Hashtable Keys---");  
while (e.hasMoreElements()) {  
    System.out.println(e.nextElement());  
}  
e = initializedHtable.elements();  
System.out.println("---Hashtable Values---");  
while (e.hasMoreElements()) {  
    System.out.println(e.nextElement());  
}  
}
```



Properties class



```
graph TD; A[Properties class] --> B[extends Hashtable to implement a collection of key-value pairs.]; A --> C[inherits the put() method to add a key-value pair, you should avoid it.];
```

extends `Hashtable`
to implement a
collection of key-value
pairs.

inherits the `put()`
method to add a
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should avoid it.



- ◆ The code demonstrates the use of the Properties class.

Code Snippet

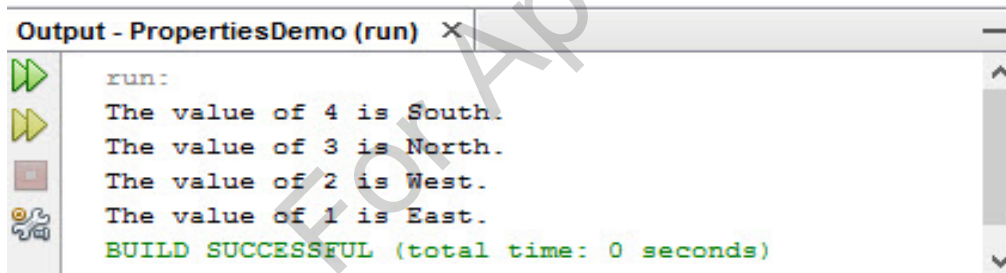
```
package com.datastructures.demo;
import java.util.Enumeration;
import java.util.Iterator;
import java.util.Properties;
import java.util.Set;
public class PropertiesDemo {
    private static Properties initializeProperties() {
        Properties properties = new Properties();
        properties.setProperty("1", "East");
        properties.setProperty("2", "West");
        properties.setProperty("3", "North");
        properties.setProperty("4", "South");
        return properties;
    }
    public static void main(String[] args) {
        Properties initializedProperties =
            PropertiesDemo.initializeProperties();
    }
}
```

Properties Class [3-3]



```
Set set = initializedProperties.keySet();
Iterator itr = set.iterator();
while (itr.hasNext()) {
    String str = (String) itr.next();
    System.out.println("The value of "
        + str + " is " +
        initializedProperties.getProperty(str) +
        ".");
}
}
```

Following is the output of the code:



```
run:
The value of 4 is South.
The value of 3 is North.
The value of 2 is West.
The value of 1 is East.
BUILD SUCCESSFUL (total time: 0 seconds)
```




- ♦ Java includes a few legacy data structures such as Enumeration, BitSet, and so on for backward compatibility.
- ♦ Enumeration interface is used to iterate through the elements of a collection.
- ♦ BitSet is a collection of bit values.
- ♦ Stack extends Vector to provide an implementation of a LIFO collection.
- ♦ Dictionary is used to store key-value pairs.
- ♦ Hashtable stores key-value pairs where keys are organized based on their hash code.
- ♦ Properties stores key-value pairs where both the types of the keys and values are String.