

Java

Collections

Collections

- The java.util package contains one of the Java's most powerful subsystems - The Collections Framework
- Some Interfaces
 - Collection, List, Set, Queue, Deque etc.
- Some Classes
 - ArrayList, LinkedList, Vector, Stack etc.
- Very useful while working with a huge number of objects

Collection Interface

- It is the foundation upon which the Collection framework is built (***interface Collection<E>***)
- It must be implemented by any class that defines a collection
- Some functions

boolean add(E obj)

void clear()

boolean isEmpty()

boolean remove(Object obj)

boolean addAll(Collection c)

boolean contains(Object obj)

int size()

boolean removeAll(Collection c)

List Interface

- ***interface List<E>***
- Some functions

void add(int index, E obj)

boolean addAll(int index, Collection c)

E get(int index)

int indexOf(Object obj)

int lastIndexOf(Object obj)

E remove(int index)

Deque Interface

- ***interface Deque<E>***
- Some functions

| | |
|-----------------------------|----------------------------|
| <i>void addFirst(E obj)</i> | <i>void addLast(E obj)</i> |
| <i>E getFirst()</i> | <i>E getLast()</i> |
| <i>E peekFirst()</i> | <i>E peekLast()</i> |
| <i>E pollFirst()</i> | <i>E pollLast()</i> |
| <i>E pop()</i> | <i>void push(E obj)</i> |
| <i>E removeFirst()</i> | <i>E removeLast()</i> |

ArrayList

- It extends the ***AbstractList*** class and implements the ***List*** Interface.
- It is a variable length array of object references and can dynamically increase or decrease in size
- Constructors
 - ArrayList()
 - ArrayList(Collection c)
 - ArrayList(int capacity)
- ***Example:*** *ArrayListDemo(1-5).java*

LinkedList

- It extends the ***AbstractSequentialList*** class and implements the ***List***, ***Deque*** and ***Queue*** Interface
- It provides a linked-list data structure
- Constructors
 - `LinkedList()`
 - `LinkedList(Collection c)`
- ***Example: LinkedListDemo.java***

Arrays

- The ***Arrays*** class provides various methods that are useful when working with arrays
- Some methods such as `binarySearch`, `copyOf`, `copyOfRange`, `fill`, `sort` are there
- ***Example:*** `ArraysDemo.java`

Vector

- It extends the ***AbstractList*** class and implements the ***List*** Interface
- It implements a dynamic array
- Constructors
 - Vector()
 - Vector(int size)
 - Vector(int size, int incr)
 - Vector(Collection c)
- ***Example: VectorDemo.java***

HashTable

- It stores key-value pairs
- Neither keys nor values can be null
- When using HashTable, you specify an object that is used as a key and the value you want linked to that key
- The key is then hashed and the resulting hash code is used as the index at which the value is stored within the table
- ***Example:*** *HashTableDemo.java*

HashMap

- It also stores key-value pairs like ***HashTable***
- Differences:

| | HashMap | HashTable |
|-----------------|-------------------------------|---------------------------------|
| Synchronized | No | Yes |
| Thread-Safe | No | Yes |
| Keys and values | One null key, any null values | Not permit null keys and values |
| Performance | Fast | Slow in comparison |
| Superclass | AbstractMap | Dictionary |

- Use ***ConcurrentHashMap*** for multi-threading
- ***Example: HashMapDemo.java***

Custom Comparator

- Required to sort a collection/array of custom objects
- Must implement the ***Comparable*** interface
- Must implement the following method
public int compareTo(Object o) {
}
- ***Example: ComparatorDemo.java***