Chapter 1: Introduction

Introduction

They say that the third time's the charm. This is our third lesson involving Java collections, and I promise to wrap up the topic this time (especially since there are no more lessons after this one)! As you can see, it's an extensive subject. And while I can't teach you everything about it today, you will have enough knowledge when we're done to find out more about it on your own.

So far, in our discussion of collections, we've covered lists, sorted lists, comparable objects, iterators, for-each loops, and how to put them to use in a GUI application.

Today we're going to start out looking at a data structure called a *map*. Once we've seen how maps work, we'll look at how to choose between map types based on an application's requirements. Then we'll build one to use in our application. We'll also go over one or two new topics about Java, such as what a wrapper is and how to use one in a Java collection.