

Chapter 1: Introduction

Introduction

In the last lesson, we wrote an application using the features of Java lists to display information about list entries. At the end of the lesson, we used an iterator to set our position in the list so that we'll be able to move around in it.

In this lesson, we'll complete that application. Using the iterator we created, we're going to set up movement in the list so we can change the player we're looking at using either the menus or their keyboard shortcuts.

Then we're going to add a second view that loads all the list entries into a scrolling text box. While we're doing that, we'll see another way to process list entries and load the information.

After we finish our program, we'll start our discussion on what we can do with other collection types in Java. We'll talk about sorted lists today and create a sorted list of our players. We'll examine even more Java collections in our next lesson.