Iterators and Comparators



Technical Trainers







Software University

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Variable Arguments (Varargs)



Allows the method to accept zero or multiple arguments

```
Ellipsis syntax
static void display(String... values) {
 System.out.println("display method invoked");
static void main() {
 display();
 display("first");
  display("multiple", "Strings");
```

Variable Arguments Rules



- There can be only one variable argument in the method
- The variable argument must be the last argument

```
static void display(int num, String... values) {
   System.out.println("display method invoked");
}
```

```
void method(String... a, int... b){} //Compile time error
void method(int... a, String b){} //Compile time error
```

Problem: Book



- Create a class Book, which has:
 - Title
 - Year
 - Authors
- Use only one constructor for Book
- There can be no authors, one author or many authors

Book

```
-title: String
```

```
-year: int
```

-authors: List<String>

```
-setTitle(String)
```

- -setAuthors(String...)
- -setYear(int)
- +getTitle(): String
- +getYear(): int
- +getAuthors(): List<String>

Solution: Book (1)



```
//TODO: Add fields
public Book(String title, int year, String... authors) {
  this.setTitle(title);
  this.setYear(year);
  this.setAuthors(authors);
```

Solution: Book (2)



```
//TODO: Add all other getters and setters
private void setAuthors(String... authors) {
 if (authors.length == 0) {
   this.authors = new ArrayList<String>();
  } else {
    this.authors = new ArrayList<>(Arrays.asList(authors));
```

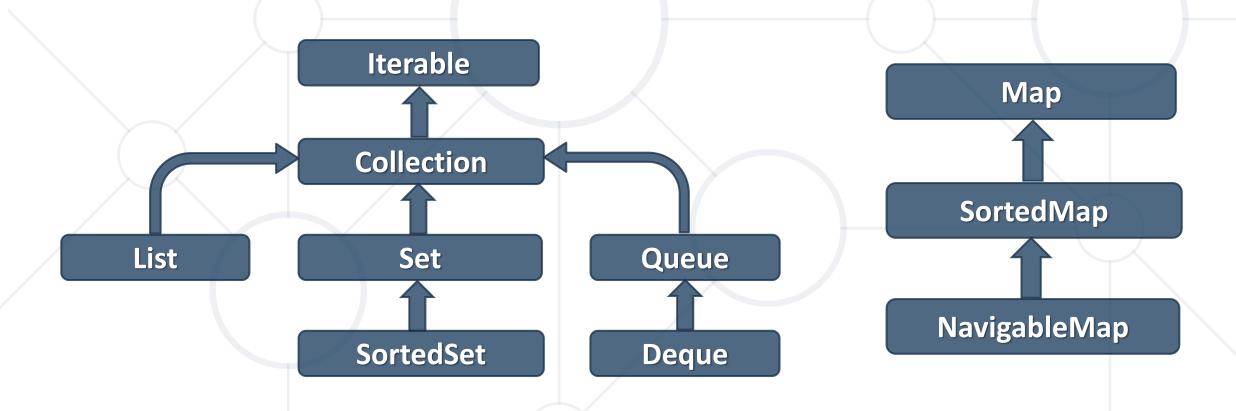


Iterable<T> and Iterator<T>

Collections Hierarchy



 An Inheritance leads to hierarchies of classes and/or interfaces in an application:



Iterable<T>



- Root interface of the Java collection classes
- A class that implements the Iterable<T> can
 be used with the new for loop

```
List list = new ArrayList();
for(Object o : list) {
   // do something o;
}
```

Iterable<T> Methods



- Abstract methods
 - iterator()

```
public interface Iterable<T> {
  public Iterator<T> iterator();
}
```

- Default methods
 - forEach(Consumer<? super T> action)
 - spliterator() used for parallel programming

Iterator<T>



Enables you to cycle through a collection

Nested class for Iterator<T>

```
public class Library<T> implements Iterable<T> {
   private final class LibIterator implements Iterator<T> {}
}
```

Don't implement both Iterable<T> and Iterator<T>

```
class MyClass implements Iterable<T>, Iterator<T> {}
```



Problem: Library



- Create a class Library, which implements Iterable < Book >
- Create nested class LibIterator, which implements

Iterator<Book>

```
<<pre><<Iterable<Book>>>
Library

-books: Book[]
+iterator(): Iterator<Book>
```

```
<<pre><<Iterator<Book>>>
   LibIterator

-counter: int
+hasNext(): Boolean
+next(): Book
```

Solution: Library (1)



```
public class Library<Book> implements Iterable<Book> {
  private Book[] books;
  public Library(Book... books) {
    this.books = books;
  public Iterator<Book> iterator() {
    return new LibIterator();
 //TODO: Add nested iterator, look for it on next slide
```

Solution: Library (2)



```
private int counter = 0;
 public boolean hasNext() {
  if(this.counter < books.length) { return true; }</pre>
  return false;
 public Book next() { return books[counter++]; }
```



Comparable<T> and Comparator<T>

Comparator<E>





- Multiple sorting sequence
- Doesn't affect the original class
- compare() method



Comparable<E>



- Comparable allows you to specify how objects that you are implementing get compared
 - Single sorting sequence
 - Affects the original class
 - compareTo() method



Comparable < E>



 Allows you to specify how objects that you are implementing get compared – the student's grades st and the otherStudent

```
class Student implements Comparable<Student> {
 // same as before
                                        Provide data type of
                                          compared object
 @Override
  public int compareTo(Student st) {
     return Integer.compare(st.getGrades(),
     otherStudent.getGrades());
```

Comparator<E>



• Allows you to provide custom comparison logic. Compares the grades of a st with the grades of a st1:

```
class StudentGradesComparator implements Comparator<Student> {
 // same as before
 @Override
  public int compare(Student st, Student st1) {
     return Integer.compare(st.getGrades(), st1.getGrades());
```

Problem: Comparable Book



Expand Book by implementing

Comparable<Book>

- Book has to be compared by title
 - When title is equal, compare them by year

```
<<Comparable<Book>>> Book
-title: String
-year: int
-authors: List<String>
-setTitle(String)
-setYear(String)
-setAuthors(String...)
+getTitle(): String
+getYear(): int
+getAuthors(): +List<String>
+compareTo(Book): int
```

Solution: Comparable Book



```
public int compareTo(Book book) {
  if (this.getTitle().compareTo(book.getTitle()) == 0) {
    if (this.getYear() > book.getYear()) { return 1;}
    else if (this.getYear() < book.getYear()) { return -1; }</pre>
    return 0;
  } else {
    return this.getTitle().compareTo(book.getTitle());
```

Problem: Book Comparator



- Create a class, which can compare two books
- Use your BookComparator to sort list of Books

```
<<Comparator<Book>>>
BookComparator
+compare(Book, Book):int
```

Solution: Book Comparator (1)



```
public class BookComparator implements Comparator<Book> {
 @Override
  public int compare(Book first, Book second) {
    if (first.getTitle().compareTo(second.getTitle()) == 0) {
      if (first.getYear() > second.getYear()) { return 1; }
     // Continues on the next slide
```

Solution: Book Comparator (2)



```
// ...
 else if (first.getYear() < second.getYear())</pre>
    return -1;
  return 0;
} else {
  return first.getTitle().compareTo(second.getTitle());
```

Summary



- Variable arguments
- Iterable<T>
- lterator<T>
- Comparable<T>
- Comparator<T>





Questions?

















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