

Java Collections

Introduction to ArrayList and HashMap

ArrayList

- Store a list of elements of any type
- Specify the **element type** with Java “Generics” syntax:
 - `ArrayList<Token> tokenList = new ArrayList<Token>();`
- ArrayList “wraps” Java’s built-in arrays
 - built in: `int arr[]=new int[10];`
 - Higher-level classes like ArrayList are safer to use

ArrayList methods

- `add(<E> element)` -- appends to end of list
- `<E> get(int index)` -- returns the indexth element
- `int size()`
- many more...

Sample ArrayList Code

```
Person joe= new Person();  
joe.firstName="Joe";  
joe.lastName="Jones";  
Person zaza= new Person();  
zaza.firstName="Zaza";  
zaza.lastName="Gabor";
```

```
ArrayList<Person> persons= new ArrayList<Person>();  
persons.add(joe);  
persons.add(zaza);
```

```
// print all last names  
for (int i=0;i<persons.size();i++) {  
    Person p = persons.get(i);  
    System.out.println(p.lastName);  
}
```

HashMap

- Map a String (typically) to some object.
- Like an ArrayList, but indexes are strings not integers
- Key-Value list

```
HashMap<String,String> map = new HashMap<String,String>();  
map.put("hola","hello");  
map.put("adios", "goodbye");
```

HashMap Methods

- `put(key,value)` -- adds a key-value pair
- `get(key)` -- returns value
- `boolean containsKey(key)` -- returns true if key in map
- many more...

HashMap in Parser

SymbolTable “wraps” HashMap

```
public class SymTab {  
  
    HashMap<String,Integer> map = new HashMap<String,Integer>();  
  
    // methods for adding to and getting things from SymTab.
```

Big Picture

- ArrayList and Hashmap part of Java Collections Framework
- Collection framework includes inheritance and interfaces, we'll discuss these in detail later.
 - ArrayList and LinkedList implement List
 - HashMap is a subclass of AbstractMap which implements Map