

# Generic, Custom Array Lists

Lists, array implementations, operations, encapsulation,  
computational complexity

# Common list operations

A list is an ordered collection of elements.

Common list operations include:

- add – adds a new element to the list
- remove – removes an element from the list (and returns it)
- get – returns a list element (from a particular position or satisfying a particular condition)
- contains – determines if a particular item belongs to the list
- size – number of elements in the list

For many applications, `ArrayList<E>` or `LinkedList<E>`, which have generic type elements, provide all the needed list functionality.

# What's the problem?

Sometimes you need a custom list:

- To put restrictions on legal list elements (such as no null elements, no duplicate elements, etc).
- To support particular operations not common to all lists.
- To program efficiently for specific operations (such as add to front).
- To create “self organizing lists,” where the order changes dynamically according which elements are searched.
- ... and many more.

# Where to start?

Here's the task. Create an array-based list with these features:

1. The underlying data structure is an array.
2. The list supports the common list operations:
  1. `void add(E x, int index)` // Adds x to the list at the given index.
  2. `E remove(int index)`. // Removes x at the given list index
  3. `int find(E x)`. // Find the index of x in the list
  4. `int size()`. // Number of list elements

# Define a list interface for the operations

Create a list interface to declare the operations.

```
public interface IList<E> {  
    void add(E x, int index);  
    E remove(int index);  
    E get(int index);  
    int find(E x);  
    int size();  
}
```

# Define list class attributes

Need 3 attributes:

- One for the capacity (number of array elements).
- One for the size (actual number of list elements).
- An array to hold the elements. Type should be E[].

```
public class SimpleArrayList<E> implements IList<E> {  
    private int capacity = 100;  
    private int size = 0;  
    private E[] list;
```

# Define the constructor

There will be two constructors:

- a null constructor
- one with an int parameter for the initial capacity

The null constructor simply calls the one with the int parameter. Note that constructors do not have <E> beside the class name.

```
public class SimpleArrayList<E> implements IList<E> {  
    private int capacity = 100;  
    private int size = 0;  
    private E[] list;  
  
    public SimpleArrayList( ) {  
        this(capacity);  
    }  
}
```

# Problems: array initialization

Here's the array declaration:

```
private E[] list;
```

You cannot do this:

```
list = new E[capacity];
```

*ERROR: Cannot create a generic array of E*

Java needs to know the element type at compile time. But that won't be known until runtime.

We could try using Object[] instead, but this doesn't work either.

```
list = new Object[capacity];
```

*ERROR: Cannot convert from Object[] to E[]*



# Fixing array initialization

Problems:

- *Cannot create a generic array of E*
- *Cannot convert from Object[] to E[]*

One solution: Create an Object[ ] and cast to type E[ ] in the constructor. (Could also do that in the declaration.)

```
public SimpleArrayList(int capacity) {  
    if (capacity <= 0)  
        throw new IllegalArgumentException();  
    this.capacity = capacity;  
    Object[] temp = new Object[capacity];  
    list = (E[]) temp;  
}
```

# Implementing SimpleArrayList

Code for SimpleArrayList is analogous to code for StudentList. Here is the remove method.

```
public E remove(int index) {  
    if (index < 0 || index >= size)  
        throw new IllegalArgumentException();  
    E value = list[index];  
    for (int k = index; k < size - 1; k++)  
        list[k] = list[k + 1];  
    size--;  
    list[size] = null;  
    return value;  
}
```

The assignment to null releases the old reference to the last item so it can be removed by Java's garbage collector.

# Restricting element types

SimpleArrayList has a single type parameter <E>, so it can be used for *any* element type. But you may want a list to support an operation that is restricted to certain types.

The next example requires that the elements be some numeric type in order to perform arithmetic on them.

```
public class ListOfNumbers<E extends Number>
```

All elements are from a class that extends Number.

# ListOfNumbers - constructor

The constructor should use the restricted type (Number) for the temporary array type.

```
public class ListOfNumbers<E extends Number> {  
    private final int CAPACITY = 100;  
    private int size = 0;  
    private E[] list;  
  
    public ListOfNumbers() {  
        Number[] temp = new Number[CAPACITY];  
        list = (E[]) temp;  
    }  
}
```

# ListOfNumbers - operations

ListOfNumbers.average() requires list elements to support arithmetic operations.

```
public double average() {  
    if (size == 0)  
        return 0;  
    double result = 0;  
    for (int k = 0; k < size; k++) {  
        result = result + list[k].doubleValue();  
    }  
    return result/size;  
}
```