# JAVA COLLECTIONS FRAMEWORK

# **Super guide**

# <https://www.codejava.net/java-core/collections/java-list-collection-tutorial-and-examples>

# ARRAYS

**Array** – is object that stores collection of values

Array can store 2 types of data:

* **A collection of primitive values** –
* **A collection of objects** – in fact it’s heap memory

Creating array involves 3 steps:

* **declaration** –

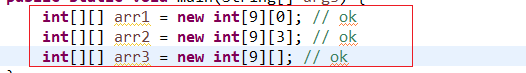
int[] arr1; - one dimensional array

int[][] arr2; - multidimensional array

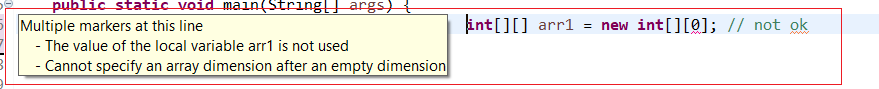
int[] arr2[]; - multidimensional array (another form)

* **allocation**

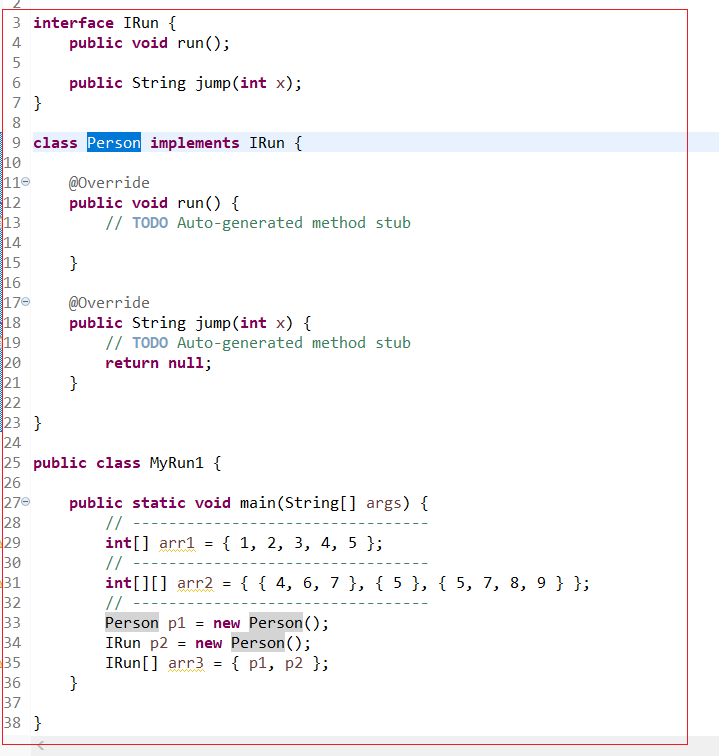
*example of right declaration:*



*example of not right declaration:*



* **initialization**



# ARRAYLIST

Array can’t change size once created. ArrayList does it automatically

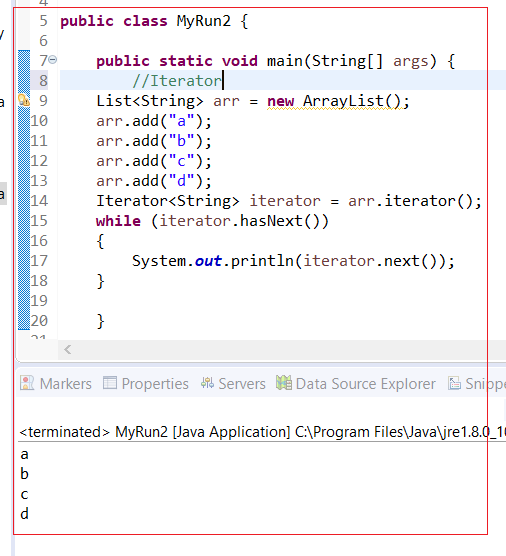
* Arraylist cannot contain primitives



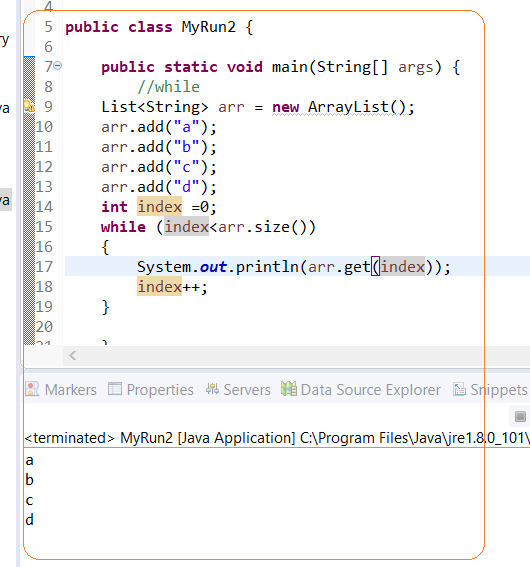
There are 5 ways to iterate through loop:

* **For Loop** -
* **ForEach** -
* **Iterator** -
* **While Loop** -
* **Collections’s stream() util (Java8)** –

**ITERATOR**

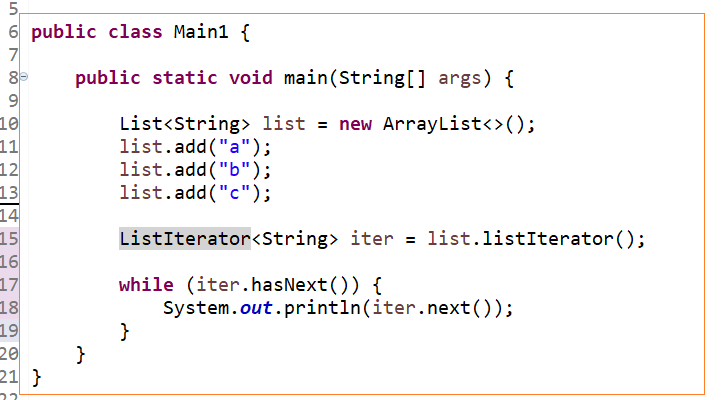


**WHILE**



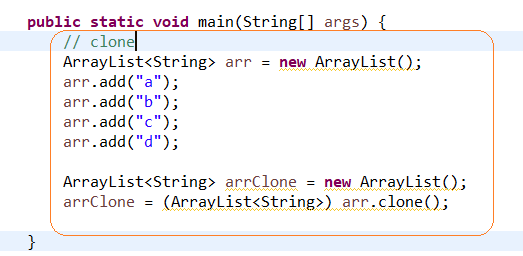
### **ITERATOR vs FOR LOOP**

In for-each loop, we can’t modify collection, it will throw a ConcurrentModificationException on the other hand with iterator we can modify collection.



**CLONE**

**Cloning –** it does not clone Object. It clones only reference of elements of object



# GENERICS

## OIVERVIEW

* Before java 5 you had to write code like this



and hope that programmers remember that you wanted only String

* In Java 5 you could parametrized types



* when Java 7 came you could use shorten form

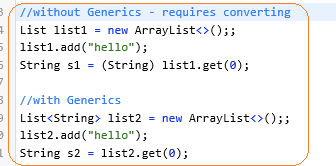


**Diamond operator** - The shorten form <> is called diamond (=the pair of angle brackets)

## MAIN

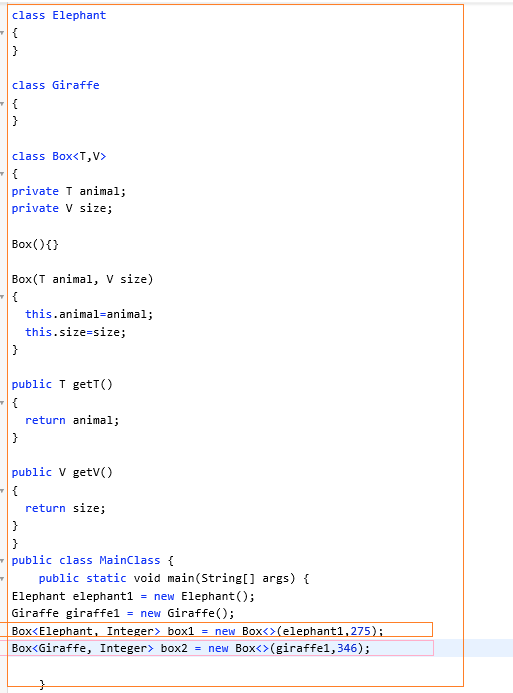
**Generics** – is similar like a template. It allows type to be a parameter to method, class or interface. Generic provides compile time checking and removing risk of [**ClassCastException**].

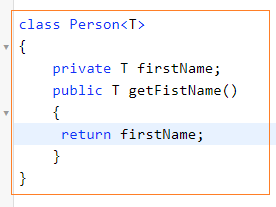
* *It allows to avoid run time erro*r **[ClassCastException**] *and if there mistake throws error at compile step*
* *We don’t need to make additional casting*

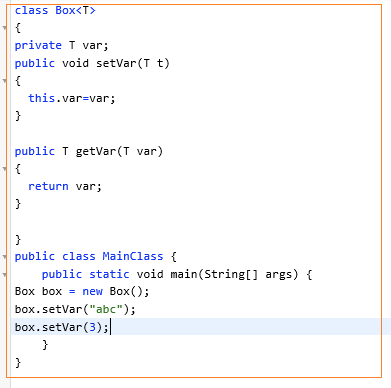


* *Help to reuse code*

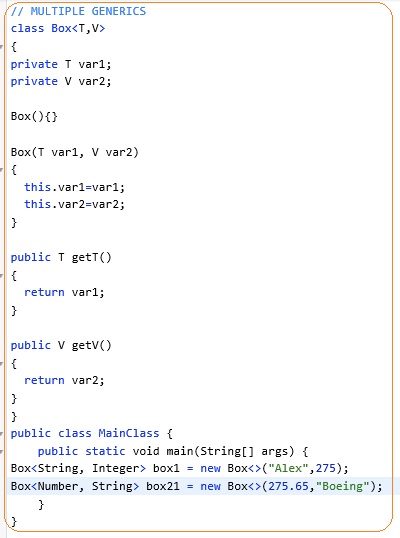
note: in example below you will not need to create Box for each animal. You can reuse the same Box – just parametrize





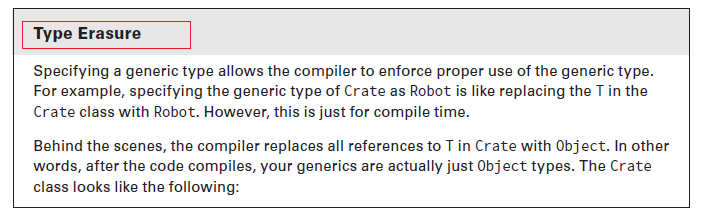


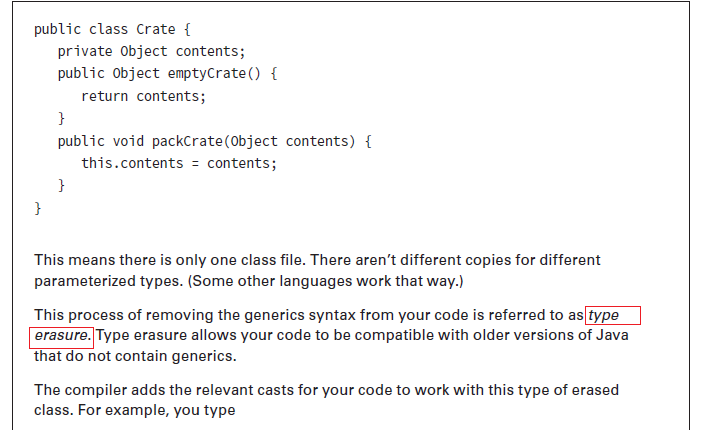
**Multiple generics types**

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## ERAUSERE

**Type Erasure** – when compiler compiles your code it replaces all references (like <T>) to Object class with necessary casting. It’s done to be compatible with early versions of Java when there were not generics





## GENERIC BOUNDS

|  |  |  |
| --- | --- | --- |
| TYPE OF BOUND | SYNTAX | EXAMPLE |
| **UNBOUNDED** | **<?>** | List<?> list = new ArrayList<String>(); |
| **UPPER BOUNDED** | **<? extends type>** | List<? extends Number> list = new ArrayList<Integer>(); |
| **LOWER BOUNDED** | **<? Super type>** | List<? super Exception> list = new ArrayList<Object>(); |

*There may be times when you'll want to restrict the kinds of types that are allowed to be passed to a type parameter. For example, a method that operates on numbers might only want to accept instances of Number or its subclasses. This is what bounded type parameters are for. To declare a bounded type parameter, list the type parameter's name, followed by the extends keyword, followed by its upper bound.*

UPPER BOUNDED:



LOWER BOUNDED:



It will work for Integer->Number-\_Object

# COLLECTIONS

**Java Collection Frameworks** is a collection of classes and interfaces that helps in storing and processing data efficiently

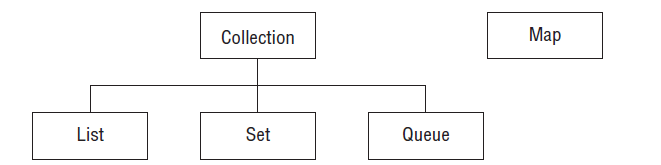
**Collections interfaces:**

* List – ordered collection of elements that allows duplicates. Its’s oreder in that way that they are added
* Set- collection of unique elements. Allows one null (except TreeSet implementation. HashSet and LinkedHaashSet allow null)

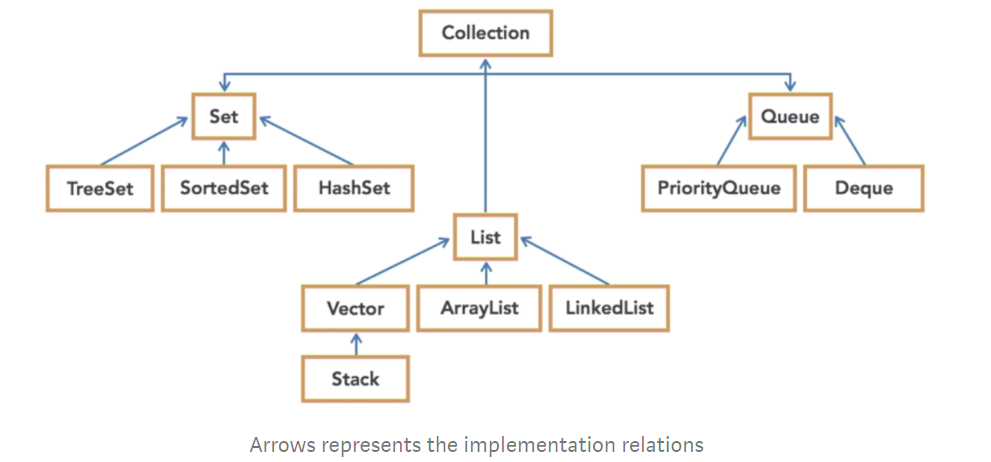
Can loop through [iterate] or [forEach] or [stream]. Just [for loop] is not supported

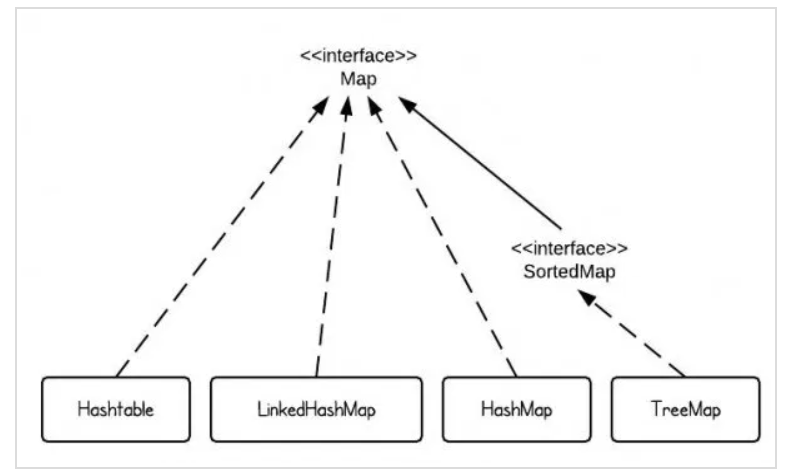
* Queue – is a collection that process elements in a specific order. Typical order is FIFO
* Map – set of key/values pairs. Key has to be unique

##### **Collection interfaces**



##### **Collection interfaces and implementations**





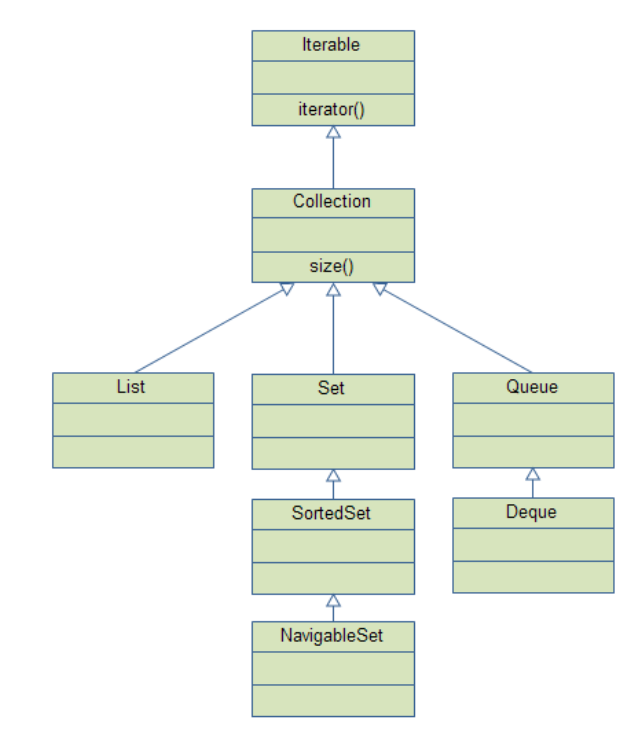
#### **What is the difference between Collection and Collections in java?**

* **Collection** is a root level interface of the Java Collection Framework. Most of the classes in Java Collection Framework inherit from this interface. List, Set and Queue are main sub interfaces of this interface.
* **Collections** is an utility class in java.util package. It consists of only static methods which are used to operate on objects of type Collection: Collections.max(), Collections.min(), Collections.shuffle()

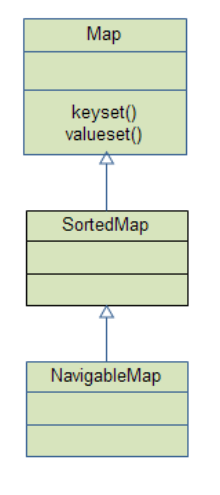
There are 2 group of interfaces

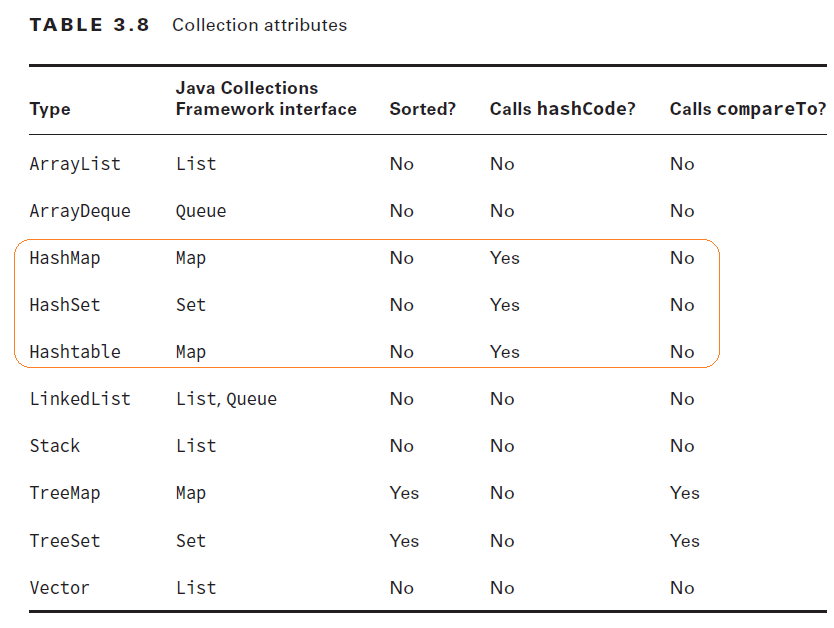
* Collection
* Map

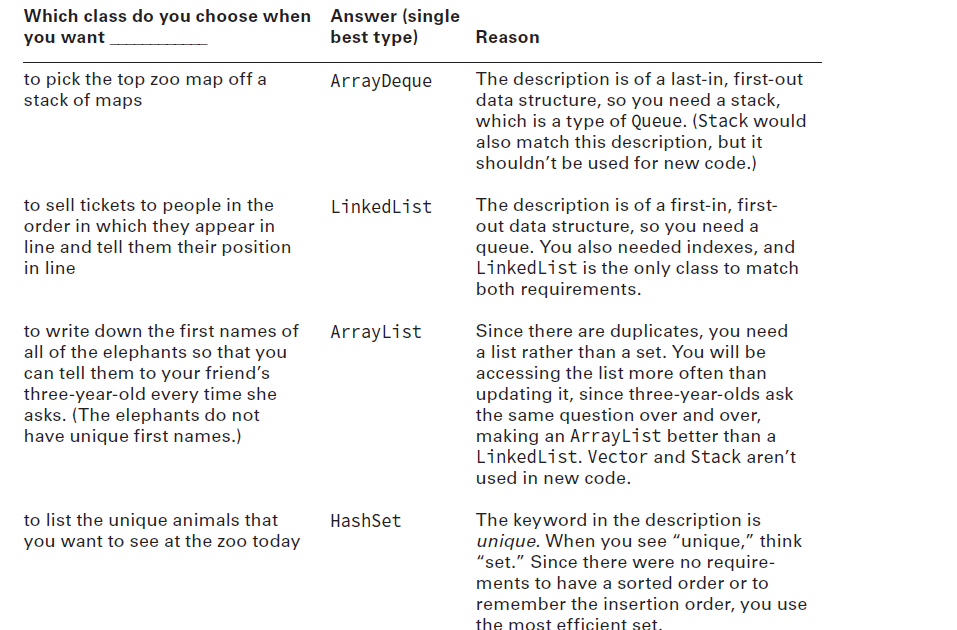
COLLECTION interface



MAP interface







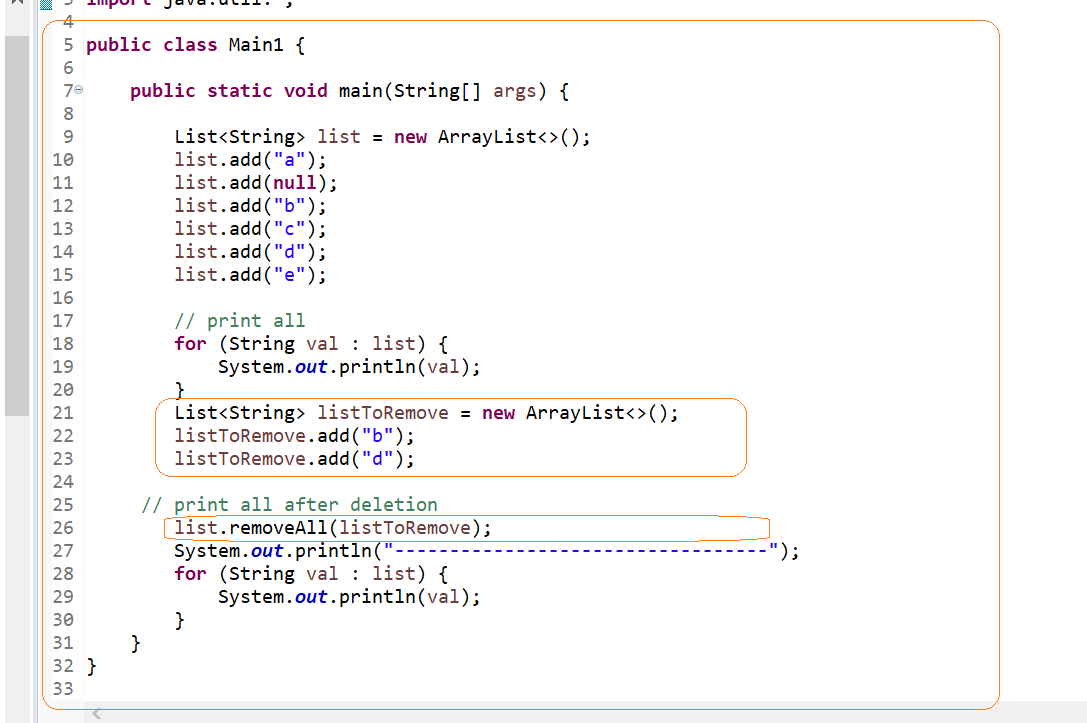
**Collection methods**

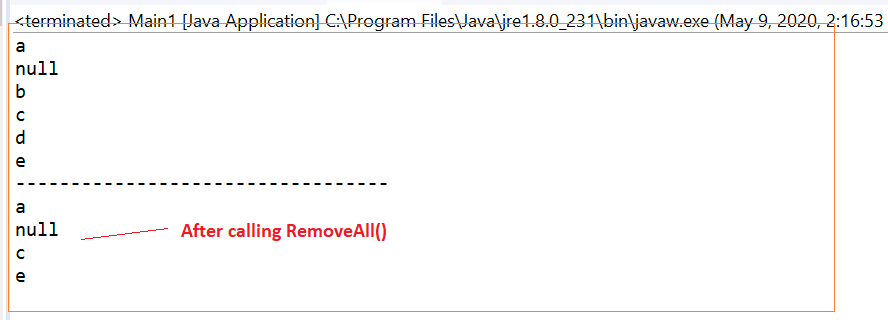
|  |  |
| --- | --- |
| Method | Description |
| add() | It adds elements and returns boolean |
| remove() | It removes elements and returns Boolean: true if elements have been removed |
| removeAll | Remove all elements from a defined list |
| isEmpty() |  |
| size() |  |
| contains() |  |
| indexOf | Find index by element |
| clear() | Remove all elements |

##### **CLEAR vs REMOVEALL()**

Clear() – remove all

RemoveAll() – remove elements from an argument list





**Map methods**

|  |  |
| --- | --- |
| Method | Description |
| put() | Add pair. For example, map1.put(”one”,”Alex”); |
|  | It removes elements and returns Boolean: true if elements have been removed |
|  |  |
|  |  |
|  |  |
|  |  |
|  | Find index by element |
|  | Remove all elements |

## LIST INTERFACE

* List – ordered collection of elements(*in insertion order of elements*) that allows duplicates and nulls . Its’s ordered in that way that they are added

Implementations

* ArrayList
* LinkedList

## ArrayList

* You can look up any element in constant time
* It allows dups
* It allows nulls
* Arraylist cannot contain primitives
* Adding and removing are slower than accessing elements



## LinkedList

LinkedList –is double linked list. It implements both List and Queue

The main benefit of [LinkedList] is that you can [add, [delete, [remove] elements in the beginning and the end in the same time

## SET INTERFACE

* Set –collection of elements that does not have duplicates and nulls
* Can loop through [iterate] or [forEach]. Just [for loop] is not supported

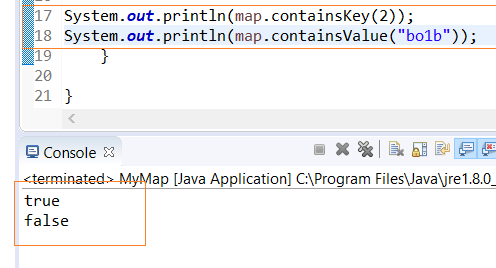
Note:

* if you put dups it will return unique
* If you put null it returns error

Implementations

* HashSet
* LinkedHashSet
* TreeSet

Useful methods:



## HashSet

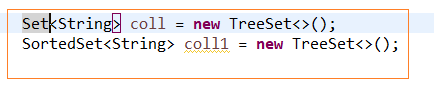
* **HashSet stores elements in hash table. It means it uses hashcode()**
* No guarantee on order
* Allows one null
* HashSet is the most common

## LinkedHashSet

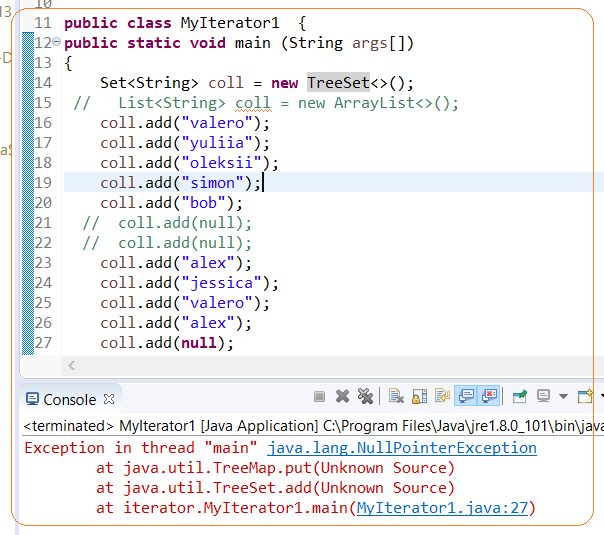
* Elements ordered in that order that inserted in collection
* Allows one null

## TreeSet

* TreeSet is implemennted from interface [SortedSet]



* Ordered by ascending (natural sorting order)
* **Does not allow one null**.



## QUEUE INTERFACE

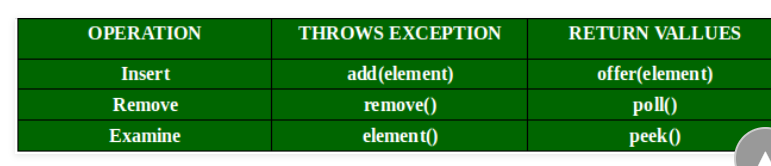
**Queue** –is infrastructure designed to have elements inserted at the end and removed from the beginning of the queue

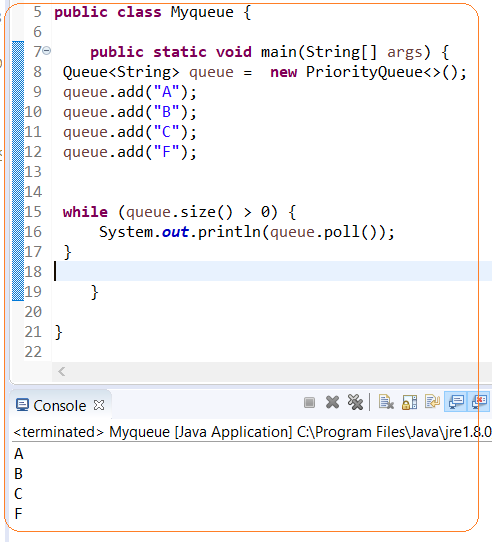
Implementation

* LinkedList
* PriorityQueue
* ArrayDeque –is more efficient than LinkedList

METHODS

|  |  |  |
| --- | --- | --- |
| METHOD | DESC | EXCEPTION/NULL |
| element() | Take the first element of Queue  without removing | Throws exception [NoSuchElementException] if the Queue is empty |
| peek() | Take the first element of Queue without removing | It returns null if the Queue is empty |
| remove() | Remove element from the head of Queue | Throws exception if the Queue is empty |
| poll() | Remove element from the head of Queue | It returns null if the Queue is empty |

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## DEQUEUE INTERFACE

**Dequeue** –is Double ended queue. It implements FIFO and LIFO

Implementation

* LinkedList
* ArrayDequeue

**NOTE**

**WHEN FIFO: offer/poll/peek**

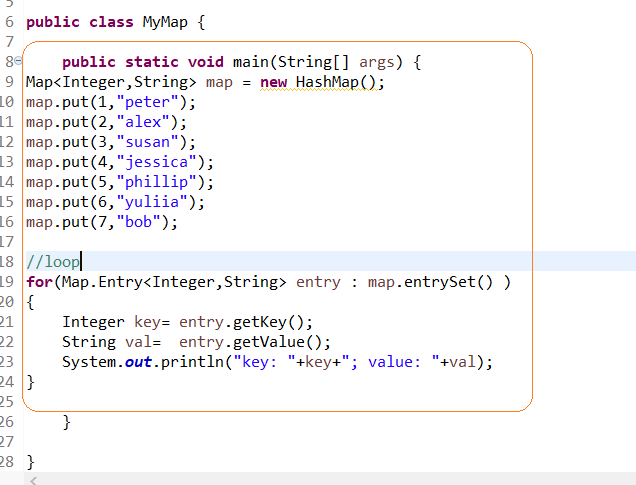
**WHEN LIFO: push/poll/peek**

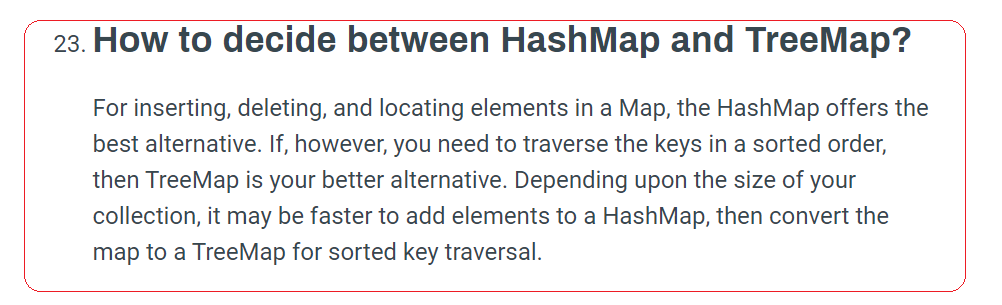
## MAP INTERFACE

Map implementations

* HashMap-most common
* TreeMap-natural ordering
* LinkedHashMap

**Loop Map:**

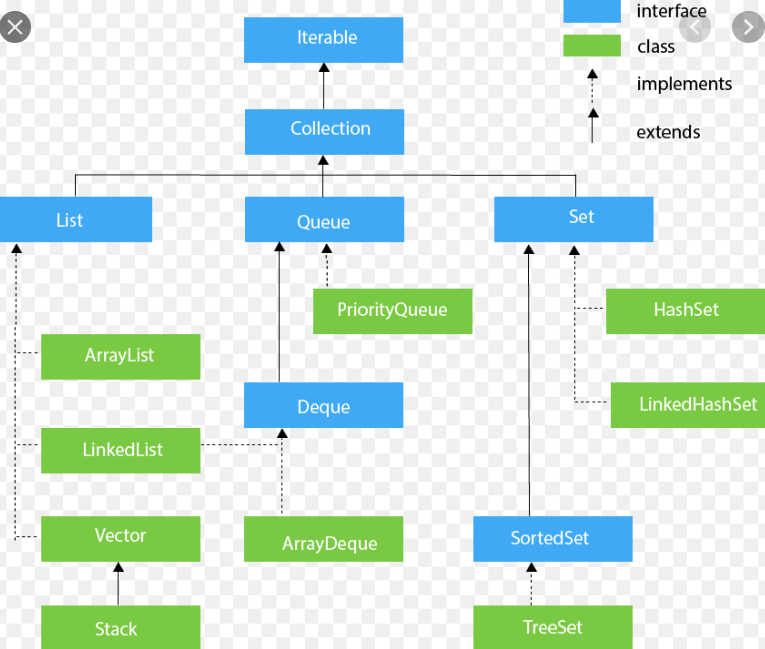




## **JAVA ITERABLE**

**Iterable interface** – is top of Collection hierarchy. Collection extends [Iterable] interface

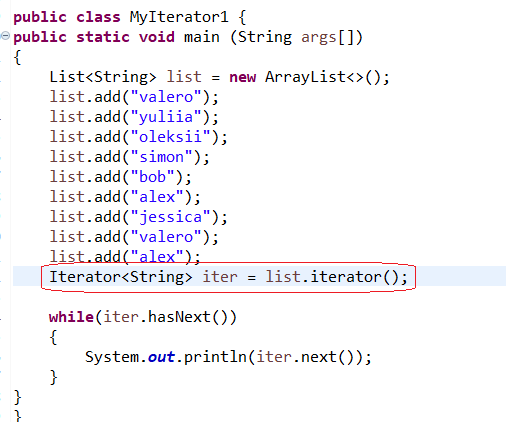
You don’t need explicitly to implements this interface. Java takes care of it behind the scene



## JAVA ITERATOR

**Iterator** – is one of the oldest mechanism in Java to iterate collections

Standard Java Collection contains a method called [iterator()].



# COMPARABLE

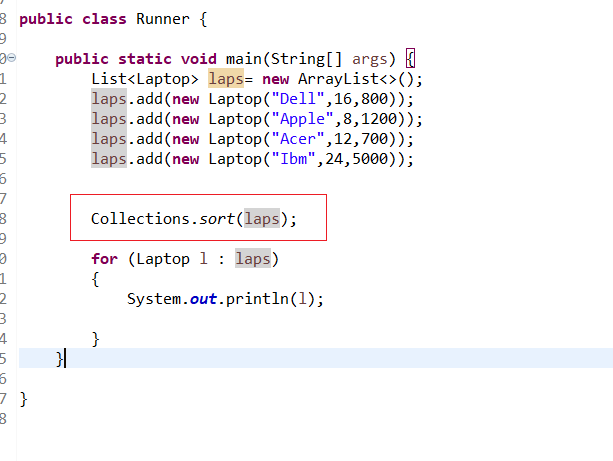
You need to use the interface [Comparable] that implements method [compareTo()]

Cons:

* You need to implement in interface. It’s not convenient, especially if you need to change order
* You can implement only one way of sorting

# 





# COMPARATOR

Allows to define a few sorting and use what you need

Collections.sort(coll, sort\_comparator);

