



# Object-Oriented Programming (CS F213)

## Module II: Arrays and Strings in Java

CS F213 RL 7.3: Vector class in Java

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# CS F213 RL 7.3 : Topics

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- Vector class in Java

# Vector class in Java

- Vector class supports growable array of objects.
- Two Types of Vectors : **Parameterized** (Can Hold Values of only one Type) and **Un-parameterized** (can Hold Values of Various Types)
- Constructors
  - ❑ `Vector()` [Un-parameterized],  
`Vector<T>()` [Parameterized]  
`size() = 0` , `capacity = 10` , **`increment = 2*capacity`**
  - ❑ `Vector(int size)` [Un-parameterized],  
**`Vector<T>(int size)`** [Parameterized]  
`size() = 0` , `capacity = size`, `increment = 2*capacity`
  - ❑ **`Vector(int size, int incr)`** [Unparameterized],  
`Vector<T>(int size, int incr)` [Parameterized]  
`size() = 0`, `capacity = size`, `increment = incr`

# Vector vs Array

1. Array holds elements of only one type. Vector can hold elements of various types [However, parameterized vectors are preferred]
2. Array elements are referred via subscripts such as `data[0]`, `marks[2][3]`. Vector elements are also indexed but are manipulated via `add(..)`, `get(..)`, `set(..)` methods. For example, suppose 'v' is a vector instance, then `v.get(0)` returns element stored at index 0.
3. Array can be 1-D, 2-D etc. However there is no dimension in Vector.
4. Arrays have `<<length>>` as an attribute. Vector uses `size()` method to get its current size .
5. **ArrayIndexOutOfBoundsException** (if an element is referred out of array index) occurs in Arrays. In Vector the corresponding exception is **IndexOutOfBoundsException**.

# Important Methods of Vector class



- **int size()** → Returns the size of Vector
- **int capacity()** → Returns the capacity of Vector
- **boolean add(E e)** → Adds 'e' of type 'E' at end of vector [Parameterized]
- **boolean add(Object o)** → Adds 'o' of type Object at end of vector [Un-Parameterized]
- **boolean add(int index, E e)** → Adds 'e' of type 'E' at a specified index ( $0 \leq \text{index} \leq \text{size-of-vector}$ ) [Parameterized]
- **Boolean add(int index, Object o)** → Adds 'o' of type 'Object' at a specified index ( $0 \leq \text{index} \leq \text{size-of-vector}$ ) [Un-Parameterized]
- **boolean addAll(Collection c)** → Adds the elements of collection 'c' at the end of the invoking collection
- **boolean addAll(int index, Collection c)** → Adds the elements of collection c in the current vector starting from index
- **E get(int index)** → Returns the element of type 'E' from index. Throws **IndexOutOfBoundsException** if index  $\geq$  size. [Parameterized]
- **Object get(int index)** → Returns the element of type 'Object' from index. Throws **IndexOutOfBoundsException** if index  $\geq$  size. [Un-Parameterized]
- **void clear()** → Removes all the elements and sets size = 0
- **void remove (int index)** → Removes an elements from index ( $0 \leq \text{index} < \text{size}$ )
- **void remove (Object o)** → Removes the first occurrence of 'o' if exists otherwise no effect
- **void insertElement(int index, Object o)** → Inserts an element 'o' at index ( $0 \leq \text{index} < \text{size}$ ).
- **void set(int index, E e)** → Sets the element at index via element 'e' [Update/modify the previous value]

# Vector class : Example 1 ....



```
import java.util.*; ..... To use Vector class
class VectorDemo
{
    public static void main(String args[])
    {
        Vector v1 = new Vector(5); ..... Un-parameterized Vector
        System.out.println(v1.size()); ..... 0
        System.out.println(v1.capacity()); ..... 5

        v1.add(10); ..... Adds 10 (int) at index 0
        v1.add(20.5); ..... Adds 20.5 (double) at index 1
        v1.add(3.6f); ..... Adds 3.6f (float) at index 2
        v1.add("Object"); ..... Adds "Object" (String) at index 3
        v1.add(5); ..... Adds 5 (int) at index 4
        v1.add(6); ..... Adds 6 (int) at index 5

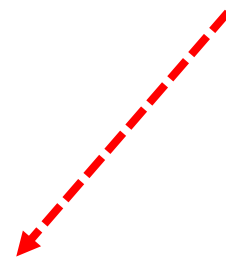
        System.out.println(v1.size()); ..... 6
        System.out.println(v1.capacity()); ..... 10

        } // End of Method
    } // End of VectorDemo class
}
```

# Vector class : Example 1

- If you are using an **Un-parameterized Vectors** in your program then you have to compile the program using `<<-Xlint>>` option
- Syntax : `javac -Xlint name-of-source-file`

**Error if compiled w/o -Xlint**



**F:\>javac VectorDemo.java**

**Note: VectorDemo.java uses unchecked or unsafe operations.**

**Note: Recompile with -Xlint:unchecked for details.**

# Vector class : Example 1 ....



- Compiling with **-Xlint** option will results in warnings not errors.

```
F:\>javac -Xlint VectorDemo.java
VectorDemo.java:10: warning: [unchecked] unchecked call to add(E) as a member of
the raw type java.util.Vector
    v1.add(10);
    ^
VectorDemo.java:12: warning: [unchecked] unchecked call to add(E) as a member of
the raw type java.util.Vector
    v1.add(20.5);
    ^
VectorDemo.java:14: warning: [unchecked] unchecked call to add(E) as a member of
the raw type java.util.Vector
    v1.add(3.6f);
    ^
VectorDemo.java:16: warning: [unchecked] unchecked call to add(E) as a member of
the raw type java.util.Vector
    v1.add("Object");
    ^
VectorDemo.java:18: warning: [unchecked] unchecked call to add(E) as a member of
the raw type java.util.Vector
    v1.add(5);
    ^
VectorDemo.java:20: warning: [unchecked] unchecked call to add(E) as a member of
the raw type java.util.Vector
    v1.add(6);
    ^
6 warnings
```

**<<OUTPUT>>**

```
F:\>java VectorDemo
0
5
6
10
```



# Some Facts About Un-parameterized Vectors



- Elements of any type are added and retrieved only in 'Object' type.
- You have to type cast the element to its base type before use.
- Example : Sum of numbers stored in vector

```
import java.util.*;  
class VectorDemo  
{
```

```
    public static void main(String args[])  
    {
```

```
        Vector v1 = new Vector(5);
```

```
        v1.add(10); v1.add(20); v1.add(30);
```

```
        double sum = 0;
```

```
        for(int i =0; i < v1.size(); i++)
```

```
            sum = sum + v1.get(i);
```

```
    }// End of Method
```

```
}// End of VectorDemo class
```

```
F:\>javac -Xlint VectorDemo.java
```

```
VectorDemo.java:8: warning: [unchecked] unchecked call to  
add(E) as a member of  
the raw type java.util.Vector  
        v1.add(10); v1.add(20); v1.add(30);  
        ^
```

```
VectorDemo.java:8: warning: [unchecked] unchecked call to  
add(E) as a member of  
the raw type java.util.Vector  
        v1.add(10); v1.add(20); v1.add(30);  
        ^
```

```
VectorDemo.java:8: warning: [unchecked] unchecked call to  
add(E) as a member of  
the raw type java.util.Vector  
        v1.add(10); v1.add(20); v1.add(30);  
        ^
```

```
VectorDemo.java:12: operator + cannot be applied to  
double,java.lang.Object  
        sum = sum + v1.get(i);  
        ^
```

```
1 error
```

```
3 warnings
```

# Some Facts About Un-parameterized Vectors ....



```
import java.util.*;
class VectorDemo
{
    public static void main(String args[])
    {
        Vector v1 = new Vector(5);

        v1.add(10); v1.add(20); v1.add(30);

        double sum = 0;
        for(int i =0; i < v1.size(); i++)
            sum = sum + (Integer) v1.get(i);
        System.out.println("Sum="+sum);
    } // End of Method
} // End of VectorDemo class
```

```
F:\>javac -Xlint VectorDemo.java
VectorDemo.java:8: warning: [unchecked] unchecked
call to add(E) as a member of
the raw type java.util.Vector
        v1.add(10); v1.add(20); v1.add(30);
        ^
VectorDemo.java:8: warning: [unchecked] unchecked
call to add(E) as a member of
the raw type java.util.Vector
        v1.add(10); v1.add(20); v1.add(30);
        ^
VectorDemo.java:8: warning: [unchecked] unchecked
call to add(E) as a member of
the raw type java.util.Vector
        v1.add(10); v1.add(20); v1.add(30);
        ^
3 warnings
```

```
F:\>java VectorDemo
Sum= 60.0
```

# Parameterized Vectors



- Holds Elements of only One Type.
- No need to compile using `<-Xlint>` option
- Compile-Time Error → if any other type element is being added

```
import java.util.*;  
class VectorDemo  
{
```

```
    public static void main(String args[])  
    {
```

```
        Vector<String> v1 = new Vector<String>(5);
```

```
        v1.add("10");
```

```
        //
```

Correct

```
        v1.add(20);
```

```
        //
```

Compile-Time Error

```
        v1.add(30);
```

```
        //
```

Compile-Time Error

```
    }// End of Method
```

```
}// End of VectorDemo class
```

Parameterized Vector of String type

```
F:\>javac VectorDemo.java  
VectorDemo.java:9: cannot find symbol  
symbol : method add(int)  
location: class java.util.Vector<java.lang.String>  
    v1.add(20);  
    ^  
VectorDemo.java:10: cannot find symbol  
symbol : method add(int)  
location: class java.util.Vector<java.lang.String>  
    v1.add(30);  
    ^  
2 errors
```

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***Thank You***