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Java Review

Variables

- **variable:** A piece of the computer's memory that is given a name and type, and can store a value.
- A variable can be declared/initialized in one statement.
- Syntax:

type name = value;

- `double myGPA = 3.95;`

- `int x = (11 % 3) + 12;`

x	14
---	----

myGPA	3.95
-------	------

Java's primitive types

- **primitive types**: 8 simple types for numbers, text, etc.
 - Java also has **object types**, which we'll talk about later

Name	Description	Examples
int	integers	42, -3, 0, 926394
double	real numbers	3.1, -0.25, 9.4e3
char	single text characters	'a', 'X', '?', '\n'
boolean	logical values	true, false

- Why does Java distinguish integers vs. real numbers?

Type casting

- **type cast:** A conversion from one type to another.
 - To promote an `int` into a `double` to get exact division from `/`
 - To truncate a `double` from a real number to an integer

- Syntax:

(type) expression

Examples:

```
double result = (double) 19 / 5;           // 3.8
int result2 = (int) result;                // 3
int x = (int) Math.pow(10, 3);             // 1000
```


Increment and decrement

shortcuts to increase or decrease a variable's value by 1

Shorthand

variable++;

variable--;

```
int x = 2;
```

```
x++;
```

```
double gpa = 2.5;
```

```
gpa--;
```

Equivalent longer version

variable = **variable** + 1;

variable = **variable** - 1;

```
// x = x + 1;
```

```
// x now stores 3
```

```
// gpa = gpa - 1;
```

```
// gpa now stores 1.5
```

Precedence

- **precedence:** Order in which operators are evaluated.

- Generally operators evaluate left-to-right.

1 - 2 - 3 is (1 - 2) - 3 which is -4

- But * / % have a higher level of precedence than +-

1 + **3 * 4** is 13

6 + **8 / 2** * 3

6 + **4** * **3**

6 + 12 is 18

- Parentheses can force a certain order of evaluation:

(1 + 3) * 4 is 16

- Spacing does not affect order of evaluation

1+3 * 4-2 is 11

String concatenation

- **string concatenation:** Using + between a string and another value to make a longer string.

`"hello" + 42` is `"hello42"`

`1 + "abc" + 2` is `"1abc2"`

`"abc" + 1 + 2` is `"abc12"`

`1 + 2 + "abc"` is `"3abc"`

`"abc" + 9 * 3` is `"abc27"`

`"1" + 1` is `"11"`

`4 - 1 + "abc"` is `"3abc"`

- Use + to print a string and an expression's value together.
 - `System.out.println("Grade: " + (95.1 + 71.9) / 2);`
 - Output: Grade: 83.5

Variable scope

- **scope:** The part of a program where a variable exists.
 - From its declaration to the end of the { } braces
 - A variable declared in a `for` loop exists only in that loop.
 - A variable declared in a method exists only in that method.

```
public static void example() {  
    int x = 3;  
    for (int i = 1; i <= 10; i++) {  
        System.out.println(x);  
    }  
    // i no longer exists here  
} // x ceases to exist here
```

The diagram illustrates variable scopes using curly braces. On the left, a brace labeled "i's scope" spans the lines from `for (int i = 1; i <= 10; i++)` to `}`. On the right, a brace labeled "x's scope" spans from the line `int x = 3;` to the closing brace of the method `}`. The text `// i no longer exists here` and `// x ceases to exist here` are written in teal below the method's closing brace.

Class constants

- **class constant:** A value visible to the whole program.
 - value can only be set at declaration
 - value can't be changed while the program is running

- **Syntax:**

```
public static final type name = value;
```

- name is usually in ALL_UPPER_CASE

- **Examples:**

```
public static final int DAYS_IN_WEEK = 7;
```

```
public static final double INTEREST_RATE = 3.5;
```

```
public static final int SSN = 658234569;
```

Passing parameters

- Declaration:

```
public void name (type name, ..., type name) {  
    statement(s);  
}
```

- Call:

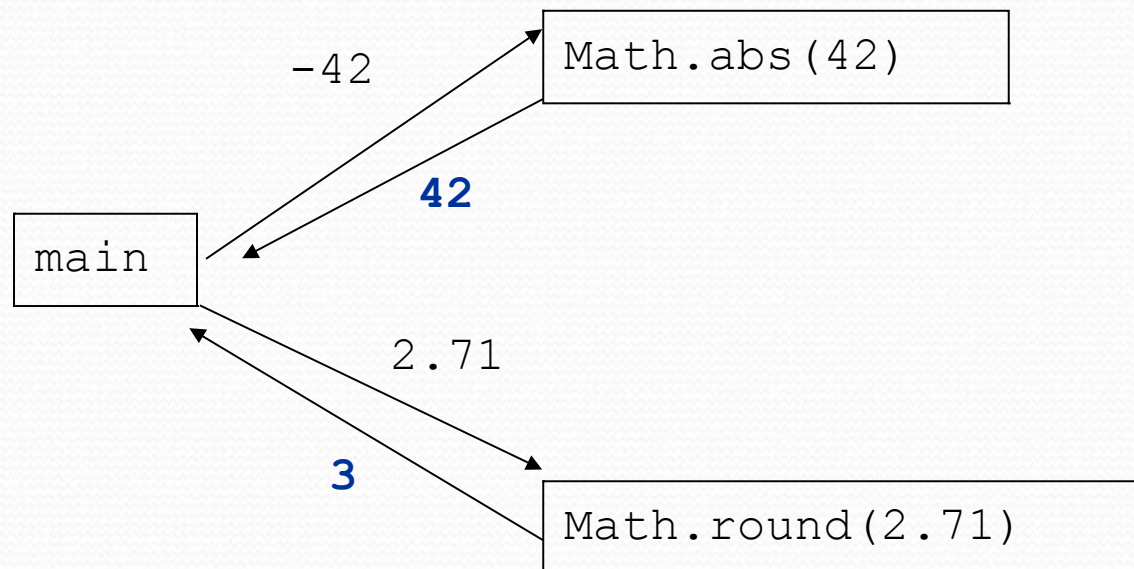
```
methodName (value, value, ..., value);
```

- Example:

```
public static void main(String[] args) {  
    sayPassword(42);           // The password is: 42  
    sayPassword(12345);       // The password is: 12345  
}  
  
public static void sayPassword(int code) {  
    System.out.println("The password is: " + code);  
}
```

Return

- **return:** To send out a value as the result of a method.
 - The opposite of a parameter:
 - Parameters send information *in* from the caller to the method.
 - Return values send information *out* from a method to its caller.



Java's Math class

Method name	Description
<code>Math.abs(<i>value</i>)</code>	absolute value
<code>Math.round(<i>value</i>)</code>	nearest whole number
<code>Math.ceil(<i>value</i>)</code>	rounds up
<code>Math.floor(<i>value</i>)</code>	rounds down
<code>Math.log10(<i>value</i>)</code>	logarithm, base 10
<code>Math.max(<i>value1</i>, <i>value2</i>)</code>	larger of two values
<code>Math.min(<i>value1</i>, <i>value2</i>)</code>	smaller of two values
<code>Math.pow(<i>base</i>, <i>exp</i>)</code>	<i>base</i> to the <i>exp</i> power
<code>Math.sqrt(<i>value</i>)</code>	square root
<code>Math.sin(<i>value</i>)</code> <code>Math.cos(<i>value</i>)</code> <code>Math.tan(<i>value</i>)</code>	sine/cosine/tangent of an angle in radians
<code>Math.toDegrees(<i>value</i>)</code> <code>Math.toRadians(<i>value</i>)</code>	convert degrees to radians and back
<code>Math.random()</code>	random double between 0 and 1

Constant	Description
<code>Math.E</code>	2.7182818...
<code>Math.PI</code>	3.1415926...

Returning a value

```
public type name (parameters) {  
    statements;  
    ...  
    return expression;  
}
```

- Example:

```
// Returns the slope of the line between the given points.  
public double slope(int x1, int y1, int x2, int y2) {  
    double dy = y2 - y1;  
    double dx = x2 - x1;  
    return dy / dx;  
}
```

Strings

- **string**: An object storing a sequence of text characters.

```
String name = "text";
```

```
String name = expression;
```

- Characters of a string are numbered with 0-based *indexes*:

```
String name = "P. Diddy";
```

index	0	1	2	3	4	5	6	7
char	P	.		D	i	d	d	dy

- The first character's index is always 0
- The last character's index is 1 less than the string's length
- The individual characters are values of type `char`

String methods

Method name	Description
<code>indexOf (str)</code>	index where the start of the given string appears in this string (-1 if it is not there)
<code>length ()</code>	number of characters in this string
<code>substring (index1, index2)</code> or <code>substring (index1)</code>	the characters in this string from <i>index1</i> (inclusive) to <i>index2</i> (<u>exclusive</u>); if <i>index2</i> omitted, grabs till end of string
<code>toLowerCase ()</code>	a new string with all lowercase letters
<code>toUpperCase ()</code>	a new string with all uppercase letters

- These methods are called using the dot notation:

```
String gangsta = "Dr. Dre";  
System.out.println(gangsta.length ());    // 7
```

String test methods

Method	Description
<code>equals (str)</code>	whether two strings contain the same characters
<code>equalsIgnoreCase (str)</code>	whether two strings contain the same characters, ignoring upper vs. lower case
<code>startsWith (str)</code>	whether one contains other's characters at start
<code>endsWith (str)</code>	whether one contains other's characters at end
<code>contains (str)</code>	whether the given string is found within this one

```
String name = console.next();  
if (name.startsWith("Dr.")) {  
    System.out.println("Are you single?");  
} else if (name.equalsIgnoreCase("LUMBERG")) {  
    System.out.println("I need your TPS reports.");  
}
```

The equals method

- Objects are compared using a method named `equals`.

```
Scanner console = new Scanner(System.in);
System.out.print("What is your name? ");
String name = console.next();
if (name.equals("Barney")) {
    System.out.println("I love you, you love me,");
    System.out.println("We're a happy family!");
}
```

- Technically this is a method that returns a value of type `boolean`, the type used in logical tests.

Type char

- `char` : A primitive type representing single characters.
 - Each character inside a `String` is stored as a `char` value.
 - Literal `char` values are surrounded with apostrophe (single-quote) marks, such as `'a'` or `'4'` or `'\n'` or `'\''`
 - It is legal to have variables, parameters, returns of type `char`

```
char letter = 'S';  
System.out.println(letter);           // S
```

- `char` values can be concatenated with strings.

```
char initial = 'P';  
System.out.println(initial + " Diddy"); // P  
Diddy
```

char vs. String

- "h" is a String
'h' is a char (the two behave differently)

- String is an object; it contains methods

```
String s = "h";  
s = s.toUpperCase();           // 'H'  
int len = s.length();         // 1  
char first = s.charAt(0);     // 'H'
```

- char is primitive; you can't call methods on it

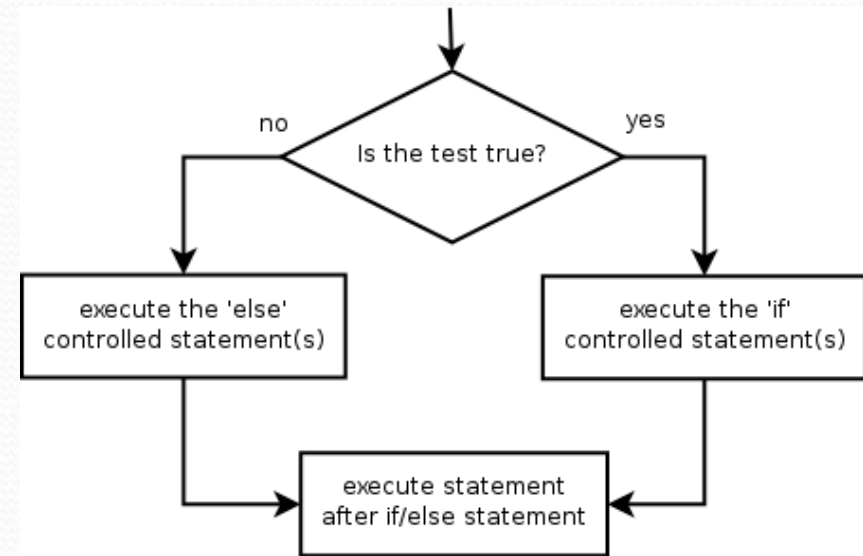
```
char c = 'h';  
c = c.toUpperCase();           // ERROR: "cannot be dereferenced"
```

- What is `s + 1`? What is `c + 1`?
- What is `s + s`? What is `c + c`?

if/else

Executes one block if a test is true, another if false

```
if (test) {  
    statement(s);  
} else {  
    statement(s);  
}
```



- **Example:**

```
double gpa = console.nextDouble();  
if (gpa >= 2.0) {  
    System.out.println("Welcome to Mars University!");  
} else {  
    System.out.println("Application denied.");  
}
```


Relational expressions

- A **test** in an `if` is the same as in a `for` loop.

```
for (int i = 1; i <= 10; i++) { ...  
if (i <= 10) { ...
```

- These are `boolean` expressions.

- Tests use *relational operators*:

Operator	Meaning	Example	Value
<code>==</code>	equals	<code>1 + 1 == 2</code>	true
<code>!=</code>	does not equal	<code>3.2 != 2.5</code>	true
<code><</code>	less than	<code>10 < 5</code>	false
<code>></code>	greater than	<code>10 > 5</code>	true
<code><=</code>	less than or equal to	<code>126 <= 100</code>	false
<code>>=</code>	greater than or equal to	<code>5.0 >= 5.0</code>	true

Logical operators: &&, ||, !

- Conditions can be combined using *logical operators*:

Operator	Description	Example	Result
&&	and	(2 == 3) && (-1 < 5)	false
	or	(2 == 3) (-1 < 5)	true
!	not	!(2 == 3)	true

- "Truth tables" for each, used with logical values p and q :

p	q	p && q	p q
true	true	true	true
true	false	false	true
false	true	false	true
false	false	false	false

p	!p
true	false
false	true

Type boolean

- **boolean**: A logical type whose values are `true` and `false`.
 - A **test** in an `if`, `for`, or `while` is a boolean expression.
 - You can create boolean variables, pass boolean parameters, return boolean values from methods, ...

```
boolean minor = (age < 21);
boolean expensive = iPhonePrice > 200.00;
boolean iLoveCS = true;

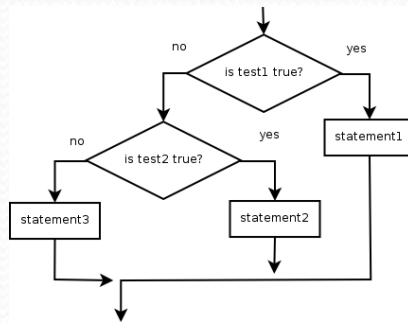
if (minor) {
    System.out.println("Can't purchase alcohol!");
}

if (iLoveCS || !expensive) {
    System.out.println("Buying an iPhone");
}
```


if/else Structures

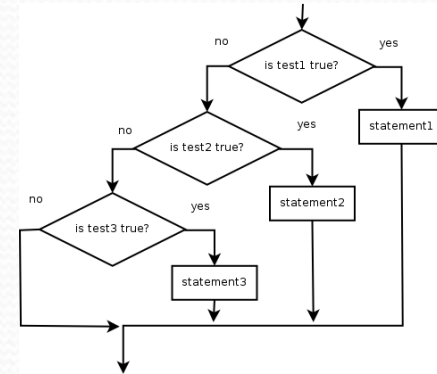
- Exactly 1 path: (mutually exclusive)

```
if (test) {  
    statement(s);  
} else if (test) {  
    statement(s);  
} else {  
    statement(s);  
}
```



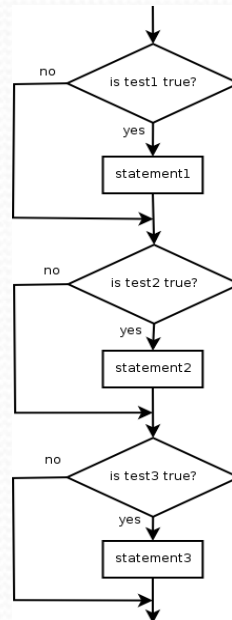
- 0 or 1 path:

```
if (test) {  
    statement(s);  
} else if (test) {  
    statement(s);  
} else if (test) {  
    statement(s);  
}
```



- 0, 1, or many paths: (independent tests, not exclusive)

```
if (test) {  
    statement(s);  
}  
  
if (test) {  
    statement(s);  
}  
  
if (test) {  
    statement(s);  
}
```



while loops

- **while loop:** Repeatedly executes its body as long as a logical test is true.

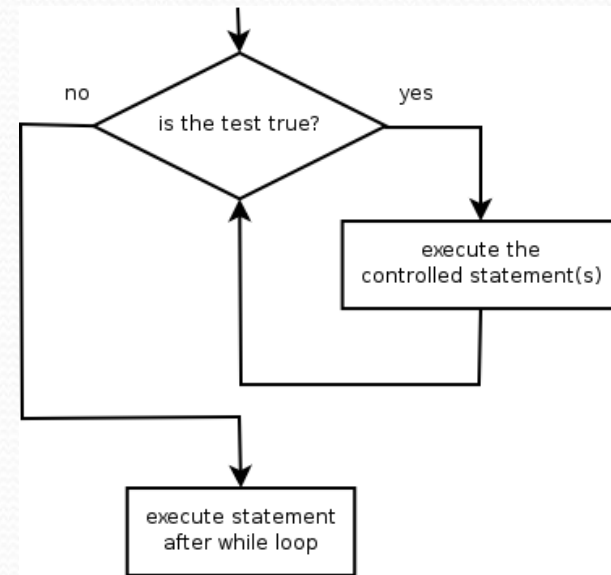
```
while (test) {  
    statement(s);  
}
```

- Example:

```
int num = 1;  
while (num <= 200) {  
    System.out.print(num + " ");  
    num = num * 2;  
}
```

– OUTPUT:

1 2 4 8 16 32 64 128



```
// initialization  
// test
```

```
// update
```


do/while loops

- **do/while loop:** Executes statements repeatedly while a condition is `true`, testing it at the *end* of each repetition.

```
do {  
    statement(s);  
} while (test);
```

- Example:

```
// prompt until the user gets the right password  
String phrase;  
do {  
    System.out.print("Password: ");  
    phrase = console.next();  
} while (!phrase.equals("abracadabra"));
```


The Random class

- A Random object generates pseudo-random* numbers.
 - Class Random is found in the `java.util` package.

```
import java.util.*;
```

Method name	Description
<code>nextInt()</code>	returns a random integer
<code>nextInt(max)</code>	returns a random integer in the range $[0, max)$ in other words, 0 to $max-1$ inclusive
<code>nextDouble()</code>	returns a random real number in the range $[0.0, 1.0)$

- Example:

```
Random rand = new Random();  
int randomNumber = rand.nextInt(10);    // 0-9
```

break

- **break** statement: Immediately exits a loop.
 - Can be used to write a loop whose test is in the middle.
 - Such loops are often called "*forever*" loops because their header's boolean test is often changed to a trivial `true`.

```
while (true) {  
    statement(s);  
    if (test) {  
        break;  
    }  
    statement(s);  
}
```

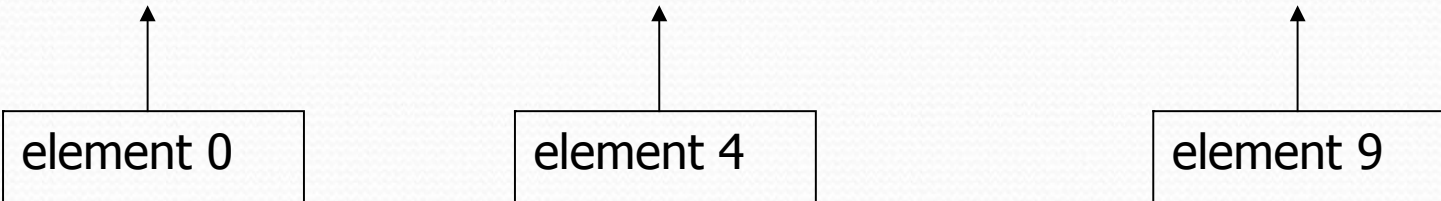
- Some programmers consider `break` to be bad style.

Arrays

- **array**: object that stores many values of the same type.
 - **element**: One value in an array.
 - **index**: A 0-based integer to access an element from an array.

<i>index</i>	0	1	2	3	4	5	6	7	8	9
<i>value</i>	12	49	-2	26	5	17	-6	84	72	3

element 0				element 4					element 9
-----------	--	--	--	-----------	--	--	--	--	-----------



Array declaration

```
type [ ] name = new type [ length ] ;
```

- Example:

```
int[] numbers = new int[10];
```

[illegible]

Accessing elements

```
name[index]           // access  
name[index] = value;  // modify
```

– Example:

```
numbers[0] = 27;
```

```
numbers[3] = -6;
```

```
System.out.println(numbers[0]);
```

```
if (numbers[3] < 0) {
```

```
    System.out.println("Element 3 is negative.");
```

```
}
```

<i>index</i>	0	1	2	3	4	5	6	7	8	9
<i>value</i>	27	0	0	-6	0	0	0	0	0	0

Out-of-bounds

- Legal indexes: between **0** and the **array's length - 1**.
 - Reading or writing any index outside this range will throw an `ArrayIndexOutOfBoundsException`.

- Example:

```
int[] data = new int[10];  
System.out.println(data[0]);           // okay  
System.out.println(data[9]);           // okay  
System.out.println(data[-1]);         // exception  
System.out.println(data[10]);        // exception
```

[illegible]

The length field

- An array's `length` field stores its number of elements.

`name.length`

```
for (int i = 0; i < numbers.length; i++) {  
    System.out.print(numbers[i] + " ");  
}
```

`// output: 0 2 4 6 8 10 12 14`

- It does not use parentheses like a String's `.length()`.

Quick array initialization

type[] name = {value, value, ... value};

- Example:

```
int[] numbers = {12, 49, -2, 26, 5, 17, -6};
```

<i>index</i>	0	1	2	3	4	5	6
<i>value</i>	12	49	-2	26	5	17	-6

- Useful when you know what the array's elements will be.
- The compiler figures out the size by counting the values.

The Arrays class

- Class `Arrays` in package `java.util` has useful static methods for manipulating arrays:

Method name	Description
<code>binarySearch(array, value)</code>	returns the index of the given value in a sorted array (< 0 if not found)
<code>equals(array1, array2)</code>	returns <code>true</code> if the two arrays contain the same elements in the same order
<code>fill(array, value)</code>	sets every element in the array to have the given value
<code>sort(array)</code>	arranges the elements in the array into ascending order
<code>toString(array)</code>	returns a string representing the array, such as <code>"[10, 30, 17]"</code>

Arrays as parameters

- Declaration:

```
public type methodName (type[] name) {
```

- Example:

```
public double average (int[] numbers) {  
    ...  
}
```

- Call:

```
methodName (arrayName) ;
```

- Example:

```
int[] scores = {13, 17, 12, 15, 11};  
double avg = average (scores) ;
```

Arrays as return

- Declaring:

```
public type[] methodName (parameters) {
```

- Example:

```
public int[] countDigits(int n) {  
    int[] counts = new int[10];  
    ...  
    return counts;  
}
```

- Calling:

```
type[] name = methodName (parameters) ;
```

- Example:

```
public static void main(String[] args) {  
    int[] tally = countDigits(229231007);  
    System.out.println(Arrays.toString(tally));  
}
```


Value semantics (primitives)

- **value semantics:** Behavior where values are copied when assigned to each other or passed as parameters.
 - When one primitive variable is assigned to another, its value is copied.
 - Modifying the value of one variable does not affect others.

```
int x = 5;
```

```
int y = x;
```

```
y = 17;
```

```
x = 8;
```

```
// x = 5, y = 5
```

```
// x = 5, y = 17
```

```
// x = 8, y = 17
```

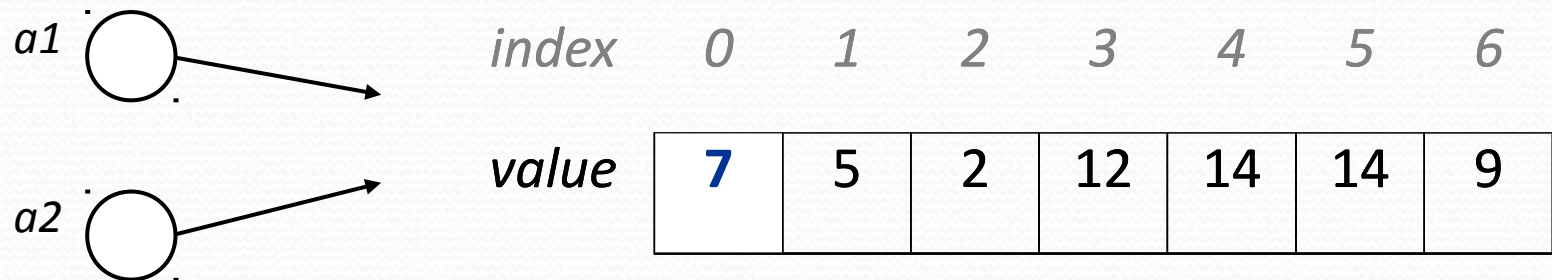
x

y

Reference semantics (objects)

- **reference semantics:** Behavior where variables actually store the address of an object in memory.
 - When one reference variable is assigned to another, the object is *not* copied; both variables refer to the *same object*.
 - Modifying the value of one variable *will* affect others.

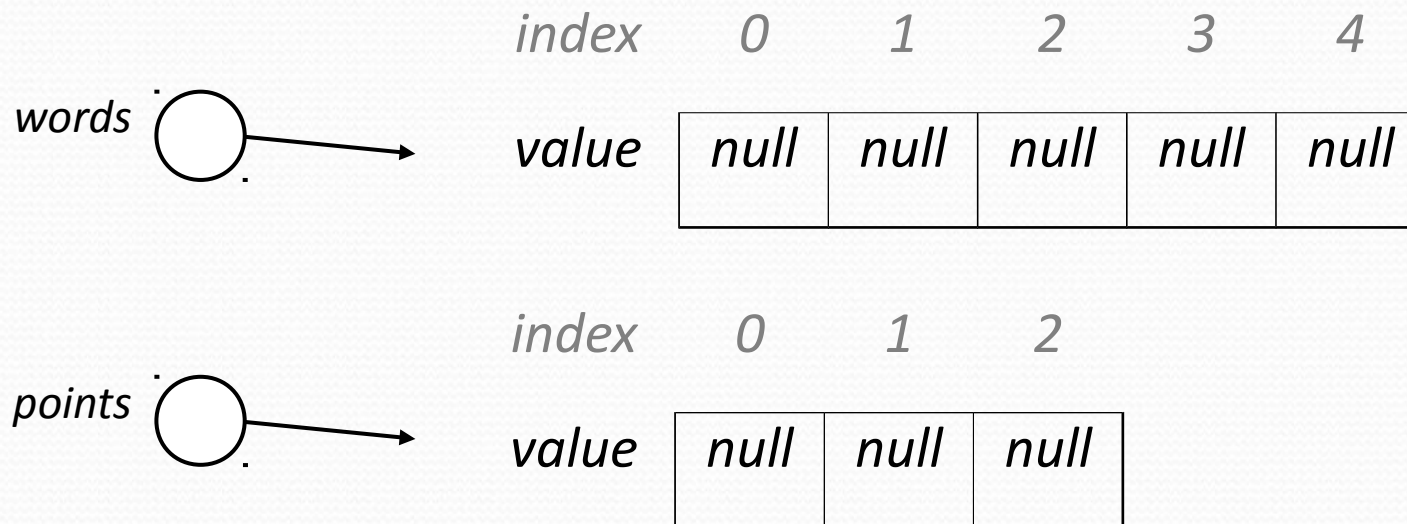
```
int[] a1 = {4, 5, 2, 12, 14, 14, 9};  
int[] a2 = a1;           // refer to same array as a1  
a2[0] = 7;  
System.out.println(a1[0]); // 7
```



Null

- **null** : A reference that does not refer to any object.
 - Fields of an object that refer to objects are initialized to `null`.
 - The elements of an array of objects are initialized to `null`.

```
String[] words = new String[5];  
Point[] points = new Point[3];
```



Null pointer exception

- **dereference:** To access data or methods of an object with the dot notation, such as `s.length()`.
 - It is illegal to dereference `null` (causes an exception).
 - `null` is not any object, so it has no methods or data.

```
String[] words = new String[5];  
System.out.println("word is: " + words[0]);  
words[0] = words[0].toUpperCase();
```

Output:

```
word is: null
```

```
Exception in thread "main"
```

```
java.lang.NullPointerException
```

```
    at Example.main(Example.java:8)
```


Classes and objects

- **class:** A program entity that represents either:
 1. A program / module, or
 2. **A template for a new type of objects.**
- The `Point` class is a template for creating `Point` objects.
- **object:** An entity that combines state and behavior.
 - **object-oriented programming (OOP):** Programs that perform their behavior as interactions between objects.

Fields

- **field**: A variable inside an object that is part of its state.
 - Each object has *its own copy* of each field.
 - **encapsulation**: Declaring fields `private` to hide their data.

- Declaration syntax:

```
private type name;
```

- Example:

```
public class Student {  
    private String name;           // each object now has  
    private double gpa;           // a name and gpa field  
}
```

Instance methods

- **instance method:** One that exists inside each object of a class and defines behavior of that object.

```
public type name (parameters) {  
    statements;  
}
```

Example:

```
public void shout() {  
    System.out.println("HELLO THERE!");  
}
```


A Point class

```
public class Point {  
    private int x;  
    private int y;  
  
    // Changes the location of this Point object.  
    public void draw(Graphics g) {  
        g.fillOval(x, y, 3, 3);  
        g.drawString("(" + x + ", " + y + ")", x, y);  
    }  
}
```

- Each `Point` object contains data fields named `x` and `y`.
- Each `Point` object contains a method named `draw` that draws that point at its current `x/y` position.

The implicit parameter

- **implicit parameter:**

The object on which an instance method is called.

- During the call `p1.draw(g)` ;
the object referred to by `p1` is the implicit parameter.
- During the call `p2.draw(g)` ;
the object referred to by `p2` is the implicit parameter.
- The instance method can refer to that object's fields.
 - We say that it executes in the *context* of a particular object.
 - `draw` can refer to the `x` and `y` of the object it was called on.

Kinds of methods

- Instance methods take advantage of an object's state.
 - Some methods allow clients to access/modify its state.
- **accessor:** A method that lets clients examine object state.
 - Example: A `distanceFromOrigin` method that tells how far a `Point` is away from (0, 0).
 - Accessors often have a `non-void` return type.
- **mutator:** A method that modifies an object's state.
 - Example: A `translate` method that shifts the position of a `Point` by a given amount.

Constructors

- **constructor**: Initializes the state of new objects.

```
public type (parameters) {  
    statements;  
}
```

- Example:

```
public Point(int initialX, int initialY) {  
    x = initialX;  
    y = initialY;  
}
```

- runs when the client uses the `new` keyword
- does not specify a return type; implicitly returns a new object
- If a class has no constructor, Java gives it a *default constructor* with no parameters that sets all fields to 0.

toString method

- tells Java how to convert an object into a `String`

```
public String toString() {  
    code that returns a suitable String;  
}
```

- Example:

```
public String toString() {  
    return "(" + x + ", " + y + ")";  
}
```

- called when an object is printed/concatenated to a `String`:

```
Point p1 = new Point(7, 2);  
System.out.println("p1: " + p1);
```

- Every class has a `toString`, even if it isn't in your code.
 - Default is class's name and a hex number: `Point@9e8c34`

this keyword

- **this** : A reference to the implicit parameter.
 - *implicit parameter*: object on which a method is called
- Syntax for using `this`:
 - To refer to a field:
`this . field`
 - To call a method:
`this . method (parameters) ;`
 - To call a constructor from another constructor:
`this (parameters) ;`

Static methods

- **static method:** Part of a class, not part of an object.
 - shared by all objects of that class
 - good for code related to a class but not to each object's state
 - does not understand the *implicit parameter*, `this`; therefore, cannot access an object's fields directly
 - if `public`, can be called from inside or outside the class
- Declaration syntax:

```
public static type name (parameters) {  
    statements;  
}
```

Inheritance

- **inheritance**: A way to form new classes based on existing classes, taking on their attributes/behavior.
 - a way to group related classes
 - a way to share code between two or more classes
- One class can *extend* another, absorbing its data/behavior.
 - **superclass**: The parent class that is being extended.
 - **subclass**: The child class that extends the superclass and inherits its behavior.
 - Subclass gets a copy of every field and method from superclass

Inheritance syntax

```
public class name extends superclass {
```

- Example:

```
public class Secretary extends Employee {  
    ...  
}
```


Overriding methods

- **override:** To write a new version of a method in a subclass that replaces the superclass's version.
 - No special syntax required to override a superclass method. Just write a new version of it in the subclass.

```
public class Secretary extends Employee {  
    // overrides getVacationForm in Employee  
    public String getVacationForm() {  
        return "pink";  
    }  
    ...  
}
```

super keyword

- Subclasses can call overridden methods with `super`

`super.method(parameters)`

- Example:

```
public class LegalSecretary extends Secretary {  
    public double getSalary() {  
        double baseSalary = super.getSalary();  
        return baseSalary + 5000.0;  
    }  
    ...  
}
```


Polymorphism

- **polymorphism:** Ability for the same code to be used with different types of objects and behave differently with each.
 - Example: `System.out.println` can print any type of object.
 - Each one displays in its own way on the console.
- A variable of type *T* can hold an object of any subclass of *T*.
- You can call any methods from `Employee` on `ed`.
- You can *not* call any methods specific to `LegalSecretary`.
- When a method is called, it behaves as a `LegalSecretary`.

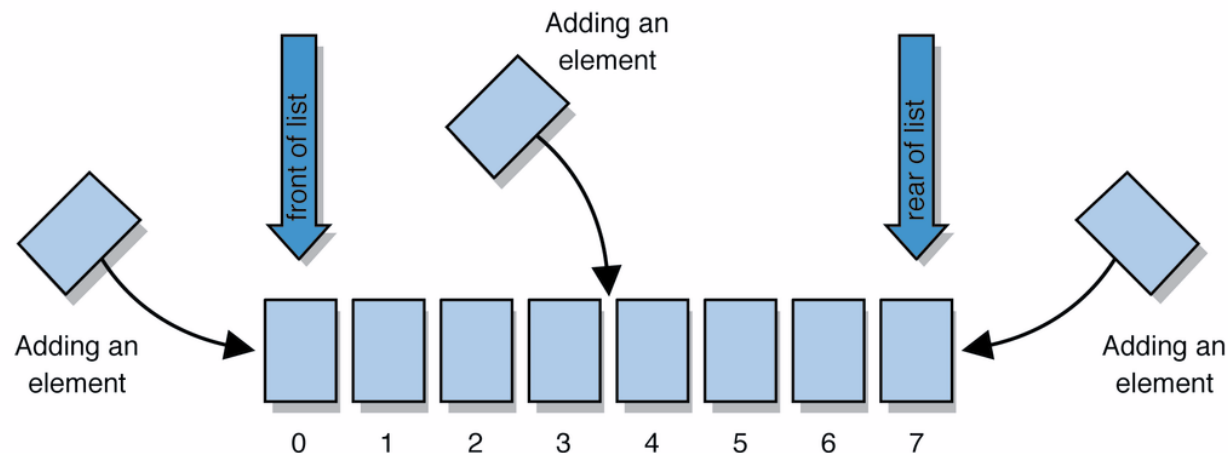
```
System.out.println(ed.getSalary());           // 55000.0  
System.out.println(ed.getVacationForm());     // pink
```


Collections and lists

- **collection**: an object that stores data ("elements")

```
import java.util.*;    // to use Java's collections
```

- **list**: a collection of elements with 0-based **indexes**
 - elements can be added to the front, back, or elsewhere
 - a list has a **size** (number of elements that have been added)
 - in Java, a list can be represented as an **ArrayList** object



Idea of a list

- An `ArrayList` is like an array that resizes to fit its contents.
- When a list is created, it is initially empty.

```
[]
```

- You can add items to the list. (By default, adds at end of list)

```
[hello, ABC, goodbye, okay]
```

- The list object keeps track of the element values that have been added to it, their order, indexes, and its total size.
- You can add, remove, get, set, ... any index at any time.

Type parameters (generics)

```
ArrayList<Type> name = new ArrayList<Type> ();
```

- When constructing an `ArrayList`, you must specify the type of its elements in `< >`
 - This is called a *type parameter*; `ArrayList` is a *generic* class.
 - Allows the `ArrayList` class to store lists of different types.

```
ArrayList<String> names = new ArrayList<String> ();  
names.add("Marty Stepp");  
names.add("Stuart Reges");
```


ArrayList methods

<code>add(value)</code>	appends value at end of list
<code>add(index, value)</code>	inserts given value just before the given index, shifting subsequent values to the right
<code>clear()</code>	removes all elements of the list
<code>indexOf(value)</code>	returns first index where given value is found in list (-1 if not found)
<code>get(index)</code>	returns the value at given index
<code>remove(index)</code>	removes/returns value at given index, shifting subsequent values to the left
<code>set(index, value)</code>	replaces value at given index with given value
<code>size()</code>	returns the number of elements in list
<code>toString()</code>	returns a string representation of the list such as "[3, 42, -7, 15]"

ArrayList vs. array

```
String[] names = new String[5];           // construct
names[0] = "Jessica";                     // store
String s = names[0];                       // retrieve
for (int i = 0; i < names.length; i++) {
    if (names[i].startsWith("B")) { ... }
}                                           // iterate
```

```
ArrayList<String> list = new ArrayList<String>();
list.add("Jessica");                       // store
String s = list.get(0);                     // retrieve
for (int i = 0; i < list.size(); i++) {
    if (list.get(i).startsWith("B")) { ... }
}                                           // iterate
```

ArrayList as param/return

```
public void name(ArrayList<Type> name) {    // param
public ArrayList<Type> name(params)    // return
```

- Example:

// Returns count of plural words in the given list.

```
public int countPlural(ArrayList<String> list) {
    int count = 0;
    for (int i = 0; i < list.size(); i++) {
        String str = list.get(i);
        if (str.endsWith("s")) {
            count++;
        }
    }
    return count;
}
```


Throwing exceptions

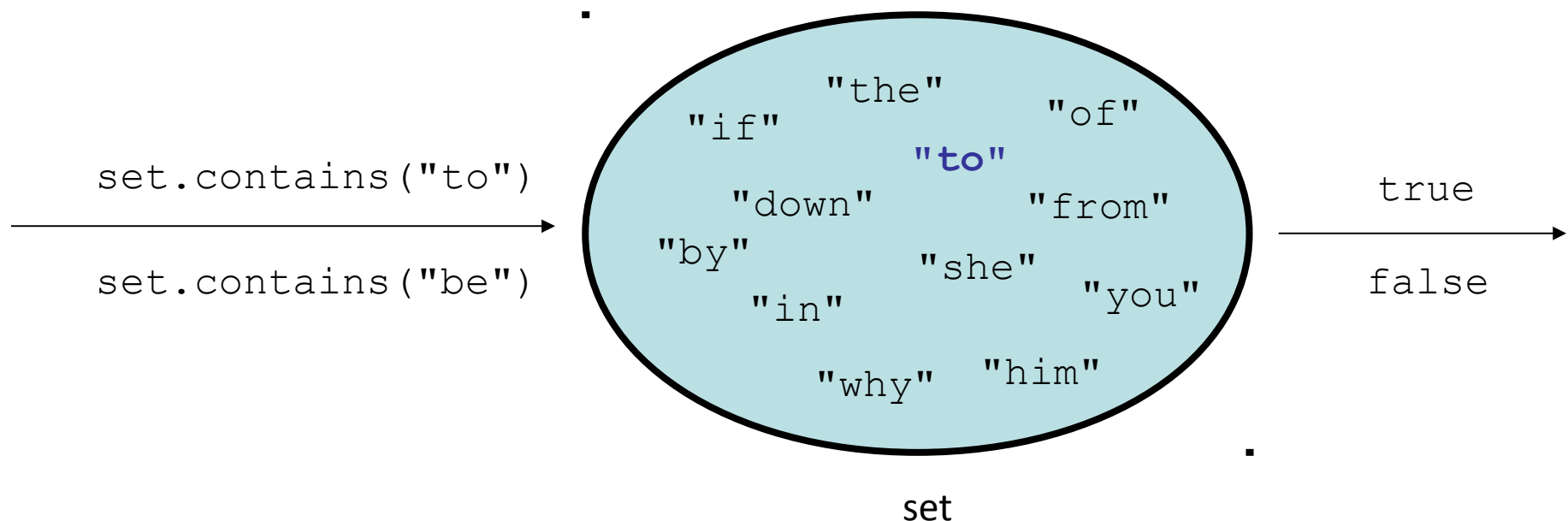
```
throw new ExceptionType ( ) ;
```

```
throw new ExceptionType ( "message" ) ;
```

- Generates an exception that will crash the program, unless it has code to handle ("catch") the exception.
- Common exception types:
 - ArithmeticException, ArrayIndexOutOfBoundsException, FileNotFoundException, IllegalArgumentException, IllegalStateException, IOException, NoSuchElementException, NullPointerException, RuntimeException, UnsupportedOperationException
- Why would anyone ever *want* a program to crash?

Sets

- **set:** A collection of unique values (no duplicates allowed) that can perform the following operations efficiently:
 - add, remove, search (contains)
 - We don't think of a set as having indexes; we just add things to the set in general and don't worry about order



Set implementation

- in Java, sets are represented by `Set` type in `java.util`
- `Set` is implemented by `HashSet` and `TreeSet` classes
 - `HashSet`: implemented using a "hash table" array;
very fast: **$O(1)$** for all operations
elements are stored in unpredictable order
 - `TreeSet`: implemented using a "binary search tree";
pretty fast: **$O(\log N)$** for all operations
elements are stored in sorted order
 - `LinkedHashSet`: **$O(1)$** but stores in order of insertion;
slightly slower than `HashSet` because of extra info stored

Set methods

```
List<String> list = new ArrayList<String>();  
...  
Set<Integer> set = new TreeSet<Integer>();           // empty  
Set<String> set2 = new HashSet<String>(list);
```

- can construct an empty set, or one based on a given collection

<code>add(value)</code>	adds the given value to the set
<code>contains(value)</code>	returns <code>true</code> if the given value is found in this set
<code>remove(value)</code>	removes the given value from the set
<code>clear()</code>	removes all elements of the set
<code>size()</code>	returns the number of elements in list
<code>isEmpty()</code>	returns <code>true</code> if the set's size is 0
<code>toString()</code>	returns a string such as "[3, 42, -7, 15]"

The "for each" loop

```
for (type name : collection) {  
    statements;  
}
```

- Provides a clean syntax for looping over the elements of a `Set`, `List`, array, or other collection

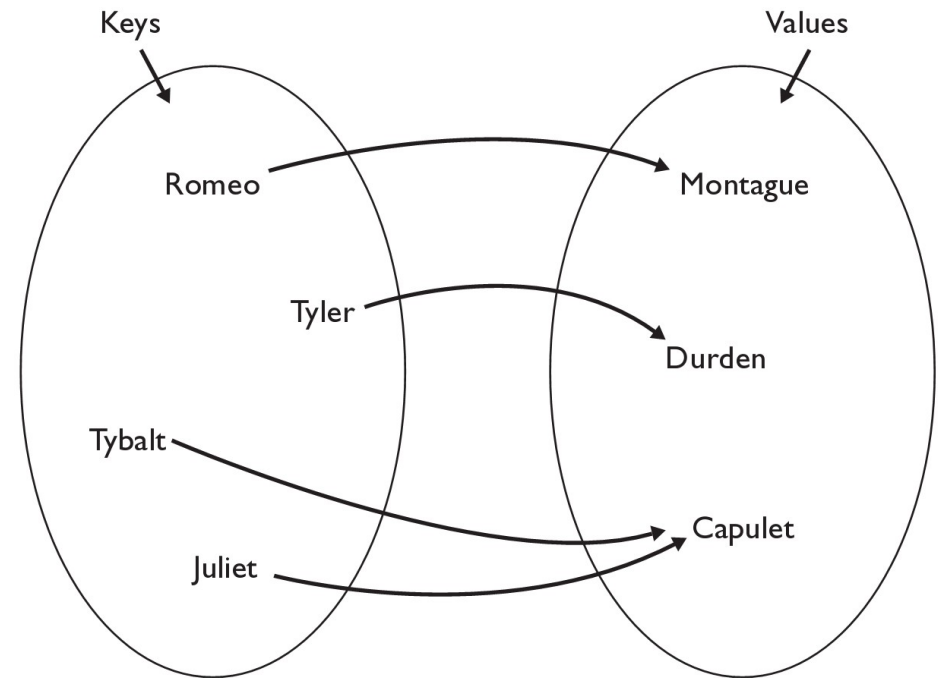
```
Set<Double> grades = new HashSet<Double>();  
...
```

```
for (double grade : grades) {  
    System.out.println("Student's grade: " + grade);  
}
```

- needed because sets have no indexes; can't get element `i`

Maps

- **map**: Holds a set of unique *keys* and a collection of *values*, where each key is associated with one value.
 - a.k.a. "dictionary", "associative array", "hash"
- basic map operations:
 - **put**(key, value): Adds a mapping from a key to a value.
 - **get**(key): Retrieves the value mapped to the key.
 - **remove**(key): Removes the given key and its mapped value.



`myMap.get("Juliet")` returns "Capulet"

Map implementation

- in Java, maps are represented by `Map` type in `java.util`
- `Map` is implemented by the `HashMap` and `TreeMap` classes
 - `HashMap`: implemented using an array called a "hash table"; extremely fast: **$O(1)$** ; keys are stored in unpredictable order
 - `TreeMap`: implemented as a linked "binary tree" structure; very fast: **$O(\log N)$** ; keys are stored in sorted order
 - `LinkedHashMap`: $O(1)$; keys are stored in order of insertion
- A map requires 2 type params: one for keys, one for values.

// maps from String keys to Integer values

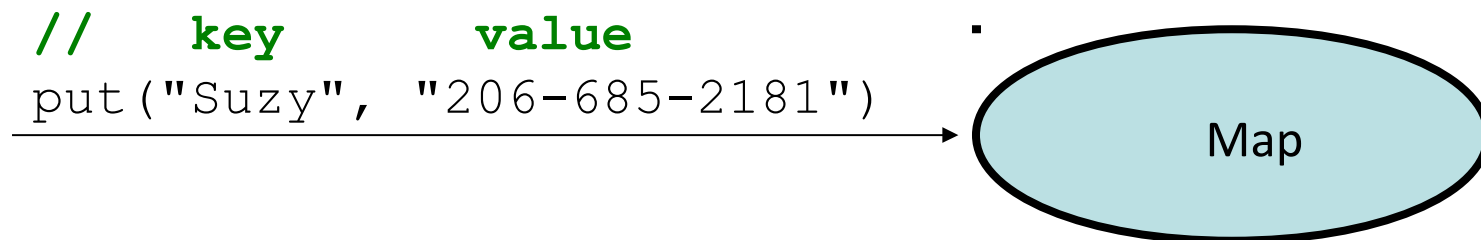
```
Map<String, Integer> votes = new HashMap<String, Integer>();
```

Map methods

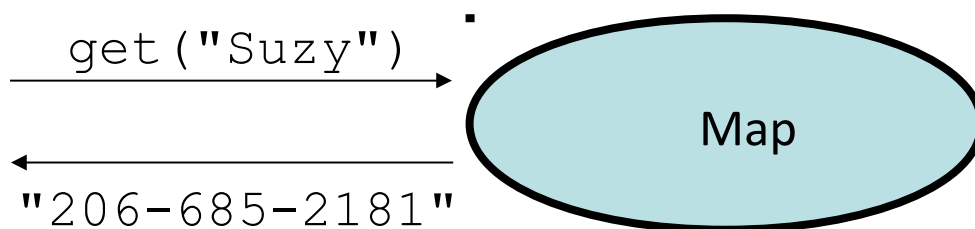
<code>put(key, value)</code>	adds a mapping from the given key to the given value; if the key already exists, replaces its value with the given one
<code>get(key)</code>	returns the value mapped to the given key (<code>null</code> if not found)
<code>containsKey(key)</code>	returns <code>true</code> if the map contains a mapping for the given key
<code>remove(key)</code>	removes any existing mapping for the given key
<code>clear()</code>	removes all key/value pairs from the map
<code>size()</code>	returns the number of key/value pairs in the map
<code>isEmpty()</code>	returns <code>true</code> if the map's size is 0
<code>toString()</code>	returns a string such as " <code>{a=90, d=60, c=70}</code> "
<code>keySet()</code>	returns a set of all keys in the map
<code>values()</code>	returns a collection of all values in the map
<code>putAll(map)</code>	adds all key/value pairs from the given map to this map
<code>equals(map)</code>	returns <code>true</code> if given map has the same mappings as this one

Using maps

- A map allows you to get from one half of a pair to the other.
 - Remembers one piece of information about every index (key).



- Later, we can supply only the key and get back the related value:
Allows us to ask: *What is Suzy's phone number?*



keySet and values

- `keySet` method returns a `Set` of all keys in the map
 - can loop over the keys in a `foreach` loop
 - can get each key's associated value by calling `get` on the map

```
Map<String, Integer> ages = new TreeMap<String, Integer>();
ages.put("Marty", 19);
ages.put("Geneva", 2); // ages.keySet() returns Set<String>
ages.put("Vicki", 57);
for (String name : ages.keySet()) { // Geneva -> 2
    int age = ages.get(name); // Marty -> 19
    System.out.println(name + " -> " + age); // Vicki -> 57
}
```

- `values` method returns a collection of all values in the map
 - can loop over the values in a `foreach` loop
 - no easy way to get from a value to its associated key(s)

The compareTo method

- The standard way for a Java class to define a comparison function for its objects is to define a `compareTo` method.
 - Example: in the `String` class, there is a method:

```
public int compareTo(String other)
```
- A call of **A.compareTo(B)** will return:
 - a value < 0 if **A** comes "before" **B** in the ordering,
 - a value > 0 if **A** comes "after" **B** in the ordering,
 - or 0 if **A** and **B** are considered "equal" in the ordering.

Using compareTo

- compareTo can be used as a test in an if statement.

```
String a = "alice";  
String b = "bob";  
if (a.compareTo(b) < 0) { // true  
    ...  
}
```

Primitives	Objects
if (a < b) { ...	if (a.compareTo(b) < 0) { ...
if (a <= b) { ...	if (a.compareTo(b) <= 0) { ...
if (a == b) { ...	if (a.compareTo(b) == 0) { ...
if (a != b) { ...	if (a.compareTo(b) != 0) { ...
if (a >= b) { ...	if (a.compareTo(b) >= 0) { ...
if (a > b) { ...	if (a.compareTo(b) > 0) { ...

compareTo and collections

- You can use an array or list of strings with Java's included binary search method because it calls `compareTo` internally.

```
String[] a = {"al", "bob", "cari", "dan", "mike"};  
int index = Arrays.binarySearch(a, "dan"); // 3
```

- Java's `TreeSet/Map` use `compareTo` internally for ordering.

```
Set<String> set = new TreeSet<String>();  
for (String s : a) {  
    set.add(s);  
}  
System.out.println(s);  
// [al, bob, cari, dan, mike]
```

Ordering our own types

- We cannot binary search or make a `TreeSet`/`Map` of arbitrary types, because Java doesn't know how to order the elements.
 - The program compiles but crashes when we run it.

```
Set<HtmlTag> tags = new TreeSet<HtmlTag>();  
tags.add(new HtmlTag("body", true));  
tags.add(new HtmlTag("b", false));  
...
```

```
Exception in thread "main" java.lang.ClassCastException  
    at java.util.TreeSet.add(TreeSet.java:238)
```

Comparable

```
public interface Comparable<E> {  
    public int compareTo(E other);  
}
```

- A class can implement the `Comparable` interface to define a natural ordering function for its objects.
- A call to your `compareTo` method should return:
a value < 0 if `this` object comes "before" the `other` object,
a value > 0 if `this` object comes "after" the `other` object,
or 0 if `this` object is considered "equal" to the `other`.
- If you want multiple orderings, use a `Comparator` instead (see Ch. 13.1)

Comparable example

```
public class Point implements Comparable<Point> {  
    private int x;  
    private int y;  
    ...  
  
    // sort by x and break ties by y  
    public int compareTo(Point other) {  
        if (x < other.x) {  
            return -1;  
        } else if (x > other.x) {  
            return 1;  
        } else if (y < other.y) {  
            return -1;    // same x, smaller y  
        } else if (y > other.y) {  
            return 1;    // same x, larger y  
        } else {  
            return 0;    // same x and same y  
        }  
    }  
}
```

Collections class

Method name	Description
<code>binarySearch(list, value)</code>	returns the index of the given value in a sorted list (< 0 if not found)
<code>copy(listTo, listFrom)</code>	copies listFrom 's elements to listTo
<code>emptyList(), emptyMap(), emptySet()</code>	returns a read-only collection of the given type that has no elements
<code>fill(list, value)</code>	sets every element in the list to have the given value
<code>max(collection), min(collection)</code>	returns largest/smallest element
<code>replaceAll(list, old, new)</code>	replaces an element value with another
<code>reverse(list)</code>	reverses the order of a list's elements
<code>shuffle(list)</code>	arranges elements into a random order
<code>sort(list)</code>	arranges elements into ascending order

Sorting methods in Java

- The `Arrays` and `Collections` classes in `java.util` have a static method `sort` that sorts the elements of an array/list

```
String[] words = {"foo", "bar", "baz", "ball"};  
Arrays.sort(words);  
System.out.println(Arrays.toString(words));  
// [ball, bar, baz, foo]
```

```
List<String> words2 = new ArrayList<String>();  
for (String word : words) {  
    words2.add(word);  
}  
Collections.sort(words2);  
System.out.println(words2);  
// [ball, bar, baz, foo]
```


Recall: Inheritance

- **inheritance**: Forming new classes based on existing ones.
 - **superclass**: Parent class being extended.
 - **subclass**: Child class that inherits behavior from superclass.
 - gets a copy of every field and method from superclass
- **override**: To replace a superclass's method by writing a new version of that method in a subclass.

```
public class Lawyer extends Employee {  
    // overrides getSalary in Employee; a raise!  
    public double getSalary() {  
        return 55000.00;  
    }  
}
```

The super keyword

`super.method(parameters)`

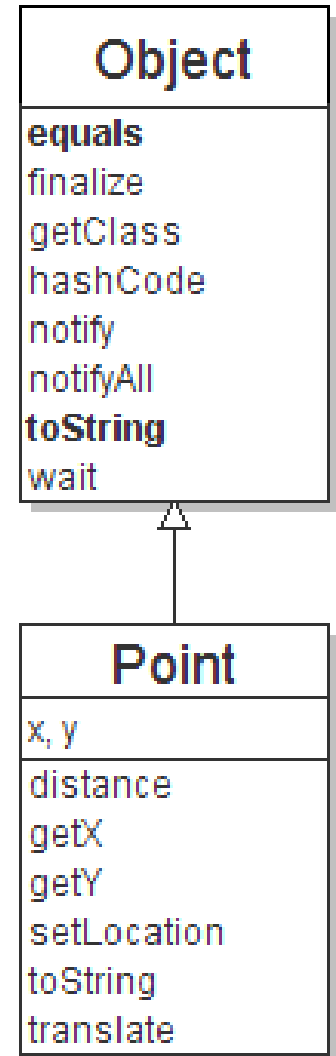
`super(parameters);`

- Subclasses can call overridden methods/constructors with `super`

```
public class Lawyer extends Employee {  
    private boolean passedBarExam;  
  
    public Lawyer(int vacationDays, boolean bar) {  
        super(vacationDays * 2);  
        this.passedBarExam = bar;  
    }  
  
    public double getSalary() {  
        double baseSalary = super.getSalary();  
        return baseSalary + 5000.00;    // $5K raise  
    }  
    ...  
}
```

The class Object

- The class `Object` forms the root of the overall inheritance tree of all Java classes.
 - Every class is implicitly a subclass of `Object`
- The `Object` class defines several methods that become part of every class you write. For example:
 - `public String toString()`
Returns a text representation of the object, usually so that it can be printed.



Object methods

method	description
<code>protected Object clone()</code>	creates a copy of the object
<code>public boolean equals(Object o)</code>	returns whether two objects have the same state
<code>protected void finalize()</code>	used for garbage collection
<code>public Class<?> getClass()</code>	info about the object's type
<code>public int hashCode()</code>	a code suitable for putting this object into a hash collection
<code>public String toString()</code>	text representation of object
<code>public void notify()</code> <code>public void notifyAll()</code> <code>public void wait()</code> <code>public void wait(...)</code>	methods related to concurrency and locking (seen later)

- What does this list of methods tell you about Java's design?

Using the Object class

- You can store any object in a variable of type `Object`.

```
Object o1 = new Point(5, -3);  
Object o2 = "hello there";
```

- You can write methods that accept an `Object` parameter.

```
public void checkNotNull(Object o) {  
    if (o != null) {  
        throw new IllegalArgumentException();  
    }  
}
```

- You can make arrays or collections of `Objects`.

```
Object[] a = new Object[5];  
a[0] = "hello";  
a[1] = new Random();  
List<Object> list = new ArrayList<Object>();
```

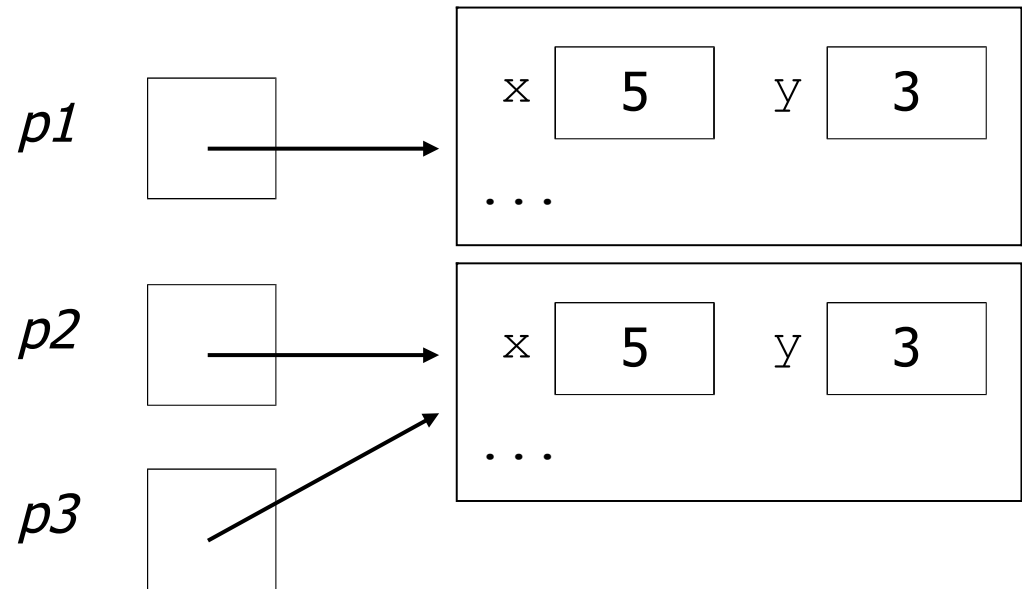
Recall: comparing objects

- The `==` operator does not work well with objects.
 - It compares references, not objects' state.
 - It produces `true` only when you compare an object to itself.

```
Point p1 = new Point(5, 3);  
Point p2 = new Point(5, 3);  
Point p3 = p2;
```

```
// p1 == p2 is false;  
// p1 == p3 is false;  
// p2 == p3 is true
```

```
// p1.equals(p2) ?  
// p2.equals(p3) ?
```



Default equals method

- The Object class's equals implementation is very simple:

```
public class Object {  
    ...  
    public boolean equals(Object o) {  
        return this == o;  
    }  
}
```

- However:
 - When we have used equals with various objects, it didn't behave like == . Why not? `if (str1.equals(str2)) { ...`
 - The [Java API documentation for equals](#) is elaborate. Why?

Implementing equals

```
public boolean equals(Object name) {  
    statement(s) that return a boolean value ;  
}
```

- The parameter to `equals` must be of type `Object`.
- Having an `Object` parameter means *any* object can be passed.
 - If we don't know what type it is, how can we compare it?

Casting references

```
Object o1 = new Point(5, -3);  
Object o2 = "hello there";
```

```
((Point) o1).translate(6, 2);           // ok  
int len = ((String) o2).length();       // ok  
Point p = (Point) o1;  
int x = p.getX();                       // ok
```

- Casting references is different than casting primitives.
 - Really casting an `Object` **reference** into a `Point` reference.
 - Doesn't actually change the object that is referred to.
 - Tells the compiler to *assume* that `o1` refers to a `Point` object.

The instanceof keyword

```
if (variable instanceof type) {  
    statement(s);  
}
```

- Asks if a variable refers to an object of a given type.
 - Used as a boolean test.

```
String s = "hello";  
Point p = new Point();
```

expression	result
s instanceof Point	false
s instanceof String	true
p instanceof Point	true
p instanceof String	false
p instanceof Object	true
s instanceof Object	true
null instanceof String	false
null instanceof Object	false

equals method for Points

```
// Returns whether o refers to a Point object with
// the same (x, y) coordinates as this Point.
public boolean equals(Object o) {
    if (o instanceof Point) {
        // o is a Point; cast and compare it
        Point other = (Point) o;
        return x == other.x && y == other.y;
    } else {
        // o is not a Point; cannot be equal
        return false;
    }
}
```

More about equals

- Equality is expected to be reflexive, symmetric, and transitive:

```
a.equals(a) is true for every object a  
a.equals(b)  $\leftrightarrow$  b.equals(a)  
(a.equals(b) && b.equals(c))  $\leftrightarrow$  a.equals(c)
```

- No non-null object is equal to null:

```
a.equals(null) is false for every object a
```

- Two sets are equal if they contain the same elements:

```
Set<String> set1 = new HashSet<String>();  
Set<String> set2 = new TreeSet<String>();  
for (String s : "hi how are you".split(" ")) {  
    set1.add(s);    set2.add(s);  
}  
System.out.println(set1.equals(set2));    // true
```


The hashCode method

```
public int hashCode()
```

Returns an integer hash code for this object, indicating its preferred to place it in a hash table / hash set.

- Allows us to store non-`int` values in a hash set/map:

```
public static int hashFunction(Object o) {  
    return Math.abs(o.hashCode()) % elements.length;  
}
```

- How is `hashCode` implemented?
 - Depends on the type of object and its state.
 - Example: a `String`'s `hashCode` adds the ASCII values of its letters.
 - You can write your own `hashCode` methods in classes you write.
 - All classes come with a default version based on memory address.

Polymorphism

- **polymorphism:** Ability for the same code to be used with different types of objects and behave differently with each.
- A variable or parameter of type T can refer to any subclass of T .

```
Employee ed = new Lawyer();  
Object otto = new Secretary();
```

- When a method is called on `ed`, it behaves as a `Lawyer`.
 - You can call any `Employee` methods on `ed`.
You can call any `Object` methods on `otto`.
 - You can *not* call any `Lawyer`-only methods on `ed` (e.g. `sue`).
You can *not* call any `Employee` methods on `otto` (e.g. `getHours`).

Polymorphism examples

- You can use the object's extra functionality by casting.

```
Employee ed = new Lawyer();  
ed.getVacationDays();           // ok  
ed.sue();                       // compiler error  
((Lawyer) ed).sue();           // ok
```

- You can't cast an object into something that it is not.

```
Object otto = new Secretary();  
System.out.println(otto.toString()); // ok  
otto.getVacationDays();             // compiler error  
((Employee) otto).getVacationDays(); // ok  
((Lawyer) otto).sue();              // runtime error
```