



Dart: Iterable Collections

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Outline

- + Collections vs Iterable
- + Read from collections
- + Checking conditions
- + Filtering
- + Mapping

Collections vs Iterable

- + **Collection** is a group of elements

- + List, Set, Map

- + Access element by `collection[index]`

- + **Iterable** is collection but access is sequential

- + `Iterable<int> iter = [1,2,3];`

- + Access element by `iterable.elementAt(index)`

Read from Collections

- + For-in Loop can be used on **collections**
- + **.first** and **.last** access first and last element of **iterables**
 - + **.last** can be slow because it goes through all elements
- + **firstWhere()** will find the first element in a **collection** but you need to provide **predicate**
- + **Predicates** are functions that return true or false.
- + **singleWhere()** is the like **firstWhere()** except only one element must satisfy the **predicate**

3 Ways to write a predicate

- +As an expression using arrow syntax (\Rightarrow)

 - +`collection.firstWhere((item) => item.length > 5);`

- +As a block between brackets with return statement

 - +`collection.firstWhere((item) { return item.length > 5});`

 - +Notice that you don't have to provide function name or return type

- +As a function: pass function name

 - +`collection.firstWhere(function_name);`

StateError

- + When using `firstWhere()` and `singleWhere()`, if the program cannot find element (either it's not there or more than one satisfies `predicate` in `singleWhere()`), the method will throw `StateError`
- + Use `orElse`: to catch the error
 - + `collection.firstWhere(function_name, orElse: () => null);`

Checking conditions

+ `.any()` returns true if at least one element satisfies the predicate.

```
+if (collection.any(predicate)) { print('any'); }
```

+ `.every()` returns true if all elements satisfy the predicate.

```
+if (collection.every(predicate)) { print('all'); }
```

Filtering

+ `.where()` returns all elements that satisfies the `predicate`.

```
+var evens = numbers.where((number) => number.isEven);
```

+ If nothing is found, the method return empty `Iterable`.

+ `.takeWhile()` returns all elements before the one that satisfies the `predicate`.

```
+var cols = numbers.takeWhile((number) => number.isEven);
```

+ `.skipWhile()` returns all elements after and including the first one that doesn't satisfy the `predicate`.

```
+var cols = numbers.skipWhile((number) => number.isEven);
```


Extra: Number property

```
+int x = 5  
+print(x.isFinite);  
+print(x.isInfinite);  
+print(x.isNaN);  
+print(x.isNegative);
```

```
+print(x.sign);  
+print(x.isEven);  
+print(x.isOdd);
```

Mapping

+ `.map()` applies a function over each element and return new one

```
+ Iterable<String> output = numbers.map((number) =>  
    number.toString());
```

+ The return value of `.map()` is `Iterable`.

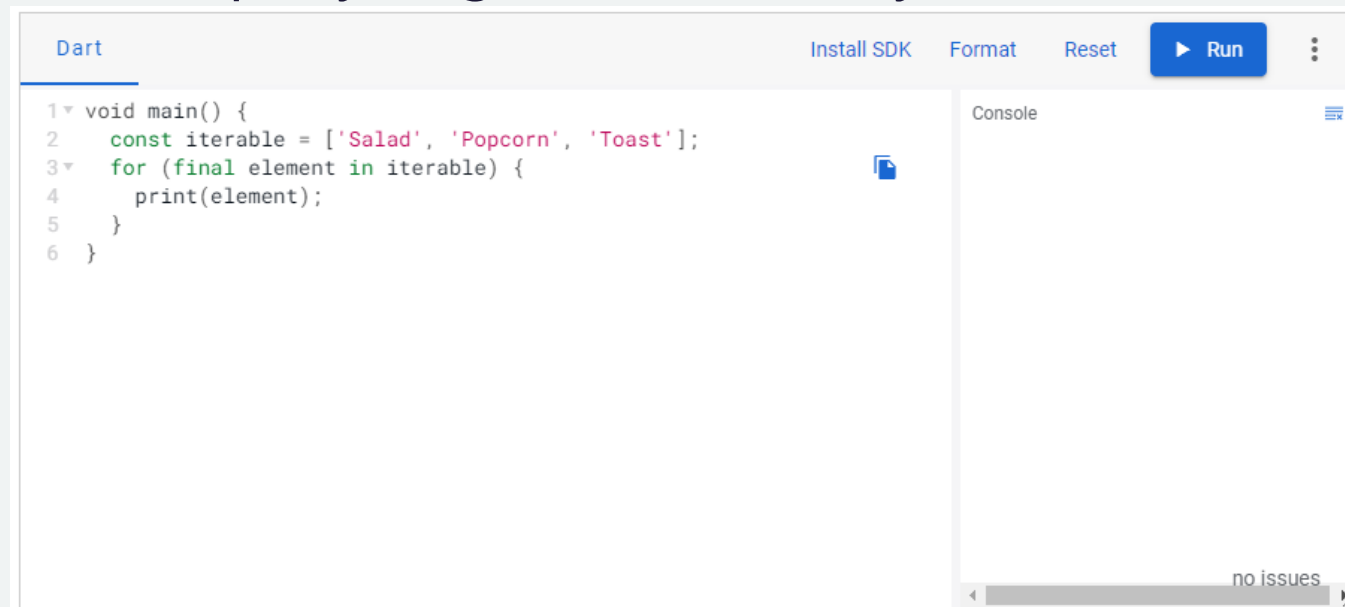
Lab #02 Iterable

+ Complete Iterable Collections codelab

+ <https://dart.dev/codelabs/iterables>

+ Inform staff after you complete all exercises

+ Examples can help if you get stuck on any exercises



The screenshot shows a Dart IDE interface. The top bar includes the text 'Dart' on the left, and 'Install SDK', 'Format', 'Reset', and a blue 'Run' button with a play icon on the right. The main editor area contains the following Dart code:

```
1 void main() {  
2   const iterable = ['Salad', 'Popcorn', 'Toast'];  
3   for (final element in iterable) {  
4     print(element);  
5   }  
6 }
```

To the right of the code editor is a 'Console' panel, which is currently empty. At the bottom right of the console panel, it says 'no issues'.