

Maps

Thursday, April 16, 2020 7:14 AM

- keys & values generic.
 - operations:
 - get (object)
 - returns val or null
 - put (object)
 - returns last val or null
 - remove (object)
 - returns val or null
 - containsKey (object)
 - containsValue (object)
 - clear, size
- map to some argument is correct type*
- ex *astro obj → classification*

Map

Earth: planet

Ganymede: moon

Venus: planet

Sirius: star

Aldebaran: star

Andromeda: Galaxy

Pleiades: Star cluster

M67: Star cluster

Pluto: dwarf planet

Ceres: dwarf planet

Europa: moon

Different Views

→ entry Set: set of entries

- entrySet: set of entries
- keySet: set of keys
- Values: collection of values

→ why are these sets?

- sets must have unique elements (317)
- keys must be unique
 - these are identifiers
 - thus entries unique
- values - not always distinct

What does the entrySet look like?

- $\{\{\text{Earth}, \text{planet}\}, \{\text{Ganymede}, \text{moon}\},$
- $\{\{\text{Venus}, \text{planet}\}, \{\text{Sirius}, \text{star}\},$
- $\{\{\text{Aldebaran}, \text{star}\}, \{\text{Andromeda}, \text{Galaxy}\}$
- $\{\{\text{Pleiades}, \text{star cluster}\}, \{\text{M67}, \text{galaxy}\}$
- $\{\{\text{Pluto}, \text{dwarf planet}\}, \{\text{Ceres}, \text{dwarf}\},$
- $\{\{\text{Europa}, \text{moon}\}\}$

→ sets have many operations, but what operations do we use for an entrySet?

- size
- contains (Object) → Entry<K, V>
- ... (Object)

- contains (Object)
- remove (Object)
- iterator
- clear

* Do not duplicate work
 * already have size, remove,
 clear for map
 → don't do extra work!

What does the key set
 look like?

{Earth, Ganymede, Venus, Sirius,
 Aldebaran, Andromeda, Pleiades,
 M67, Pluto, Ceres, Europa}

· uses map w/o problem
 → no need to implement

What does values look
 like?

[planet, moon, planet, star, star,
 galaxy, star cluster, star cluster,
 dwarf p, dwarf p, moon]

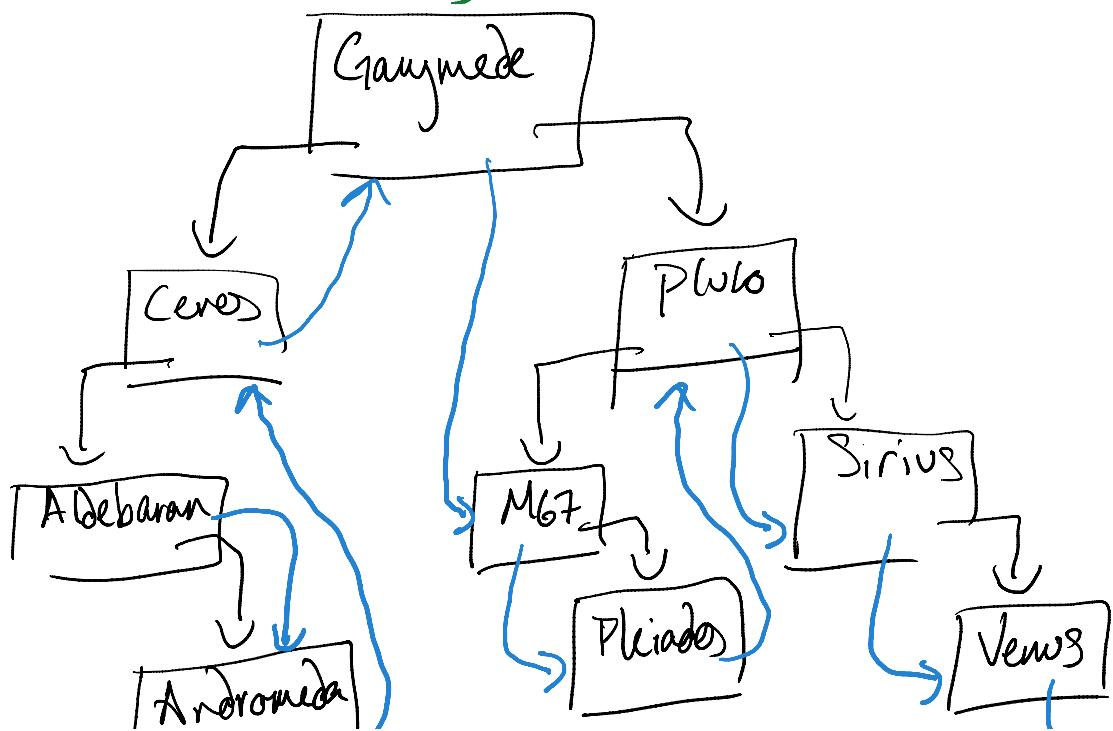
* has collection operations
 to know

- * has collection if you ~~are~~ know
- * Java implementation works - used entrySet - don't have to write

* if you rewrite every remove, you are making extra work for yourself

→ recognize when you can avoid writing code!

Threading ex





Binary Search

- Given a low (inclusive) and a hi (exclusive)
- find \in compare mid point

0	1	2	3	4	5	6
3	5	6	7	9	12	15

