

Filtering Data

Interfaces to Avoid Duplication

Filter by Magnitude

```
public ArrayList<QuakeEntry>
filterByMagnitude (ArrayList<QuakeEntry> quakeData,
                    double magMin) {

    ArrayList<QuakeEntry> answer = new ArrayList<QuakeEntry> ();
    for (QuakeEntry qe : quakeData) {
        if (qe.getMagnitude() >= magMin) {
            answer.add(qe);
        }
    }
    return answer;
}
```

- First: look at two filters
 - See similarities

Filter by Distance

```
public ArrayList<QuakeEntry>
filterByDistanceFrom(ArrayList<QuakeEntry> quakeData,
                      double distMax,
                      Location from) {
    ArrayList<QuakeEntry> answer = new ArrayList<QuakeEntry>();
    for(QuakeEntry qe : quakeData) {
        if (qe.getLocation().distanceTo(from) <= distMax) {
            answer.add(qe);
        }
    }
    return answer;
}
```

- First: look at two filters
 - See similarities

Filter by Distance

```
public ArrayList<QuakeEntry>
filterByDistanceFrom(ArrayList<QuakeEntry> quakeData,
                      double distMax,
                      Location from) {
    ArrayList<QuakeEntry> answer = new ArrayList<QuakeEntry>();
    for(QuakeEntry qe : quakeData) {
        if (qe.getLocation().distanceTo(from) <= distMax) {
            answer.add(qe);
        }
    }
    return answer;
}
```

- First: look at two filters
 - See similarities

Filter by Distance

```
public ArrayList<QuakeEntry>
filterByDistanceFrom(ArrayList<QuakeEntry> quakeData,
    double distMax,
    Location from) {
    ArrayList<QuakeEntry> answer = new ArrayList<QuakeEntry>();
    for(QuakeEntry qe : quakeData) {
        if (qe.getLocation().distanceTo(from) <= distMax) {
            answer.add(qe);
        }
    }
    return answer;
}
```

- First: look at two filters
 - See similarities

Filter by Distance

```
public ArrayList<QuakeEntry>
filterByDistanceFrom(ArrayList<QuakeEntry> quakeData,
                      double distMax,
                      Location from) {
    ArrayList<QuakeEntry> answer = new ArrayList<QuakeEntry>();
    for(QuakeEntry qe : quakeData) {
        if (qe.getLocation().distanceTo(from) <= distMax) {
            answer.add(qe);
        }
    }
    return answer;
}
```

- First: look at two filters
 - See similarities

Idea: Parameterize—How to Filter

```
public ArrayList<QuakeEntry>
filter(ArrayList<QuakeEntry> quakeData,
        Filter f) {
    ArrayList<QuakeEntry> answer = new ArrayList<QuakeEntry>();
    for(QuakeEntry qe : quakeData) {
        if (f.satisfies(qe)) {
            answer.add(qe);
        }
    }
    return answer;
}
```

- Generic method: parameterized by Filter

Idea: Parameterize—How to Filter

```
public ArrayList<QuakeEntry>
filter (ArrayList<QuakeEntry> quakeData,
        Filter f) {
    ArrayList<QuakeEntry> answer = new ArrayList<QuakeEntry>();
    for (QuakeEntry qe : quakeData) {
        if (f.satisfies(qe)) {
            answer.add(qe);
        }
    }
    return answer;
}
```

- Generic method: parameterized by Filter

Idea: Parameterize—How to Filter

```
public ArrayList<QuakeEntry>
filter(ArrayList<QuakeEntry> quakeData,
        Filter f) {
    ArrayList<QuakeEntry> answer = new ArrayList<QuakeEntry>();
    for(QuakeEntry qe : quakeData) {
        if (f.satisfies(qe)) {
            answer.add(qe);
        }
    }
    return answer;
}
```

- Generic method: parameterized by Filter

Idea: Parameterize—How to Filter

```
public ArrayList<QuakeEntry>
filter(ArrayList<QuakeEntry> quakeData,
        Filter f) {
    ArrayList<QuakeEntry> answer = new ArrayList<QuakeEntry>();
    for(QuakeEntry qe : quakeData) {
        if (f.satisfies(qe)) {
            answer.add(qe);
        }
    }
    return answer;
}
```

But how do you make Filters with different .satisfies() methods?

- Generic method: parameterized by Filter

Interface: Type That Promises Method(s)

```
public interface Filter {  
    public boolean satisfies(QuakeEntry qe);  
  
}
```

- Filter is an **interface**

Interface: Type That Promises Method(s)

```
public interface Filter {  
    public boolean satisfies(QuakeEntry qe);  
}
```

- Filter is an **interface**

Interface: Type That Promises Method(s)

```
public interface Filter {  
    public boolean satisfies(QuakeEntry qe);  
}
```

- Filter is an **interface**
 - Type which promises certain methods

Interface: Type That Promises Method(s)

```
public interface Filter {  
    public boolean satisfies(QuakeEntry qe);  
}
```

- Filter is an **interface**
 - Type which promises certain methods
 - Classes can **implement** an interface
 - Must define the promised methods
 - Can be treated as the interface type

Classes Can Implement Interfaces

```
public class MinMagFilter implements Filter {  
    private double magMin;  
    public MinMagFilter(double min) {  
        magMin = min;  
    }  
    public boolean satisfies(QuakeEntry qe) {  
        return qe.getMagnitude() >= magMin;  
    }  
}
```

Classes Can Implement Interfaces

```
public class MinMagFilter implements Filter {  
    private double magMin;  
    public MinMagFilter(double min) {  
        magMin = min;  
    }  
    public boolean satisfies(QuakeEntry qe) {  
        return qe.getMagnitude() >= magMin;  
    }  
}
```

Classes Can Implement Interfaces

```
public class MinMagFilter implements Filter {  
    private double magMin;  
    public MinMagFilter(double min) {  
        magMin = min;  
    }  
    public boolean satisfies(QuakeEntry qe) {  
        return qe.getMagnitude() >= magMin;  
    }  
}
```

Classes Can Implement Interfaces

```
public class MinMagFilter implements Filter {  
    private double magMin;  
    public MinMagFilter(double min) {  
        magMin = min;  
    }  
    public boolean satisfies(QuakeEntry qe) {  
        return qe.getMagnitude() >= magMin;  
    }  
}
```


Compatible Types

```
public ArrayList<QuakeEntry>
filter(ArrayList<QuakeEntry> quakeData,
        Filter f) {
    ArrayList<QuakeEntry> answer = new ArrayList<QuakeEntry>();
    for(QuakeEntry qe : quakeData) {
        if (f.satisfies(qe)) {
            answer.add(qe);
        }
    }
    return answer;
}
```

```
Filter f = new MinMagFilter(4.0);
ArrayList<QuakeEntry> largeQuakes = filter(list, f);
```

Compatible Types

```
public ArrayList<QuakeEntry>
filter(ArrayList<QuakeEntry> quakeData,
        Filter f) {
    ArrayList<QuakeEntry> answer = new ArrayList<QuakeEntry>();
    for(QuakeEntry qe : quakeData) {
        if (f.satisfies(qe)) {
            answer.add(qe);
        }
    }
    return answer;
}
```

```
Filter f = new MinMagFilter(4.0);
ArrayList<QuakeEntry> largeQuakes = filter(list, f);
```

Compatible Types

```
public ArrayList<QuakeEntry>
filter(ArrayList<QuakeEntry> quakeData,
        Filter f) {
    ArrayList<QuakeEntry> answer = new ArrayList<QuakeEntry>();
    for(QuakeEntry qe : quakeData) {
        if (f.satisfies(qe)) {
            answer.add(qe);
        }
    }
    return answer;
}
```

```
Filter f = new MinMagFilter(4.0);
ArrayList<QuakeEntry> largeQuakes = filter(list, f);
```

Compatible Types

```
public ArrayList<QuakeEntry>
filter(ArrayList<QuakeEntry> quakeData,
        Filter f) {
    ArrayList<QuakeEntry> answer = new ArrayList<QuakeEntry>();
    for(QuakeEntry qe : quakeData) {
        if (f.satisfies(qe)) {
            answer.add(qe);
        }
    }
    return answer;
}
```

```
Filter f = new MinMagFilter(4.0);  
ArrayList<QuakeEntry> largeQuakes = filter(list, f);
```

Compatible Types

```
public ArrayList<QuakeEntry>
filter(ArrayList<QuakeEntry> quakeData,
        Filter f) {
    ArrayList<QuakeEntry> answer = new ArrayList<QuakeEntry>();
    for(QuakeEntry qe : quakeData) {
        if (f.satisfies(qe)) {
            answer.add(qe);
        }
    }
    return answer;
}
```

```
Filter f = new MinMagFilter(4.0);
ArrayList<QuakeEntry> largeQuakes = filter(list, f);
f = new DistanceFilter(myLoc, 100);
ArrayList<QuakeEntry> shallowQuakes = filter(list, f);
```


Compatible Types

```
public ArrayList<QuakeEntry>
filter(ArrayList<QuakeEntry> quakeData,
        Filter f) {
    ArrayList<QuakeEntry> answer = new ArrayList<QuakeEntry>();
    for(QuakeEntry qe : quakeData) {
        if (f.satisfies(qe)) {
            answer.add(qe);
        }
    }
    return answer;
}
```

```
Filter f = new MinMagFilter(4.0);
ArrayList<QuakeEntry> largeQuakes = filter(list, f);
f = new DistanceFilter(myLoc, 100);
ArrayList<QuakeEntry> shallowQuakes = filter(list, f);
```

Compatible Types

```
public ArrayList<QuakeEntry>
filter(ArrayList<QuakeEntry> quakeData,
        Filter f) {
    ArrayList<QuakeEntry> answer = new ArrayList<QuakeEntry>();
    for(QuakeEntry qe : quakeData) {
        if (f.satisfies(qe)) {
            answer.add(qe);
        }
    }
    return answer;
}
```

```
Filter f = new MinMagFilter(4.0);
ArrayList<QuakeEntry> largeQuakes = filter(list, f);
f = new DistanceFilter(myLoc, 100);
ArrayList<QuakeEntry> shallowQuakes = filter(list, f);
```