



# Collection **List**


































Rawlabs Academy

# List

- The `List` interface provides a way to **store** and **ordered collection**.
- It is a **child interface** of `Collection`
- It is an ordered collection of object in which **duplicate values** can be stored.
- Since `List` preserves the insertion order, it allows **positional access** and **insertion of elements**.

# Methods

## List

```
List.java
☐ Inherited members (⌘F12) ☐ Anonymous Classes (⌘I) ☐ Lambdas (⌘L) 
▼  List
  (m)  add(E): boolean ↑Collection
  (m)  add(int, E): void
  (m)  addAll(Collection<? extends E>): boolean ↑Collection
  (m)  addAll(int, Collection<? extends E>): boolean
  (m)  clear(): void ↑Collection
  (m)  contains(Object): boolean ↑Collection
  (m)  containsAll(Collection<?>): boolean ↑Collection
  (m)  copyOf(Collection<? extends E>): List<E>
  (m)  equals(Object): boolean ↑Collection
  (m)  get(int): E
  (m)  hashCode(): int ↑Collection
  (m)  indexOf(Object): int
  (m)  isEmpty(): boolean ↑Collection
  (m)  iterator(): Iterator<E> ↑Collection
  (m)  lastIndexOf(Object): int
  (m)  listIterator(): ListIterator<E>
  (m)  listIterator(int): ListIterator<E>
  (m)  of(): List<E>
  (m)  of(E): List<E>
  (m)  of(E, E): List<E>
  (m)  of(E, E, E): List<E>
  (m)  of(E, E, E, E): List<E>
  (m)  of(E, E, E, E, E): List<E>
  (m)  of(E, E, E, E, E, E): List<E>
  (m)  of(E, E, E, E, E, E, E): List<E>
  (m)  of(E, E, E, E, E, E, E, ...): List<E>
  (m)  of(E, E, E, E, E, E, E, ...): List<E>
  (m)  of(E, E, E, E, E, E, E, ...): List<E>
  (m)  of(E...): List<E>
  (m)  remove(int): E
  (m)  remove(Object): boolean ↑Collection
  (m)  removeAll(Collection<?>): boolean ↑Collection
```

# List





















## Hierarchy



# Abstract Collection

It is used to implement an unmodifiable collection, for which one need to only extend this

`AbstractCollection` class and implement only the iterator and the size methods.

```
AbstractCollection.java
☐ Inherited members (⌘F12) ☐ Anonymous Classes (⌘I) ☐ Lambdas (⌘L) 
▼   AbstractCollection
  (m) ? AbstractCollection()
  (m)  add(E): boolean ↑Collection
  (m)  addAll(Collection<? extends E>): boolean ↑Collection
  (m)  clear(): void ↑Collection
  (m)  contains(Object): boolean ↑Collection
  (m)  containsAll(Collection<?>): boolean ↑Collection
  (m)  finishToArray(T[], Iterator<?>): T[]
  (m)  hugeCapacity(int): int
  (m)  isEmpty(): boolean ↑Collection
  (m)  iterator(): Iterator<E> ↑Collection
  (m)  remove(Object): boolean ↑Collection
  (m)  removeAll(Collection<?>): boolean ↑Collection
  (m)  retainAll(Collection<?>): boolean ↑Collection
  (m)  size(): int ↑Collection
  (m)  toArray(): Object[] ↑Collection
  (m)  toArray(T[]): T[] ↑Collection
  (m)  toString(): String ↑Object
  (f)  MAX_ARRAY_SIZE: int = Integer.MAX_VALUE - 8
```

# AbstractList

This class provides a skeletal implementation of the `List` interface to minimize the effort required to implement this interface backed by Random Access data store (such an array). For sequential access data (such as linked list), `AbstractSequentialList` should be used in preference to this class.

```
AbstractList.java
☐ Inherited members (⌘F12) ☐ Anonymous Classes (⌘I) ☐ Lambdas (⌘L) 
AbstractList
  m ? AbstractList()
  m ? add(E): boolean ↑AbstractCollection
  m ? add(int, E): void ↑List
  m ? addAll(int, Collection<? extends E>): boolean ↑List
  m ? clear(): void ↑AbstractCollection
  m ? equals(Object): boolean ↑Object
  m ? get(int): E ↑List
  m ? hashCode(): int ↑Object
  m ? indexOf(Object): int ↑List
  m ? iterator(): Iterator<E> ↑AbstractCollection
  m ? lastIndexOf(Object): int ↑List
  m ? listIterator(): ListIterator<E> ↑List
  m ? listIterator(int): ListIterator<E> ↑List
  m ? outOfBoundsMsg(int): String
  m ? rangeCheckForAdd(int): void
  m ? remove(int): E ↑List
  m ? removeRange(int, int): void
  m ? set(int, E): E ↑List
  m ? subList(int, int): List<E> ↑List
  m ? subListRangeCheck(int, int, int): void
  f ? modCount: int = 0
  > ? Itr
  > ? ListItr
```

# ArrayList

It provides us with **dynamic arrays** in java. Though, it may be slower than standard arrays but can be helpful in programs where **lots of manipulation** in the array needed.

40	55	63	17	22	68	89	97	89
0	1	2	3	4	5	6	7	8

<- Array Indices

Array Length = 9

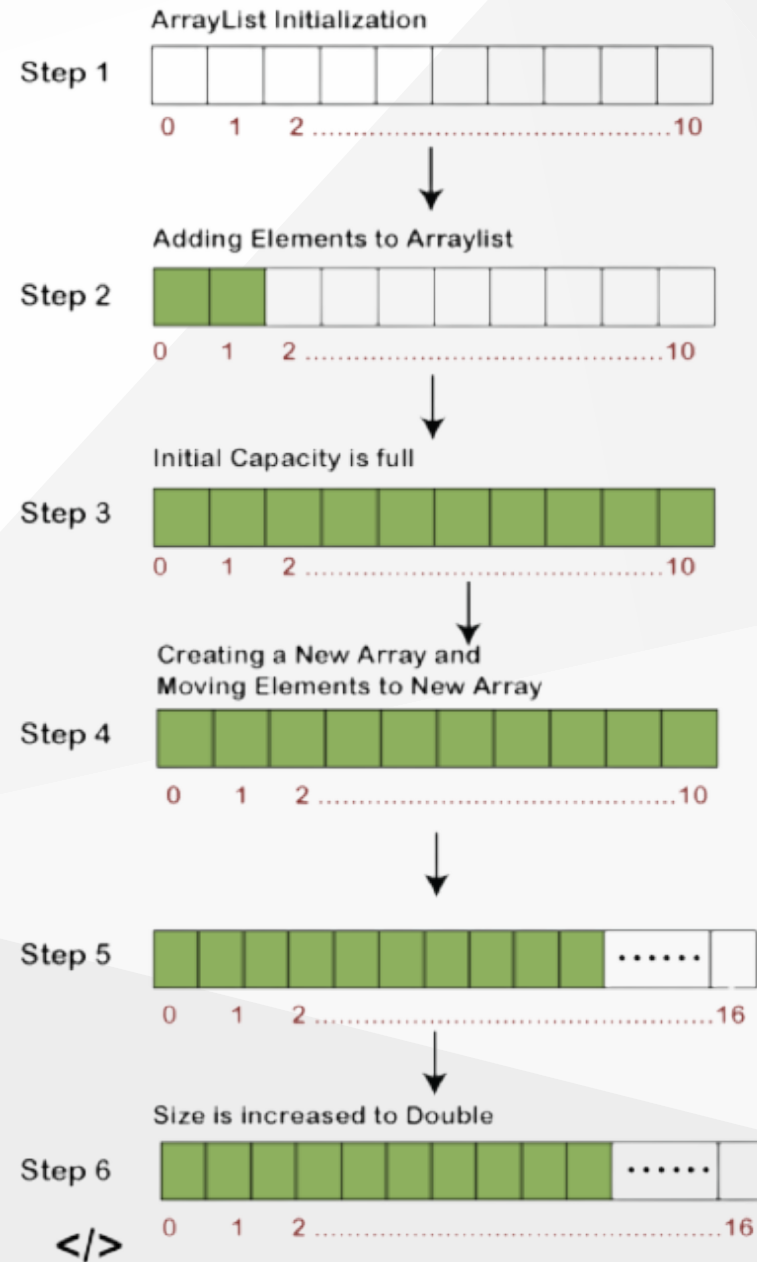
First Index = 0

Last Index = 8

```
ArrayList.java
Inherited members (%F12) Anonymous Classes (%I) Lambdas (%L)
ArrayList
ArrayList()
ArrayList(Collection<? extends E>)
ArrayList(int)
add(E): boolean ↑AbstractList
add(E, Object[], int): void
add(int, E): void ↑AbstractList
addAll(Collection<? extends E>): boolean ↑AbstractCollection
addAll(int, Collection<? extends E>): boolean ↑AbstractList
batchRemove(Collection<?>, boolean, int, int): boolean
checkForComodification(int): void
checkInvariants(): void
clear(): void ↑AbstractList
clone(): Object ↑Object
contains(Object): boolean ↑AbstractCollection
elementAt(Object[], int): E
elementData(int): E
ensureCapacity(int): void
equals(Object): boolean ↑AbstractList
equalsArrayList(ArrayList<?>): boolean
equalsRange(List<?>, int, int): boolean
fastRemove(Object[], int): void
forEach(Consumer<? super E>): void ↑Iterable
get(int): E ↑AbstractList
grow(): Object[]
grow(int): Object[]
hashCode(): int ↑AbstractList
hashCodeRange(int, int): int
hugeCapacity(int): int
indexOf(Object): int ↑AbstractList
indexOfRange(Object, int, int): int
isClear(long[], int): boolean
isEmpty(): boolean ↑AbstractCollection
```

# ArrayList

## Work





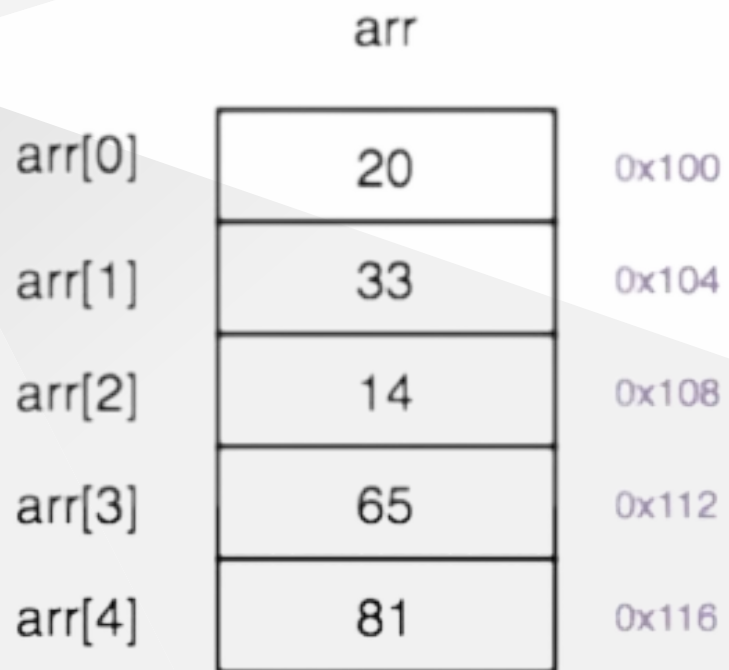
# LinkedList

- **LinkedList** consists of nodes where each node contains data and a reference to the next node in the list
- Unlike an array, data is not stored in one contiguous block of memory and does not have a fixed size
- Instead, it consists of multiple blocks of memory at different addresses



```
LinkedList
  m LinkedList()
  m LinkedList(Collection<? extends E>)
  m add(E): boolean ↑AbstractList
  m add(int, E): void ↑AbstractSequentialList
  m addAll(Collection<? extends E>): boolean ↑AbstractCollection
  m addAll(int, Collection<? extends E>): boolean ↑AbstractSequentialList
  m addFirst(E): void ↑Deque
  m addLast(E): void ↑Deque
  m checkElementIndex(int): void
  m checkPositionIndex(int): void
  m clear(): void ↑AbstractList
  m clone(): Object ↑Object
  m contains(Object): boolean ↑AbstractCollection
  m descendingIterator(): Iterator<E> ↑Deque
  m element(): E ↑Deque
  m get(int): E ↑AbstractSequentialList
  m getFirst(): E ↑Deque
  m getLast(): E ↑Deque
  m indexOf(Object): int ↑AbstractList
  m isElementIndex(int): boolean
  m isPositionIndex(int): boolean
  m lastIndexOf(Object): int ↑AbstractList
  m linkBefore(E, Node<E>): void
  m linkFirst(E): void
  m linkLast(E): void
  m listIterator(int): ListIterator<E> ↑AbstractSequentialList
  m node(int): Node<E>
  m offer(E): boolean ↑Deque
  m offerFirst(E): boolean ↑Deque
  m offerLast(E): boolean ↑Deque
  m outOfBoundsMsg(int): String
  m peek(): E ↑Deque
```

# Representation ArrayList vs LinkedList



Array representation



# ArrayList Example

```
public class Main {  
    public static void main(String[] args) {  
        List<String> addresses = new ArrayList<>();  
        addresses.add("Milan");  
        addresses.add("London");  
        addresses.add("Guatemala");  
        addresses.add("London");  
  
        System.out.println(addresses.get(2));  
    }  
}
```

# LinkedList Example

```
public class Main {  
    public static void main(String[] args) {  
        List<String> addresses = new LinkedList<>();  
        addresses.add("Milan");  
        addresses.add("London");  
        addresses.add("Guatemala");  
        addresses.add("London");  
  
        System.out.println(addresses.get(2));  
    }  
}
```

# Immutable List Example

```
public class Main {  
    public static void main(String[] args) {  
        List<String> addresses = new LinkedList<>();  
        var immutableAddresses = Collections.unmodifiableList(addresses);  
        immutableAddresses.add("Texas");  
        addresses.add("Milan");  
        addresses.add("London");  
        addresses.add("Guatemala");  
        addresses.add("London");  
  
        System.out.println(addresses.get(2));  
    }  
}
```

# Stack

- The `Stack` class represents a **last-in-first-out** (LIFO) stack of objects
- It extends class `Vector` with 5 operations that allow a vector to be treated as a stack
- The usual **push** and **pop** operations are provided, as well as a method to peek at the top item on the stack, a method to test for whether the stack is empty, and a method to search the stack for an item and discover how far it is from the top
- A more complete and consistent set of LIFO stack operations is provided by the `Deque` **interface** and its implementations, which should be used in preference to this class.



# Stack Example

```
public class Main {  
    public static void main(String[] args) {  
        Stack<String> addresses = new Stack<>();  
        addresses.push("Milan");  
        addresses.push("London");  
        addresses.push("Guatemala");  
        addresses.push("London");  
  
        System.out.println(addresses.pop());  
    }  
}
```

# Task - **Array Merge**

Make a program to combine 2 arrays, then insert several objects into the array in the middle with the index entered.



# Task - **Play with Parking Area**

It is known that there is a parking lot that only contains 1 motorcycle in each row. Make a program to manage the parking lot so that it fills the farthest parking lot with the parking gate first and the motorbike closest to the parking gate can exit first.