

# Working with Collections



**Jim Wilson**

Mobile Solutions Developer & Architect

@hedgehogjim | jwhh.com



# Overview



**The role of collections**

**Collections and type safety**

**Common collection methods**

**Collections and entry equality**

**New collection methods in Java 8**

**Converting between collections and arrays**

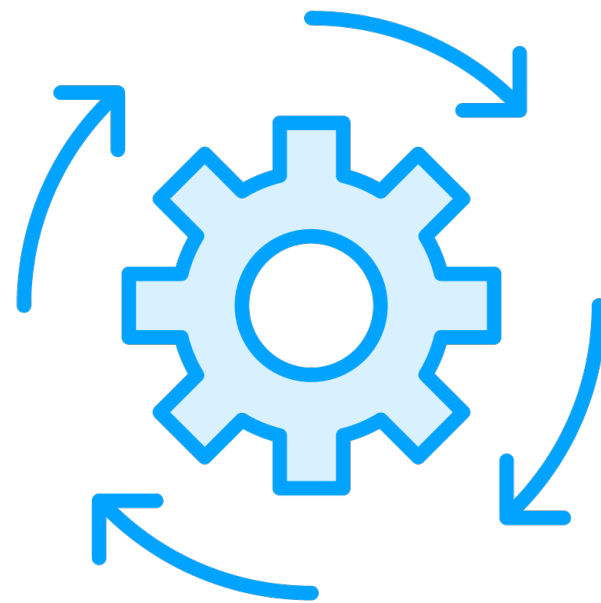
**Common collection interfaces and classes**

**Sorting behavior**

**Map collections**



# Managing Groups of Data



## Apps manage groups of data

Most basic solution is arrays

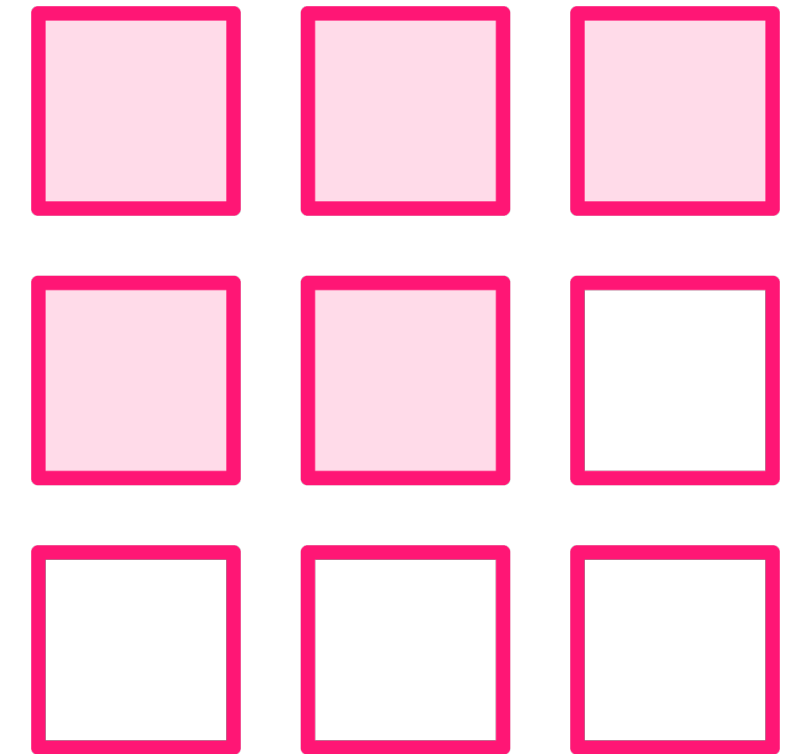
[A, B, C]

## Array limitations

Statically sized

Require explicit position  
management

Just a bunch of values

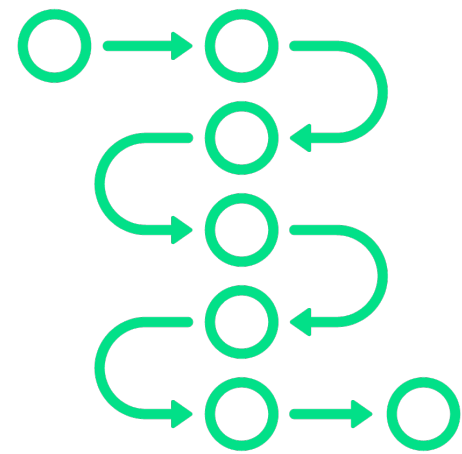


## Collections

Provide more powerful  
options



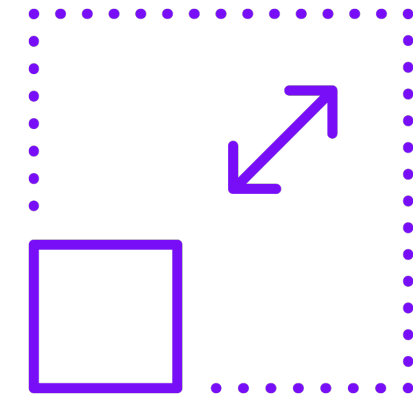
# Collections hold and organize values



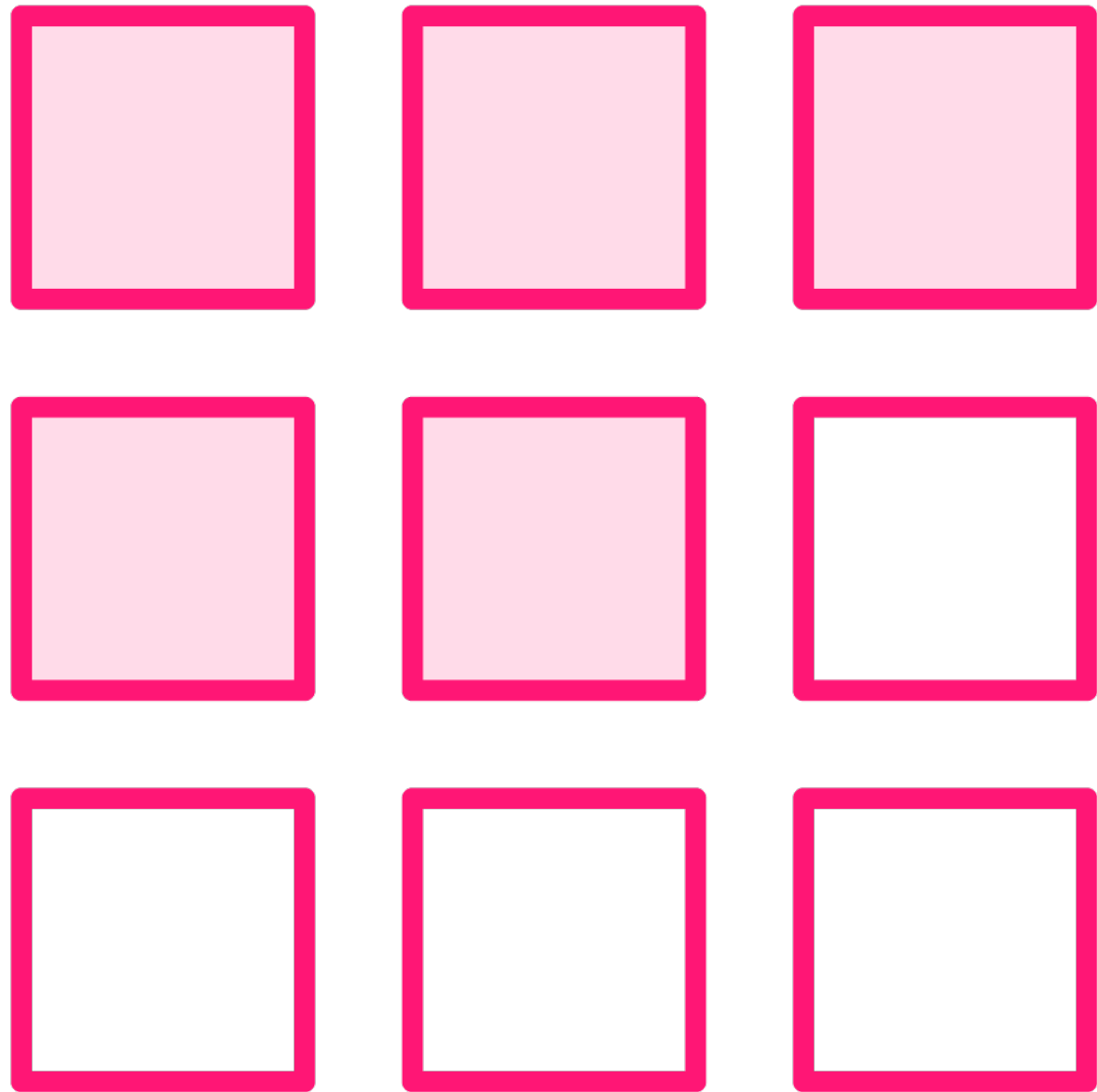
Iterable



Can provide type safety



Tend to dynamically size



## A wide variety of collections are available

- May be a simple list of values
- Can provide optimization or sophistication
  - Ordering
  - Prevent duplicates
  - Manage data as name/value pairs

# A Simple Collection of Objects

```
ArrayList list = new ArrayList();

list.add("Foo");
list.add("Bar");

System.out.println("Elements: " + list.size());

for(Object o:list)
    System.out.println(o.toString());

String s = (String)list.get(0);

SomeClassIMadeUp c = new SomeClassIMadeUp();
list.add(c);
```





# Collections and Type Safety



## By default collections hold Object types

- Must convert return values to desired type
- Doesn't restrict types of values added

## Collections can be type restricted

- Uses the Java concept of generics
- Type specified during collection creation

## Collection type restriction is pervasive

- Return values appropriately typed
- Adding values limited to appropriate type

# A Strongly Typed Collection




```
ArrayList<String> list
```






# A Strongly Typed Collection

```
ArrayList<String> list = new ArrayList<>();  
  
list.add("Foo");  
list.add("Bar");  
  
System.out.println("Elements: " + list.size());  
for(Object o:list)  
    System.out.println(o.toString());
```




# A Strongly Typed Collection

```
ArrayList<String> list = new ArrayList<>();  
  
list.add("Foo");  
list.add("Bar");  
  
System.out.println("Elements: " + list.size());  
  
for(String o:list)  
    System.out.println(o.toString());
```



# A Strongly Typed Collection

```
ArrayList<String> list = new ArrayList<>();  
  
list.add("Foo");  
list.add("Bar");  
  
System.out.println("Elements: " + list.size());  
  
for(String o:list)  
    System.out.println(o);  
String s = (String) list.get(0);
```

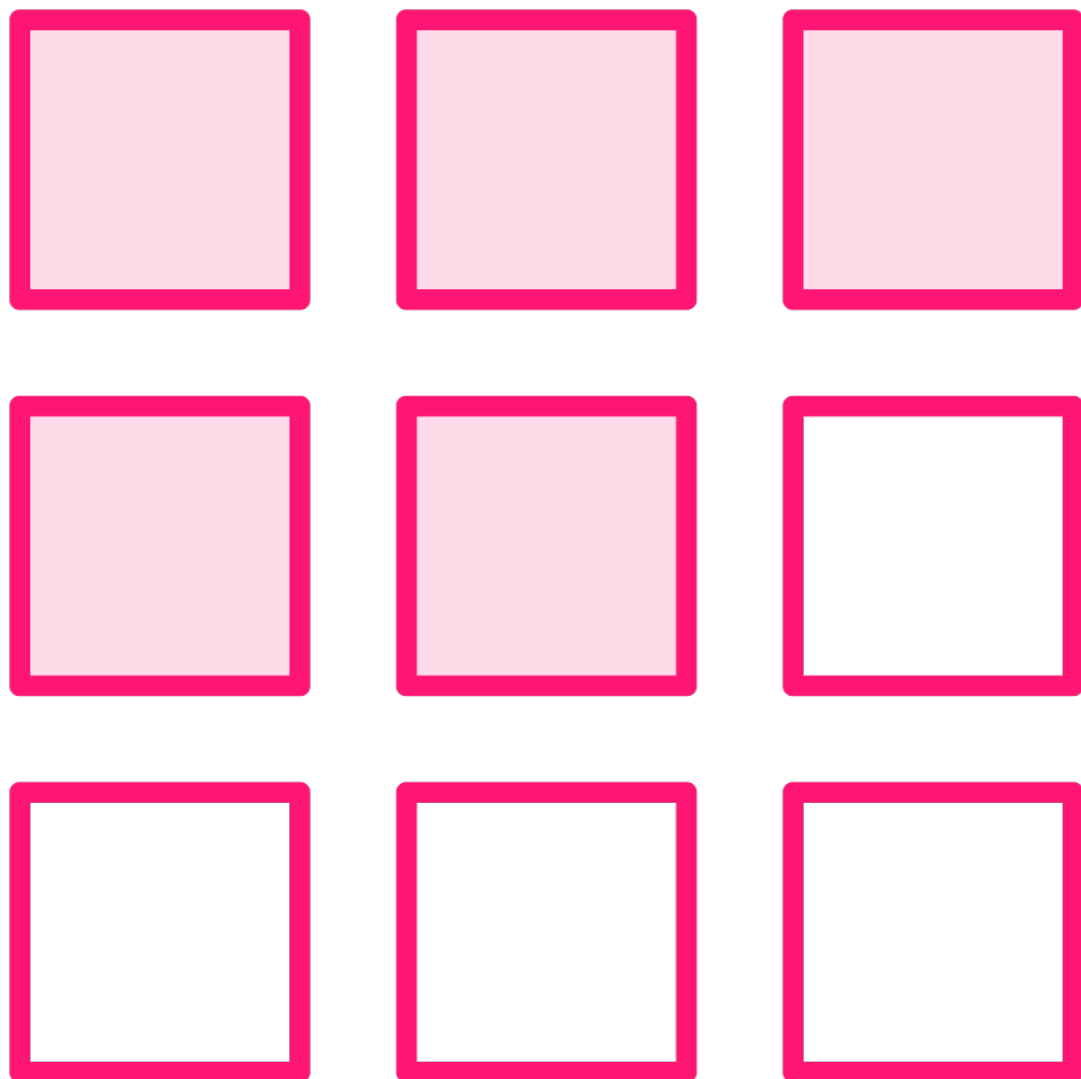


# A Strongly Typed Collection

```
ArrayList<String> list = new ArrayList<>();  
  
list.add("Foo");  
list.add("Bar");  
  
System.out.println("Elements: " + list.size());  
  
for(String o:list)  
    System.out.println(o);  
  
String s = list.get(0);  
  
SomeClassIMadeUp c = new SomeClassIMadeUp();  
list.add(c);
```



# Collection Interface



**Each collection type has it's own features**

- But there are many that are common

**Collection interface**

- Provides common collection methods
- Implemented by most collection types
- Map collections are notable exception
- Extends Iterable interface

# Common Collection Methods

| Method | Description |
|--------|-------------|
|        |             |
|        |             |
|        |             |
|        |             |
|        |             |



# Adding Members from Another Collection

Main.java

```
ArrayList<String> list1 = new ArrayList<>();  
list1.add("Foo");  
list1.add("Bar");  
  
LinkedList<String> list2 = new LinkedList<>();  
list2.add("Baz");  
list2.add("Boo");  
list1.addAll(list2);  
  
for(String s:list1)  
    System.out.println(s);
```

Does not  
affect list2

Foo  
Bar  
Baz  
Boo





# Common Equality-based Methods

| Method | Description |
|--------|-------------|
|        |             |
|        |             |
|        |             |
|        |             |
|        |             |

Tests all use the equals method



# Removing a Member

```
public class MyClass {  
    String label, value; // getters elided for clarity  
  
    public MyClass(String label, String value) {  
        // assign label & value to member fields  
    }  
  
    public boolean equals(Object o) {  
        MyClass other = (MyClass) o;  
        return value.equalsIgnoreCase(other.value);  
    }  
}
```



# Removing a Member

## Main.java

```
ArrayList<MyClass> list = new ArrayList<>();  
  
MyClass v1 = new MyClass("v1", "abc");  
MyClass v2 = new MyClass("v2", "abc");  
MyClass v3 = new MyClass("v3", "abc");  
  
list.add(v1);  
list.add(v2);  
list.add(v3);  
  
list.remove(v3);  
  
for(MyClass m:list)  
    System.out.println(m.getLabel());
```

Uses equals method  
to find match

v2  
v3



# Java 8 Collection Methods



**Java 8 introduced lambda expressions**

- Simplify passing code as arguments

**Collection methods that leverage lambdas**

- forEach – Perform code for each member
- removeIf – Remove element if test is true



# Using forEach Method

Main.java

```
ArrayList<MyClass> list = new ArrayList<>();  
  
MyClass v1 = new MyClass("v1", "abc");  
MyClass v2 = new MyClass("v2", "xyz");  
MyClass v3 = new MyClass("v3", "abc");  
  
list.add(v1);  
list.add(v2);  
list.add(v3);  
  
list.forEach(  
);
```

v1  
v2  
v3



# Using removeIf Method

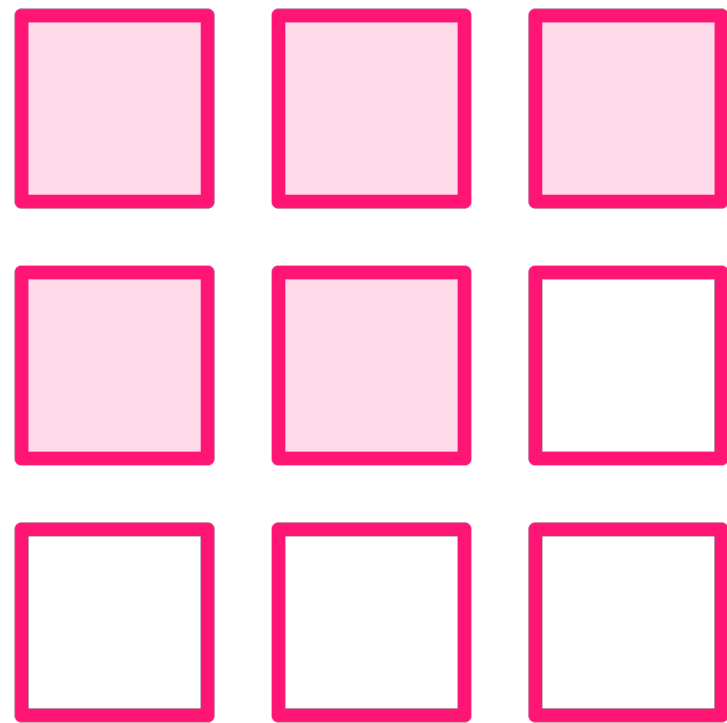
Main.java

```
ArrayList<MyClass> list = new ArrayList<>();  
MyClass v1 = new MyClass("v1", "abc");  
MyClass v2 = new MyClass("v2", "xyz");  
MyClass v3 = new MyClass("v3", "abc");  
  
list.add(v1);  
list.add(v2);  
list.add(v3);  
  
list.removeIf(  
  
);  
  
list.forEach(m -> System.out.println(m.getLabel()));
```

v2



# Converting Between Collections and Arrays



[A, B, C]

**Sometimes APIs require an array**

- Often due to legacy or library code

**Collection interface can return an array**

- toArray() method
  - Returns Object array
- toArray(T[] array) method
  - Returns array of type T

**Array content can be retrieved as collection**

- Use Arrays class' asList method





# Retrieving an Array

```
ArrayList<MyClass> list = new ArrayList<>();  
list.add(new MyClass("v1", "abc"));  
list.add(new MyClass("v2", "xyz"));  
list.add(new MyClass("v3", "abc"));  
  
        list.toArray();  
  
        list.toArray(  
  
MyClass[] a2 = new MyClass[3];  
        list.toArray(  );  
  
if(a2 == a3)  
    System.out.println("a2 & a3 reference the same array");
```

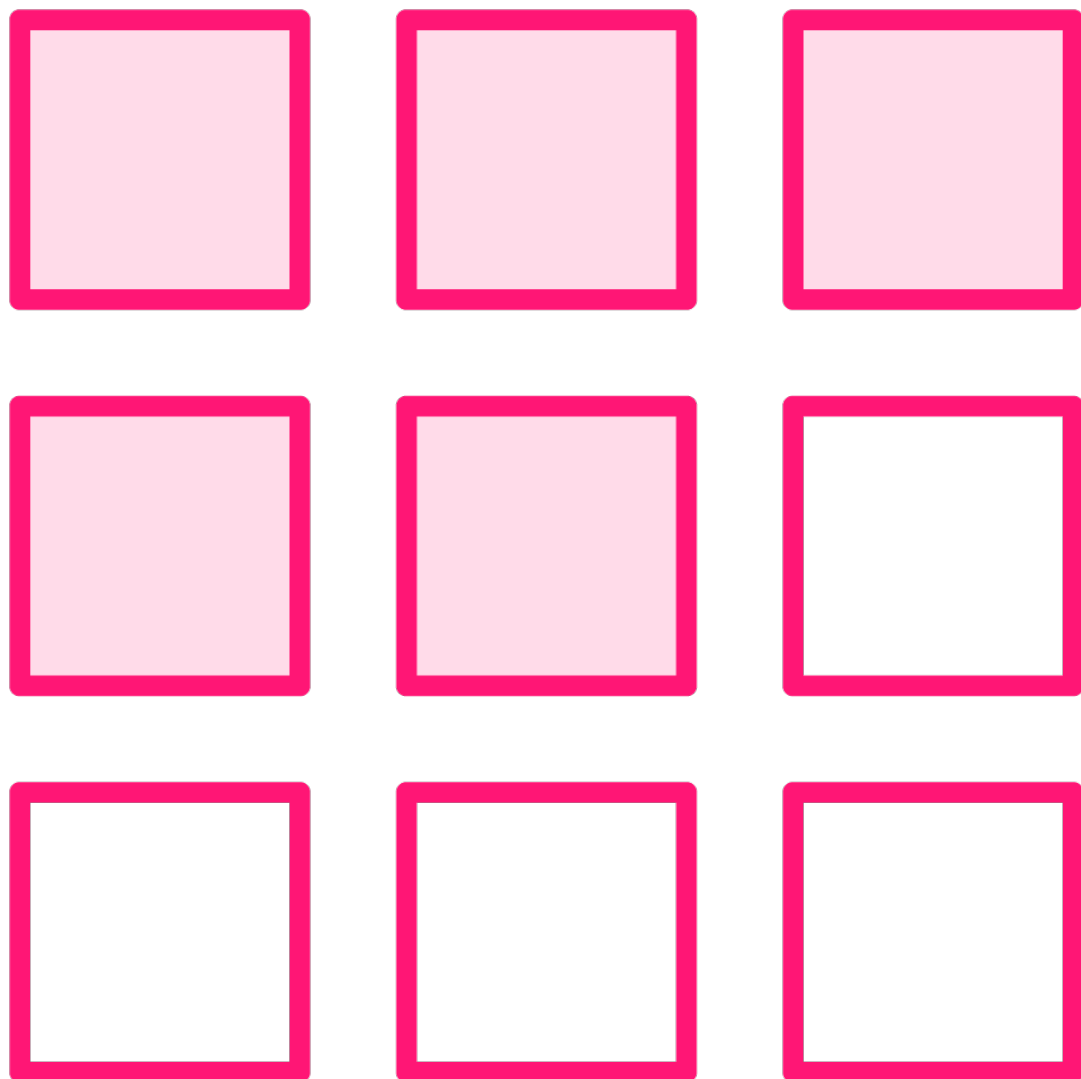


# Retrieving a Collection from an Array

```
MyClass[] myArray= {  
    new MyClass("val1", "abc"),  
    new MyClass("val2", "xyz"),  
    new MyClass("val3", "abc")  
};  
  
                Arrays.asList(  
list.forEach(c -> System.out.println(c.getLabel()));
```



# Collection Types



**Java provides a wide variety of collections**

- Each with specific behaviors

**Collection interfaces**

- Provide contract for collection behavior

**Collection classes**

- Provide collection implementation
- Implement 1 or more collection interfaces



# Common Collection Interfaces

| Interface | Description |
|-----------|-------------|
|           |             |
|           |             |
|           |             |
|           |             |
|           |             |

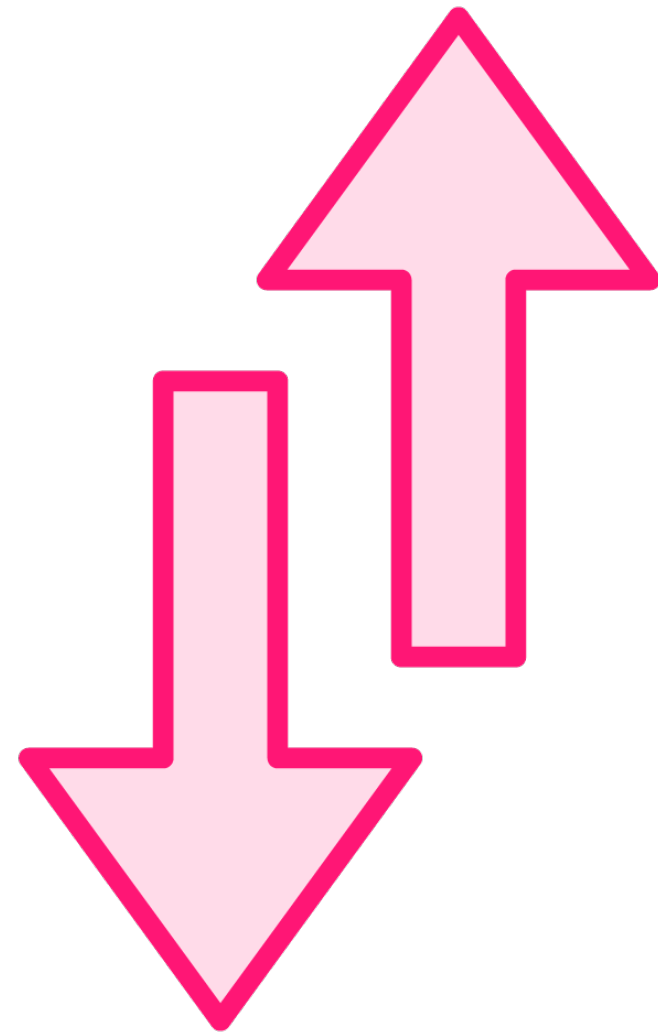


# Common Collection Classes

| Class | Description |
|-------|-------------|
|       |             |
|       |             |
|       |             |
|       |             |



# Sorting



## Some collections rely on sorting

- Two ways to specify sort behavior

## Comparable interface

- Implemented by the type to be sorted
- Type specifies own sort behavior
- Should be consistent with equals

## Comparator interface

- Implemented by type to perform sort
- Specifies sort behavior for another type



# Implementing Comparable

```
public class MyClass {
    String label, value; // Other members elided for clarity
    public String toString() { return label + " | " + value;}

    public boolean equals(Object o) {
        MyClass other = (MyClass) o;
        return value.equalsIgnoreCase(other.value);
    }

    public int compareTo(MyClass other) {
        return value.compareToIgnoreCase(other.value);
    }
}
```

- : this < other  
0 : this = other  
+ : this > other





# Using TreeSet with Comparable


Main.java

```
TreeSet<MyClass> tree = new TreeSet<>();  
  
tree.add(new MyClass("2222", "ghi"));  
tree.add(new MyClass("3333", "abc"));  
tree.add(new MyClass("1111", "def"));  
  
tree.forEach(m -> System.out.println(m));
```

```
3333 | abc  
1111 | def  
2222 | ghi
```



# Implementing Comparator



|   |   |   |   |   |
|---|---|---|---|---|
| - | : | x | < | y |
| 0 | : | x | = | y |
| + | : | x | > | y |

```
public class MyComparator {  
    public int compare(MyClass x, MyClass y) {  
        return x.getLabel().compareToIgnoreCase(y.getLabel());  
    }  
}
```



# Using TreeSet with Comparator

Main.java

```
TreeSet<MyClass> tree =  
    new TreeSet<>(            );  
  
tree.add(new MyClass("2222", "ghi"));  
tree.add(new MyClass("3333", "abc"));  
tree.add(new MyClass("1111", "def"));  
  
tree.forEach(m -> System.out.println(m));
```

```
1111 | def  
2222 | ghi  
3333 | abc
```



# Map Collections

| K | V |
|---|---|
|   |   |
|   |   |
|   |   |

## Maps store key/value pairs

- Key used to identify/locate values
- Keys are unique
- Values can be duplicated
- Values can be null



# Common Map Types

| Interface | Description |
|-----------|-------------|
|           |             |
|           |             |

| Class | Description |
|-------|-------------|
|       |             |
|       |             |



# Common Map Methods

| Method | Description |
|--------|-------------|
|        |             |
|        |             |
|        |             |
|        |             |
|        |             |
|        |             |
|        |             |
|        |             |



# Using Map

```
Map<String, String> map = new HashMap<>();  
map.put("2222", "ghi");  
map.put("3333", "abc");  
map.put("1111", "def");  
  
String s1 = map.get("3333");  
String s2 = map.get("9999");  
String s3 = map.getOrDefault("9999", "xyz");
```





# Using Map

## Main.java

```
Map<String, String> map = new HashMap<>();
map.put("2222", "ghi");
map.put("3333", "abc");
map.put("1111", "def");
map.forEach(
    );

map.replaceAll(
    );

map.forEach(
    (k, v) -> System.out.println(k + " | " + v));
```

```
2222 | ghi
3333 | abc
1111 | def
```

```
2222 | GHI
3333 | ABC
1111 | DEF
```



# Common SortedMap Methods

| Method | Description |
|--------|-------------|
|        |             |
|        |             |
|        |             |
|        |             |
|        |             |



# Using SortedMap

## Main.java

```
SortedMap<String, String> map  
  
map.put("2222", "ghi");  
map.put("3333", "abc");  
map.put("1111", "def");  
map.put("6666", "xyz");  
map.put("4444", "mno");  
map.put("5555", "pqr");  
  
map.forEach(  
    (k, v) -> System.out.println(k + " | " + v));
```

```
1111 | def  
2222 | ghi  
3333 | abc  
4444 | mno  
5555 | pqr  
6666 | xyz
```



# Using SortedMap

## Main.java

```
SortedMap<String, String> map = new TreeMap<>();  
// Add same 6 key/value pairs as last slide  
  
SortedMap<String, String> hMap = map.headMap("3333");  
hMap.forEach( (k, v) ->  
    System.out.println(k + " | " + v));  
  
SortedMap<String, String> tMap = map.tailMap("3333");  
tMap.forEach( (k, v) ->  
    System.out.println(k + " | " + v));
```

|      |  |     |
|------|--|-----|
| 1111 |  | def |
| 2222 |  | ghi |
| 3333 |  | abc |
| 4444 |  | mno |
| 5555 |  | pqr |
| 6666 |  | xyz |



## Summary



### **Collections hold and organize values**

- Iterable
- Tend to dynamically size
- Can provide optimization or sophistication

### **Collections can be type restricted**

- Uses Java generics to specify type
- Return values appropriately typed
- Typing enforced on added values

## Summary



### **Can convert between collections & arrays**

- Collections provide toArray method
- Arrays class' provides toList method

### **Some collections provide sorting**

- Support Comparable interface
  - Type defines own sort
- Support Comparator interface
  - Specifies sort for another type

# Summary



## Map collections

- Stores key/value pairs
- Keys are unique
- Some maps sort keys