

10 Collections Tricks

... you're not using but should be

<https://github.com/steveswing/ten-collections-tricks.git>

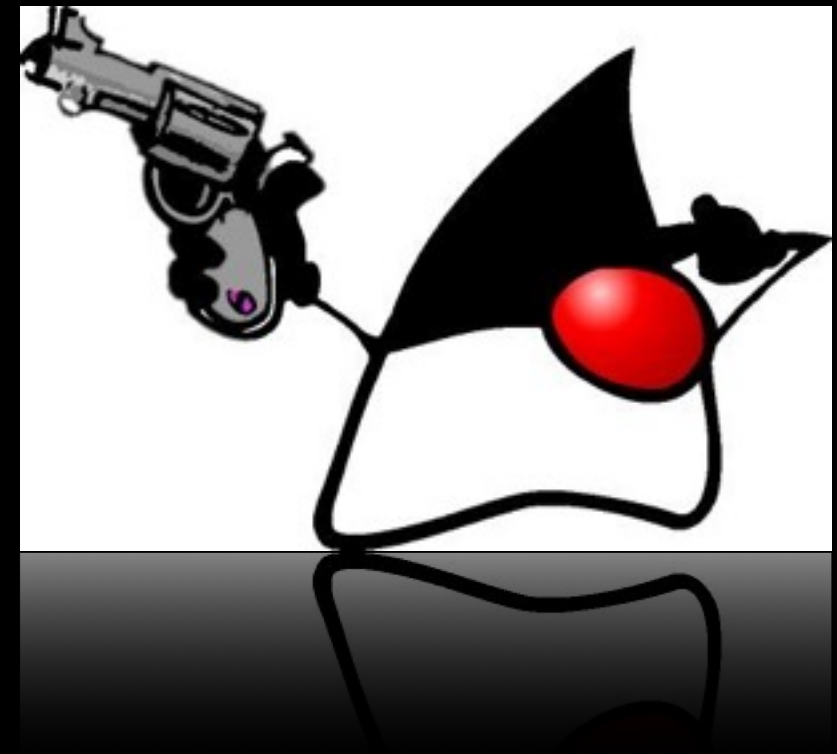
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Java Collections

“It’d be a shame for all your nice source code to disappear all at once.” – Guido Duke



<https://duke.kenai.com/gun/Gun.jpg>

No... not Guido Duke Collections...

Java Collections API

Java Collections API

- Arrays
- Lists
 - ArrayList
 - LinkedList
- Maps
 - HashMap
 - LinkedHashMap
 - SortedMap
 - TreeMap
- Sets
 - HashSet
 - LinkedHashSet
 - SortedSet
 - TreeSet
- Queue
- Deque
- Collections class
 - sort()
 - binarySearch()
- Comparators
- Comparable

Bonus Java Collections API:

`java.util.concurrent.*`

- Lists
 - `CopyOnWriteArrayList`
- Maps
 - `ConcurrentHashMap`
 - `ConcurrentSkipListMap`
- Sets
 - `CopyOnWriteArraySet`
 - `ConcurrentSkipListSet`
- Queue
 - `BlockingQueue`
 - `ArrayBlockingQueue`, `DelayQueue`, `ForwardBlockingQueue`, `LinkedBlockingQueue`, `LinkedTransferQueue`, `PriorityBlockingQueue`, `SynchronousQueue`
- Deque
 - `BlockingDeque`
 - `ForwardBlockingDeque`, `LinkedBlockingDeque`

Guava (fka Google Collections) API:

`com.google.common.collect.*`

Utility Classes

- Collections2
- Iterables
- Iterators
- Lists
- Maps
- Multimaps
- MultimapBuilder
- Multisets
- Queues
- Sets
- Tables

Collection Classes

Queue

- ~~Deque~~ ArrayListMultimap
- ArrayTable
- ConcurrentHashMultiset
- ContiguousSet
- EnumBiMap, EnumHashBiMap, EnumMultiset
- HashBasedTable, HashBiMap, HashMultimap, HashMultiset
- LinkedHashMultimap, LinkedHashMultiset, LinkedListMultimap
- Forwarding* Decorator Pattern
- Immutable*

Guava (Google Collections) API:

`com.google.common.collect` Classes with Utility Methods

- Lists
 - `asList()`
 - `newArrayList()`
 - `newLinkedList()`
- Maps
 - `newHashMap()`
 - `newLinkedHashMap()`
 - `SortedMap`
 - `newTreeMap()`
- Sets
 - `newHashSet()`
 - `newLinkedHashSet()`
 - `SortedSet`
 - `newTreeSet()`
- Queues
 - `Collections2` class
 - `filter()`
 - `transform()`
 - `MapMaker`
 - `Ordering`
 - `Tables`

Apache Commons Collections

Utility Classes

- BagUtils
- CollectionUtils
- ComparatorUtils
- IterableUtils
- IteratorUtils
- ListUtils
- MapUtils
- MultiMapUtils
- MultiSetUtils
- PredicateUtils
- QueueUtils
- SetUtils
- SplitMapUtils
- TransformerUtils
- TrieUtils
- Bag, Trie - unique to commons-collections
- Some functionality overlap with Guava Collections2

List<T>

- Ordered
 - Allows duplicates
 - Positional access (zero-based)
 - Search
 - Iteration
 - Range-view
- Applies to
 - ArrayList<T>
 - LinkedList<T>

List<T>

ArrayList<T>

- Ordered
- Allows duplicates
- Positional access (zero-based)
- Search
- Iteration
- Range-view
- Memory allocated in contiguous blocks

- **Trick #0:** build an ArrayList in (natural) sorted order

```
public boolean add(final String s) {  
    final int index = Collections.binarySearch(items, s);  
    items.add(index < 0 ? -1 - index : index, s);  
    return true;  
}
```

Subtract the negative index from minus one to get the insertion point.

Returns:

the index of the search key, if it is contained in the list; otherwise, $-(\text{insertion point}) - 1$. The *insertion point* is defined as the point at which the key would be inserted into the list: the index of the first element greater than the key, or `list.size()` if all elements in the list are less than the specified key. Note that this guarantees that the return value will be ≥ 0 if and only if the key is found.

Comparators

(an aside)

- Comparator is an interface of a comparison function.
- Not to be confused with Comparable though related
- Comparable is for “self” while Comparator is for others.
- **Trick #1:** Force specific “sort” order with a specialized comparator.
- For extreme control over String sorting see `java.text.RuleBasedCollator` (it extends `Collator` that implements `Comparator`).

List<T>

LinkedList<T>

- Ordered
- Allows duplicates
- Doubly linked list
- Not random access – index access traversal required from nearest end.
- Benefits are scalable memory allocation and garbage collection.
- Also implements Iterable<T>, Deque<T>, Queue<T>

Set<T>

- Unique – No Duplicates!
- Ordered & Unordered
- Some implementations disallow null elements.
- HashSet<T>
- LinkedHashSet<T>
- TreeSet<T>
- EnumSet<E>

Set<T>

HashSet<T>

- Unique – No Duplicates!
- Unordered
- Iterate from Collection – order is not guaranteed.
- **Note:** Constructing HashSets.

Set<T>

LinkedHashSet<T>

- Unique – No Duplicates!
- Retains insertion order
- Iterator (from Collection) insertion order.
- **Bonus Tip:** Use LinkedHashSet when consistent order but not necessarily sorted order is required.

Set<T>

SortedSet<T> → TreeSet<T>

- Unique – No Duplicates!
- Ordered
- Elements must implement Comparable<T> or the SortedSet<T> must have a Comparator<T> when constructed.
- Supports subsets (headSet, tailSet)
- **Trick #2:** Use SortedSet<T>.first() and SortedSet<T>.last() as min() max() for any number of values.
- **Trick #3:** Use .headSet(), .tailSet() methods to find the next item in sequence for sparse values. For example Holidays/Weekends.

Map<K, V>

- Collection of key-value pairs
- Ordered & unordered
- May permit null key and null values
- HashMap<K,V>
- LinkedHashMap<K,V>
- SortedMap<K,V>
 - TreeMap<K,V>

Map<K, V>

HashMap<K, V>

- Collection of key-value pairs
- Iteration order is not guaranteed
- Permits null key and null values
- Use immutable objects as keys otherwise behavior is unpredictable.
- Key values are hashed in put but not rehashed when modified.

- **Trick #4:** Use appropriate Map iteration.

```
final Map<String, String> m = new HashMap<>();  
for (final String s : m.keySet()) {  
    .....  
}
```

m.keySet()	Set<String>
m.values()	Collection<String>
m.entrySet()	Set<Entry<String, String>>

Map<K, V>

LinkedHashMap<K, V>

- Collection of key-value pairs
- Ordered by insertion order
- Permits null key and null values
- Use immutable objects as keys otherwise behavior is unpredictable.
- Key values are hashed in put but not rehashed when modified.
- Many features suitable for LRU cache implementations.
- **Bonus Tip:** Use LinkedHashMap when consistent key order but not necessarily sorted order is required.
- **Bonus Tip:** If your project already uses Guava use CacheBuilder for full-featured caching functionality instead of building it yourself.

Map<K, V>

SortedMap<K, V> → TreeMap<K, V>

- Collection of key-value pairs
- Ordered natural or Comparator
- Permits null key and null values if Comparator is null-safe.
- Use immutable objects as keys otherwise behavior is unpredictable.
- **Trick #5:** Use .headMap() and .tailMap() where you also need a companion object.

Collections (class)

- Many helper methods for working with collections.
- Be aware of performance costs for different collection types.
- Static methods like `.sort()` and `.binarySearch()` are very useful.
- **Trick #6a:** Use `.emptyXXX()` methods when returning empty immutable collections instead of constructing your own.

```
Collections.emptyEnumeration();  
Collections.emptyIterator();  
Collections.emptyList();  
Collections.emptyListIterator();  
Collections.emptyMap();  
Collections.emptyNavigableMap();  
Collections.emptyNavigableSet();  
Collections.emptySet();  
Collections.emptySortedMap();  
Collections.emptySortedSet();
```

Collections (class)

- Many helper methods for working with collections.
- Be aware of performance costs for different collection types.
- Static methods like `.sort()` and `.binarySearch()` are very useful.
- **Trick #6b:** Use `.singletonXXX()` methods when returning an immutable collection with only one element.

```
final Set<T> s = Collections.singleton(o);  
final List<T> l = Collections.singletonList(o);  
final Map<K, V> m = Collections.singletonMap(k, v);
```

Collections (class)

- Many helper methods for working with collections.
- Be aware of performance costs for different collection types.
- Static methods like `.sort()` and `.binarySearch()` are very useful.
- **Trick #6c:** Use `.synchronizedXXX()` methods when returning a collection requiring concurrent access.

```
Collections.synchronizedCollection(c);  
Collections.synchronizedList(l);  
Collections.synchronizedMap(m);  
Collections.synchronizedNavigableMap(nm);  
Collections.synchronizedNavigableSet(ns);  
Collections.synchronizedSet(s);  
Collections.synchronizedSortedMap(sm);  
Collections.synchronizedSortedSet(ss);
```


Guava Collections2 (class)

- Collections2.filter()
 - Lists.filter()
 - Maps.filter()
 - Iterables.filter()
- Collections2.transform()
 - Lists.transform()
 - Maps.transform()
 - Iterables.transform()
- .filter() methods take Collection, List, Map, Iterable, etc. plus a Predicate.
- .transform() methods take Collection, List, Map, Iterable, etc. plus a Function object that takes an object and returns one
- **Trick #7:** Use Maps.uniqueIndex() to build a map.
- Beware of Guava lazy “views.”

Collections in Java 8

Big API changes

- New Packages
 - `java.util.function`
 - `java.util.stream`
- Modified Packages & Classes
 - `java.io`
 - `BufferedReader`
 - `java.lang`
 - `AutoCloseable`, `ThreadLocal`, `String`, `Iterable`, `CharSequence`, `Boolean`, `Integer`, `Long`, `Float`, `Double`
 - `java.nio.file.Files`
 - `java.util`
 - `Arrays`, `BitSet`, `Collection`, `Comparator`, `Iterator`, `List`, `Map`, `Map.Entry`, `LinkedHashMap`, `Random`, `TreeMap`
- New Classes
 - `java.lang.Objects`
 - `java.util`
 - `PrimitivesIterator`
 - `Splitter`
 - `DoubleSummaryStatistics`
 - `IntSummaryStatistics`
 - `LongSummaryStatistics`
 - `Optional`
 - `OptionalDouble`
 - `OptionalInt`
 - `OptionalLong`
 - `Spliterators`
 - `SplittableRandom`
 - `StringJoiner`

Collections in Java 8

Impacts on Guava

- `com.google.common.base.Objects`
 - Deprecated methods & class
 - `firstNonNull()`
 - `toStringHelper()`
 - `ToStringHelper`
 - Moved to `com.google.common.base.MoreObjects`.
- Guava Function doesn't extend `java.util.function.Function` and Guava Predicate does not extend `java.util.function.Predicate`. However, your non-anonymous implementation can implement both interfaces.

Thinking Functionally

- If I'm iterating over a collection there's likely a functional method I can call.
- Functions (including lambdas) are object instances. How should we test them?
- Stream operations are either intermediate or terminal operations.
 - Intermediate operations continue the pipeline and produce a result.
 - Terminal operations consume the stream and end the pipeline.
- `java.util.stream.Collectors` has many useful functional methods.
- **Trick #8:** Value Translators.
- **Trick #9:** Function Tables.

Collections Development Strategy

Can't move to Java 8 yet?

- Use Guava or Commons-Collections to begin adopting Functional style in use of collections.
- Use Guava static methods if diamond operator is not available (pre-7) e.g. `Lists.newArrayList()`.
- Beware of mixing Predicate/Function/Transformer classes from different libraries — fortunately the compiler will tell you.

Already using Java 8

- Use Java Collections features everywhere possible for new development.
- Take advantage of Streams, Lambdas.
- Use Guava or Commons Collections if functionality doesn't exist in Java Collections.
- Only convert existing code to Java 8 if absolutely required.

For a different opinion see:

<https://github.com/google/guava/wiki/FunctionalExplained>

Best Trick


Learn the Java Collections API!

“Needs Deprecated?” API

- Avoid Vector
- Avoid Hashtable
- Avoid Stack
- Use `Collections.synchronizedList()` or `java.util.concurrent.CopyOnWriteArrayList`
- Use `Collections.synchronizedMap()`
- Use `Deque<T>`

Questions?

Resources

-  @sswing
- Source: <https://github.com/steveswing/ten-collections-tricks>
- Java Collections: <http://docs.oracle.com/javase/tutorial/collections/index.html>
- Google Guava: <https://github.com/google/guava/wiki>
- Commons-collections: <http://commons.apache.org/proper/commons-collections/>