



Object Oriented Programming with Java

Sandeep Kulange



Introduction

- Array, stack, queue, LinkedList are data structures.
- In Java, data structure is called collection and value stored inside collection is called element.
- Array is a sequential/linear container/collection which is used to store elements of same type in continuous memory location.

In C/C++

Static Memory allocation for array

```
int arr1[ 3 ];    //OK  
  
int size = 3;  
int arr2[ size ];    //OK
```

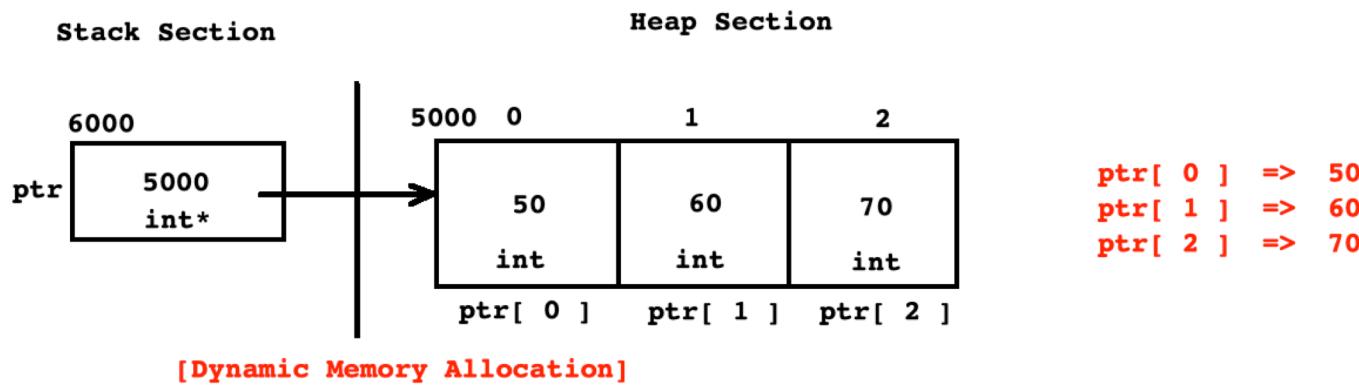
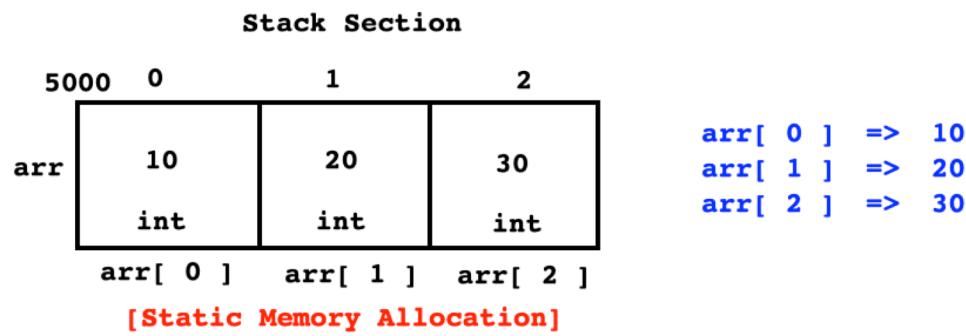
In C/C++

Dynamic Memory allocation for array

```
int *arr = ( int* )malloc( 3 * sizeof( int ));  
//or  
int *arr = ( int* )calloc( 3, sizeof( int ));
```



Static v/s Dynamic Memory Allocation In C/C++



Array Declaration and Initialization In C

- `int arr[3];` //OK : Declaration
- `int arr[3] = { 10, 20, 30 };` //OK : Initialization
- `int arr[] = { 10, 20, 30 };` //OK
- `int arr[3] = { 10, 20 };` //OK : Partial Initialization
- `int arr[3] = { };` //OK : Partial Initialization
- `int arr[3] = { 10, 20, 30, 40, 50 };` //Not recommended



Accessing Elements Of Array

- If we want to access elements of array then we should use integer index.
- Array index always begins with 0.

```
int arr[ 3 ] = { 10, 20, 30 };
printf("%d\n", arr[ 0 ] );
printf("%d\n", arr[ 1 ] );
printf("%d\n", arr[ 2 ] );
```

```
int arr[ 3 ] = { 10, 20, 30 };
int index;
for( index = 0; index < 3; ++ index )
    printf("%d\n", arr[ index ] );
```



Advantage and Disadvantages Of Array

- **Advantage Of Array**

1. We can access elements of array randomly.

- **Disadvantage Of Array**

1. We can not resize array at runtime.
2. It requires continuous memory.
3. Insertion and removal of element from array is a time consuming job.
4. Using assignment operator, we can not copy array into another array.
5. Compiler do not check array bounds(min and max index).



Array In Java

- Array is a reference type in Java. In other words, to create instance of array, new operator is required. It means that array instance get space on heap.
- **There are 3 types of array in Java:**
 1. Single dimensional array
 2. Multi dimensional array
 3. Ragged array
- **Types of loop in Java:**
 1. do-while loop
 2. while loop
 3. for loop
 4. for-each loop
- **To perform operations on array we can use following classes:**
 1. `java.util.Arrays`
 2. `org.apache.commons.lang3.ArrayUtils`(download .jar file)



Methods Of `java.util.Arrays` Class

Following are the methods of `java.util.Arrays` class.(try `javap java.util.Arrays`)

- `public static <T> List<T> asList(T... a)`
- `public static int binarySearch(int[] a, int key) //Overloaded`
- `public static int binarySearch(Object[] a, Object key)`
- `public static int[] copyOf(int[] original, int newLength)`
- `public static <T> T[] copyOf(T[] original, int newLength)`
- `public static int[] copyOfRange(int[] original, int from, int to)`
- `public static <T> T[] copyOfRange(T[] original, int from, int to)`
- `public static void fill(int[] a, int val)`
- `public static void fill(Object[] a, Object val)`
- `public static void fill(Object[] a, int fromIndex, int toIndex, Object val)`
- `public static void sort(int[] a) //Overloaded`
- `public static void sort(Object[] a)`
- `public static void parallelSort(int[] a)`
- `public static <T extends Comparable<? super T>> void parallelSort(T[] a)`
- `public static String toString(Object[] a) //Overloaded`
- `public static String deepToString(Object[] a)`
- `public static IntStream stream(int[] array) //Overloaded`
- `public static <T> Stream<T> stream(T[] array)`



Single Dimensional Array

Reference declaration

```
int arr[ ]; //OK  
int [ arr ]; //NOT OK  
int[ ] arr; //OK
```

Instantiation

```
int[ ] arr1 = new int[ 3 ];  
//or  
int size = 3;  
int[ ] arr2 = new int[ size ];
```

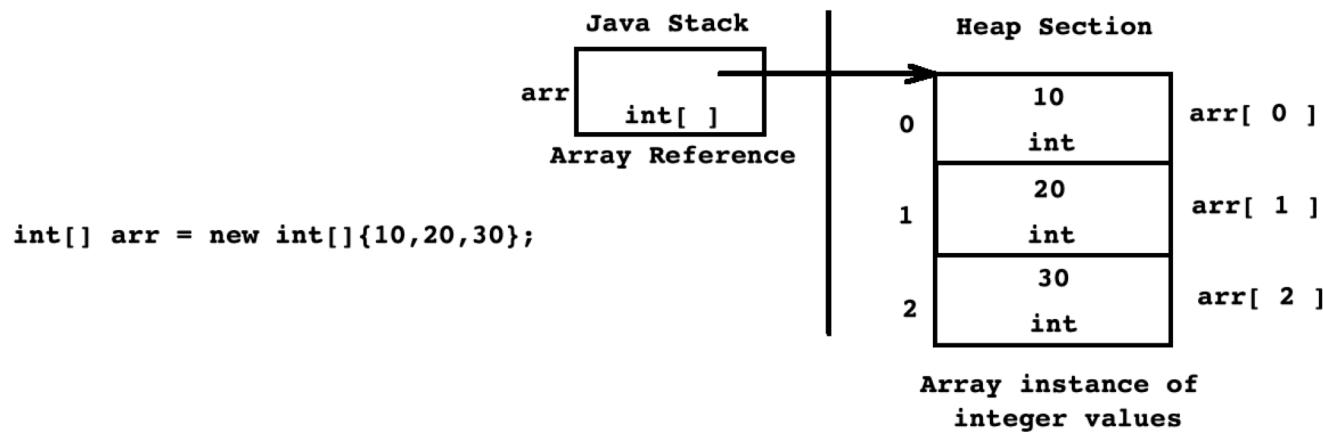
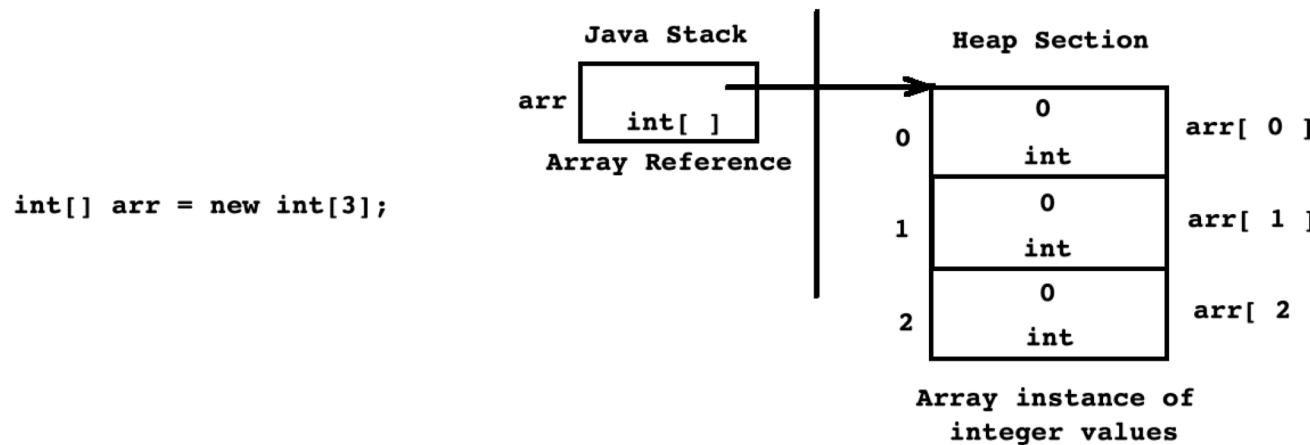
```
int[] arr1 = new int[ -3 ]; //NegativeArraySizeException  
//or  
int size = -3;  
int[] arr2 = new int[ size ]; //NegativeArraySizeException
```

Initialization

```
int[] arr = new int[ size ]{ 10, 20, 30 }; //Not OK  
int[] arr = new int[ ]{ 10, 20, 30 }; //OK  
int[] arr = { 10, 20, 30 }; //OK
```



Single Dimensional Array



Using length Field

```
public class Program {  
    public static void printRecord( int[] arr ) {  
        for( int index = 0; index < arr.length; ++ index )  
            System.out.print( arr[ index ] + " " );  
        System.out.println();  
    }  
    public static void main(String[] args) {  
        int[] arr1 = new int[ ] { 10, 20, 30 };  
        Program.printRecord(arr1);  
  
        int[] arr2 = new int[ ] { 10, 20, 30, 40, 50 };  
        Program.printRecord(arr2);  
  
        int[] arr3 = new int[ ] { 10, 20, 30, 40, 50, 60, 70 };  
        Program.printRecord(arr3);  
    }  
}
```



Using `toString()` Method

```
public static void main(String[] args) {  
    int[] arr = new int[ ] { 10, 20, 30, 40, 50 };  
    System.out.println(arr.toString()); //[@6d06d69c  
}  
  
public static void main(String[] args) {  
    double[] arr = new double[ ] { 10.1, 20.2, 30.3, 40.4, 50.5 };  
    System.out.println(arr.toString()); //[@6d06d69c  
}  
//Check the documentation of getName() method of java.lang.Class.  
public static void main(String[] args) {  
    int[] arr = new int[ ] { 10, 20, 30, 40, 50 };  
    System.out.println(Arrays.toString(arr)); //[@6d06d69c  
}
```



ArrayIndexOutOfBoundsException

- Using illegal index, if we try to access elements of array then JVM throws ArrayIndexOutOfBoundsException. Consider following code:

```
public static void main(String[] args) {  
    int[] arr = new int[ ] { 10, 20, 30, 40, 50 };  
    //int element = arr[ -1 ]; //ArrayIndexOutOfBoundsException  
    //int element = arr[ arr.length ]; //ArrayIndexOutOfBoundsException  
    //int element = arr[ 7 ]; //ArrayIndexOutOfBoundsException  
}
```



ArrayStoreException

- If we try to store incorrect type of object into array then JVM throws ArrayStoreException.
- Consider the following code:

```
public class Program {  
    public static void main(String[] args) {  
        Object[] arr = new String[ 3 ];  
        arr[ 0 ] = new String("DAC"); //OK  
        arr[ 1 ] = "DMC"; //OK  
        arr[ 2 ] = new Integer(123); //Not OK : ArrayStoreException  
    }  
}
```



Sorting Array Elements

```
public class Program {  
    public static void main(String[] args) {  
        int[] arr = new int[] { 50, 10, 40, 20, 30 };  
        System.out.println(Arrays.toString(arr));  
        Arrays.sort(arr); //The sorting algorithm is a Dual-Pivot Quicksort  
        System.out.println(Arrays.toString(arr));  
    }  
}
```



Reference Copy and Instance Copy

Array Reference copy

```
int[] arr1 = new int[ ] { 10, 20, 30, 40, 50 };
int[] arr2 = arr1; //Reference Copy
```

Array Instance Copy(Using Arrays.copyOf())

```
int[] arr1 = new int[ ] { 10, 20, 30, 40, 50 };
int[] arr2 = Arrays.copyOf(arr1, arr1.length); //Array instance copy
```

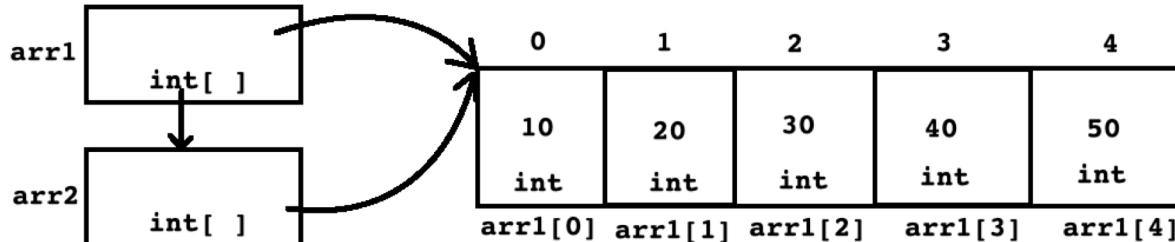
Implementation of Arrays.copyOf method:

```
public static int[] copyOf(int[] original, int newLength) {
    int[] copy = new int[newLength];
    //public static void arraycopy(Object src, int srcPos, Object dest, int destPos, int length);
    System.arraycopy(original, 0, copy, 0, Math.min(original.length, newLength));
    return copy;
}
```

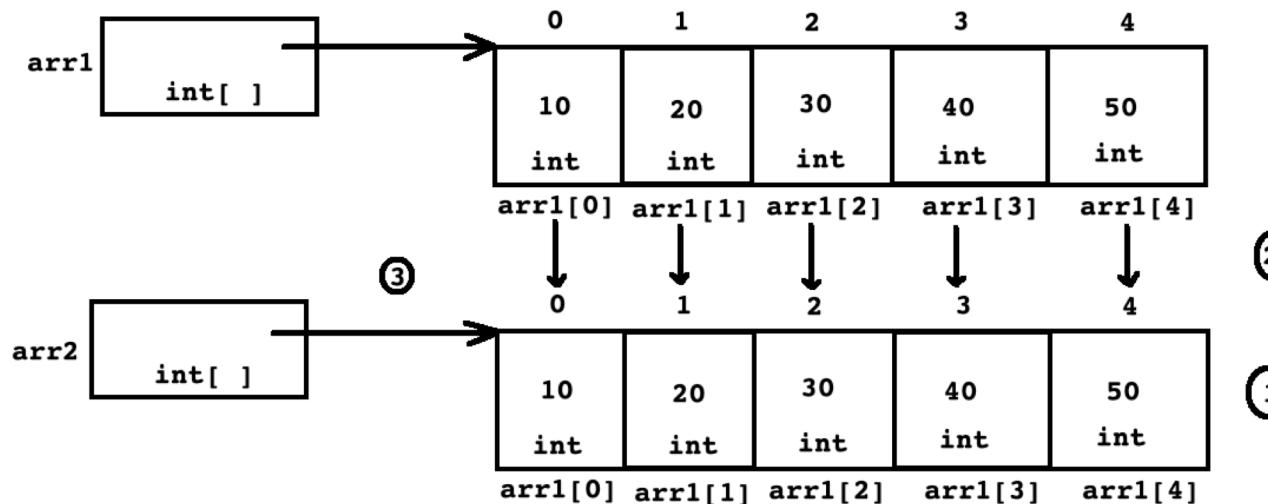


Reference Copy and Instance Copy

```
int[] arr1 = new int[ ] { 10, 20, 30, 40, 50 };  
int[] arr2 = arr1; //Reference Copy
```



```
int[] arr1 = new int[ ] { 10, 20, 30, 40, 50 };  
int[] arr2 = Arrays.copyOf(arr1, arr1.length); //Array instance copy
```



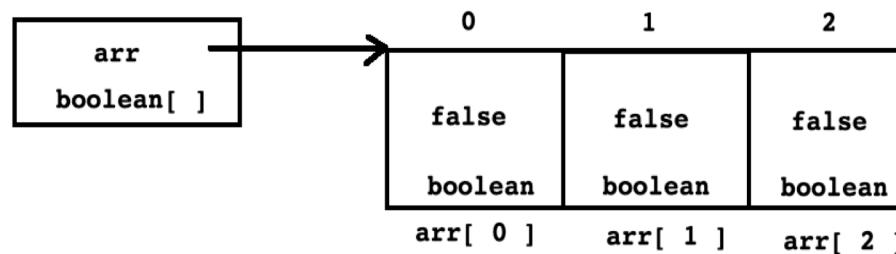
Array Of Primitive Values

```
public class Program {  
    public static void main(String[] args) {  
        boolean[] arr = new boolean[ 3 ]; //contains all false  
        int[] arr = new int[ 3 ]; //contains all 0  
        double[] arr = new double[ 3 ]; //contains all 0.0  
    }  
}
```

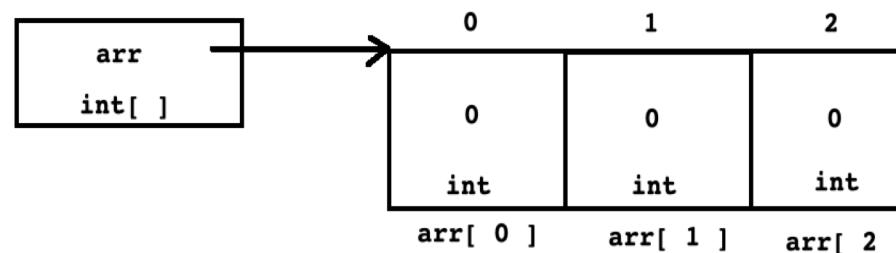


Array Of Primitive Values

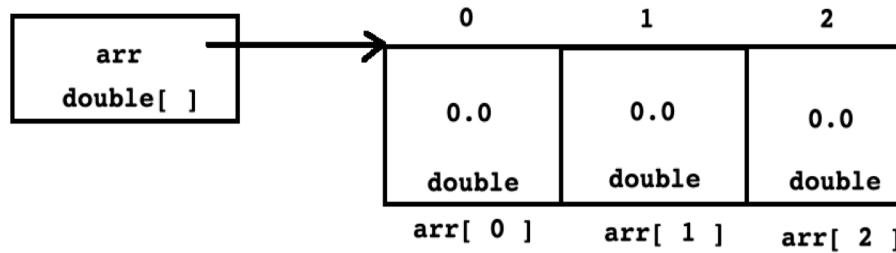
```
boolean[] arr = new boolean[3];
```



```
int[] arr = new int[3];
```



```
double[] arr = new double[3];
```



If we create array of primitive values then it's default value depends of default value of data type.



Array Of References

```
public class Program {  
    public static void main(String[] args) {  
        Date[] arr = new Date[ 3 ]; //Contains all null  
    }  
}
```



Array Of References and Instances

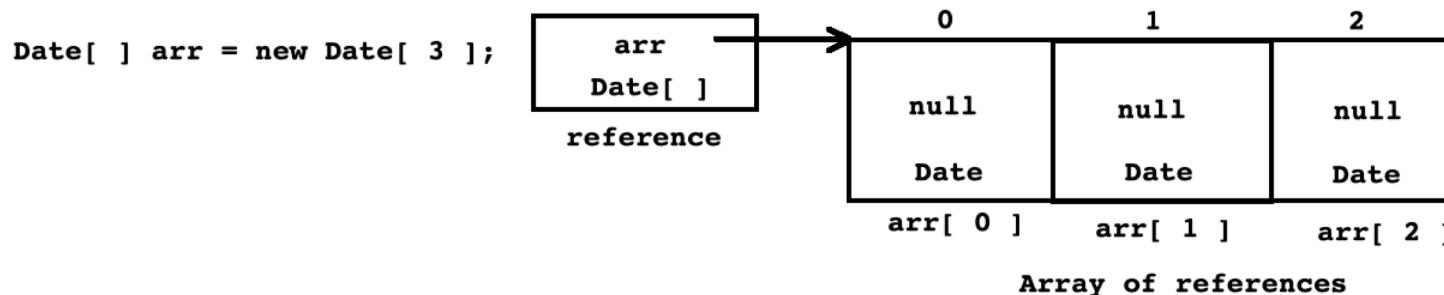
```
public class Program {  
    public static void main(String[] args) {  
        Date[] arr = new Date[ 3 ]; //Contains all null  
    }  
}
```

- Let us see how to create array of instances of non primitive type

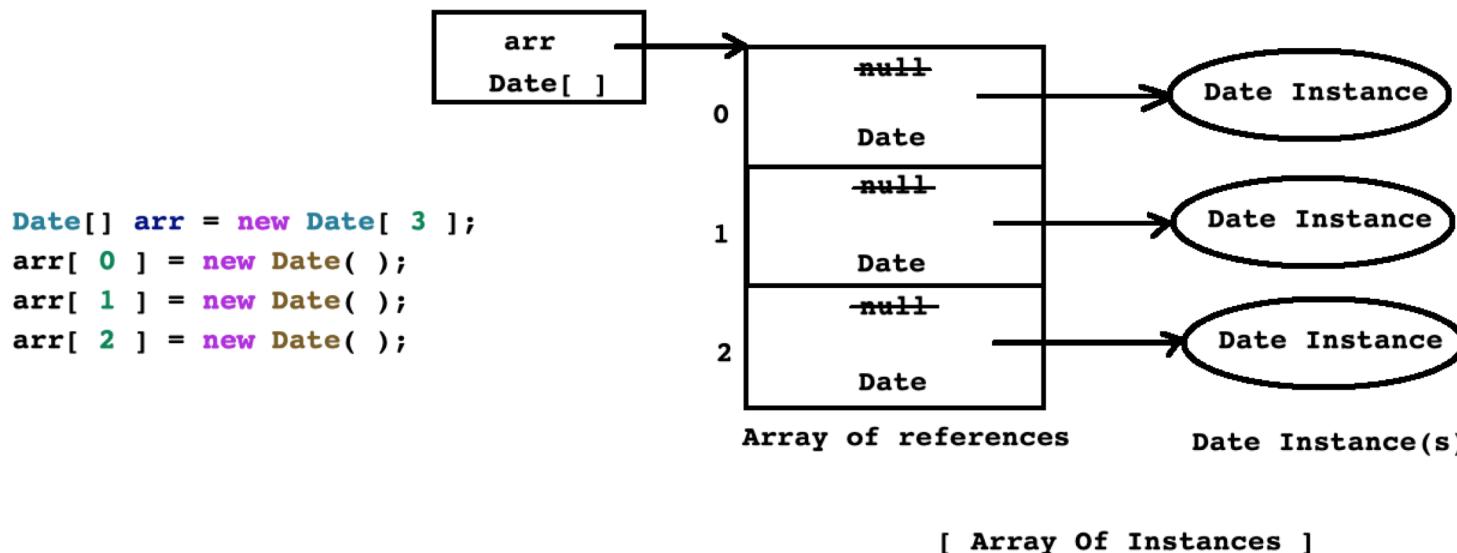
```
public class Program {  
    public static void main(String[] args) {  
        Date[] arr = new Date[ 3 ];  
        arr[ 0 ] = new Date( );  
        arr[ 1 ] = new Date( );  
        arr[ 2 ] = new Date( );  
    }  
    //or  
    public static void main(String[] args) {  
        Date[] arr = new Date[ 3 ];  
        for( int index = 0; index < arr.length; ++ index )  
            arr[ index ] = new Date( );  
    }  
}
```



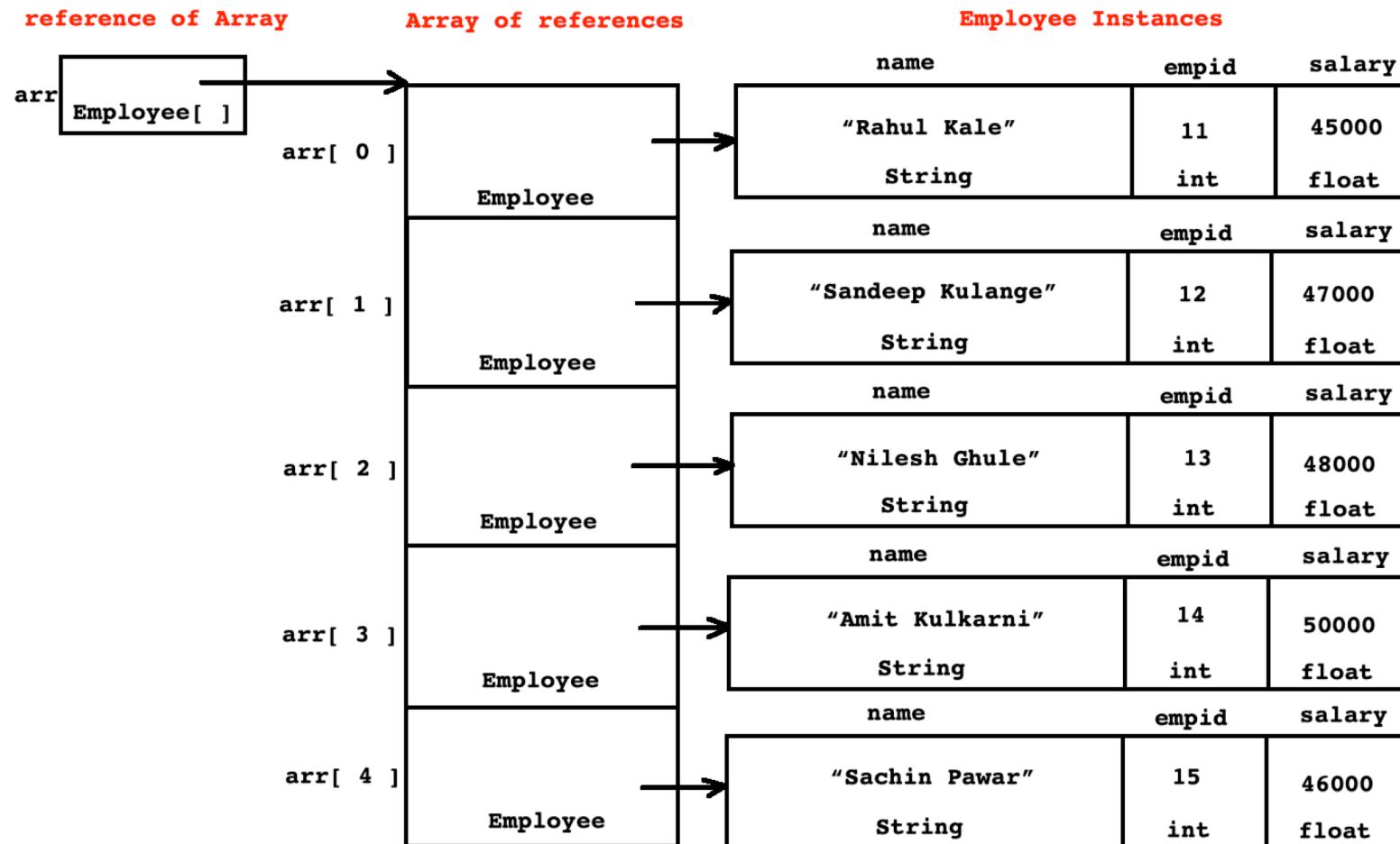
Array Of References and Instances



If we create an array of references then by default it contains null.



Array Of Instances



Multi Dimensional Array

- Array of elements where each element is array of same column size is called as multi dimensional array.

Reference declaration:

```
int arr[ ][ ]; //OK  
int [ ]arr[ ] //OK  
int[ ][ ] arr; //OK
```

Array Creation:

```
int[][] arr = new int[ 2 ][ 3 ];
```

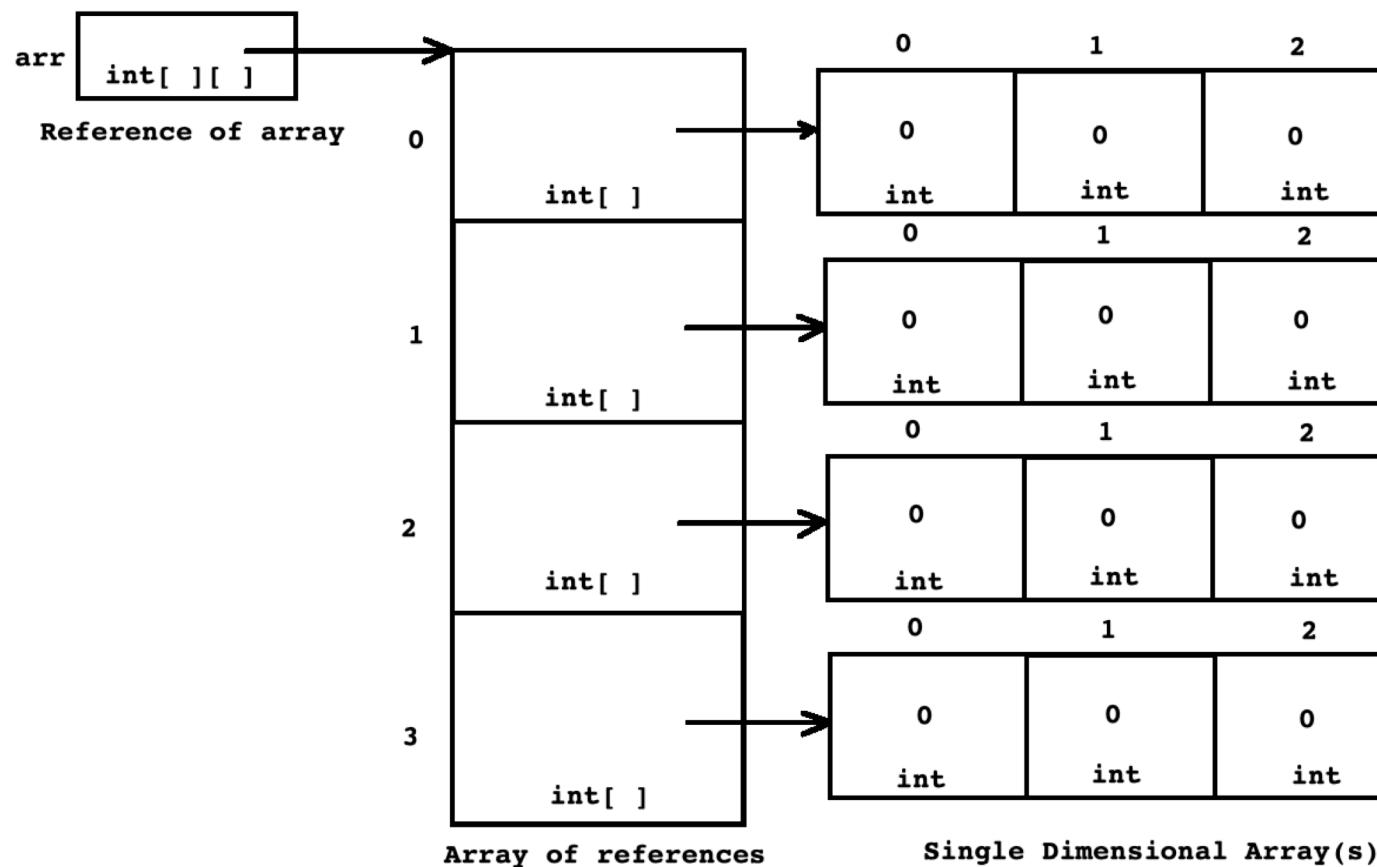
Initialization

```
int[][] arr = new int[ ][ ]{{10,20,30},{40,50,60}}; //OK  
int[][] arr = { {10,20,30}, {40,50,60} }; //OK
```



Multi Dimensional Array

+ Multi Dimensional Array



Ragged Array

- A multidimensional array where column size of every array is different.

Reference declaration

```
int arr[][];  
int []arr[];  
int[][] arr;
```

Array creation

```
int[][] arr = new int[3][];  
arr[ 0 ] = new int[ 2 ];  
arr[ 1 ] = new int[ 3 ];  
arr[ 2 ] = new int[ 5 ];
```

Array Initialization

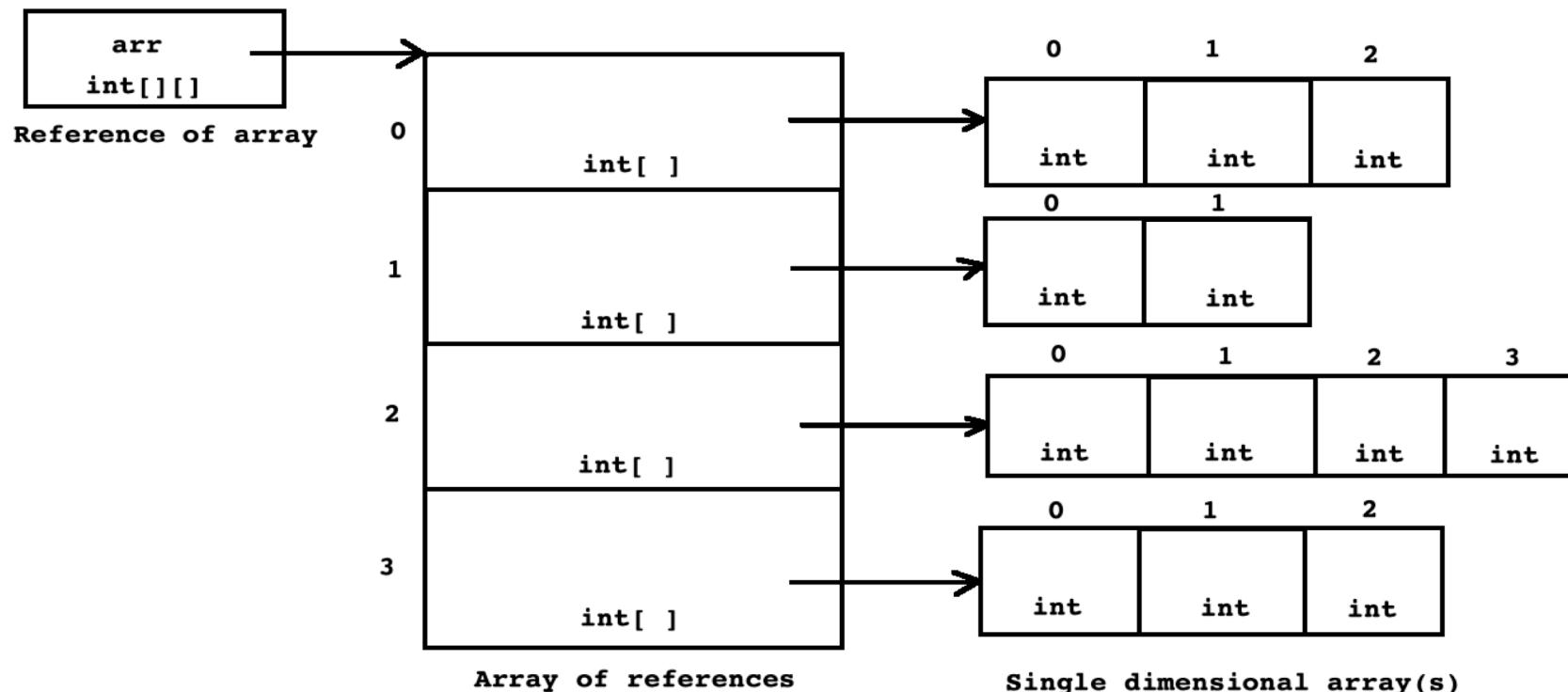
```
int[][] arr = new int[3][];  
arr[ 0 ] = new int[ ]{ 10, 20 };  
arr[ 1 ] = new int[ ]{ 10, 20, 30 };  
arr[ 2 ] = new int[ ]{ 10, 20, 30, 40, 50 };
```

```
int[][] arr = { { 1, 2 }, { 1, 2, 3 }, { 1, 2, 3, 4, 5 } };
```



Ragged Array

+ Ragged Array



Argument Passing Methods

- In C programming language, we can pass argument to the function using 2 ways:
 1. By value.
 2. By address
- In C++ programming language, we can pass argument to the function using 3 ways:
 1. By value.
 2. By address
 3. By reference
- In Java programming language, we can pass argument to the method using a way:
 1. By value.
 - In other word, every variable of primitive type/non primitive type is pass to the method by value only.

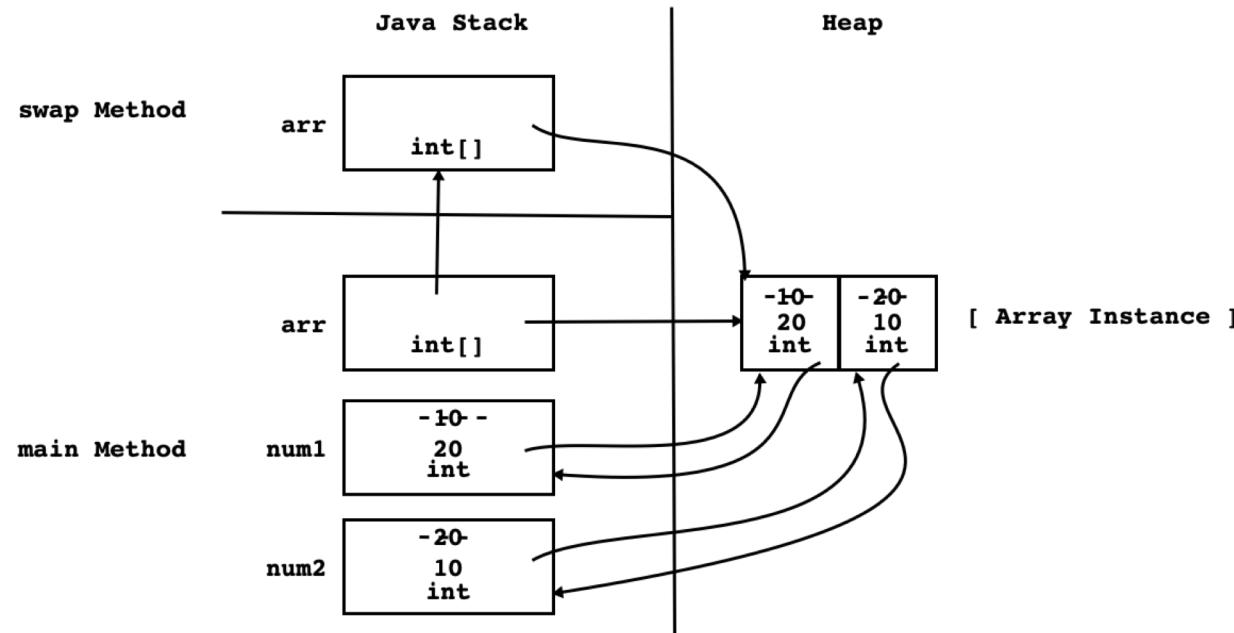


Simulation Of Pass By Reference in Java

```
public class Program {  
    private static void swap(int[] arr) {  
        int temp = arr[0];  
        arr[0] = arr[1];  
        arr[1] = temp;  
    }  
  
    public static void main(String[] args) {  
        int num1 = 10, num2 = 20;  
        int[] arr = new int[] { num1, num2 };  
        Program.swap(arr); //passing arr as a argument to the method by value.  
        num1 = arr[0]; num2 = arr[1];  
        System.out.println("Num1 : " + num1); //20  
        System.out.println("Num2 : " + num2); //10  
    }  
}
```



Simulation Of Pass By Reference in Java



Variable Arity/Argument Method

```
private static sum( int... arguments ){
    int result = 0;
    for( int element : arguments )
        result = result + element;
    return result;
}
public static void main(String[] args) {
    int result = 0;
    result = Program.sum( );      //OK
    result = Program.sum( 10, 20, 30 );      //OK
    result = Program.sum( 10, 20, 30, 40, 50 );      //OK
    result = Program.sum( 10, 20, 30, 40, 50, 60, 70, 80, 90, 100 );      //OK
}
```

- Consider Examples from Java API:
 1. public PrintStream printf(String format, Object... args);
 2. public static String format(String format, Object... args);
 3. public Object invoke(Object obj, Object... args);





Thank You.

[sandeepkulange@sunbeaminfo.com]

