

```
import java.util.*;  
public class CollectionsDemo {  
    public static void main(String[] args) {  
        List<String> list = new ArrayList<String>();  
        Map<Integer, String> map = new HashMap<Integer, String>();  
    }  
}
```

```
def process_data(items: List[str]) -> Dict[str, int]:  
    return {item: len(item) for item in items}
```

```
const App = () => {  
    const [data, setData] = useState([]);  
    useEffect(() => {  
        const sorted = [...data].sort((a, b) => a - b);  
        setData(sorted);  
    }, [data]);  
    return <div>Standard API</div>;  
};
```

# Standard Language APIs

A Comprehensive Guide for Java, Python & JavaScript Developers

Data Structures

Iteration

Sorting

Generics

# Table of Contents

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map/filter/reduce

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10 Summary & Next Steps

```
// Section 01: Core Structures  
// Defining the foundation...  
class DataStructure {  
    constructor(type) {  
        this.type = type;  
    }  
};  
  
struct Container {  
    void* data;  
    size_t size;  
};  
  
// Allocating memory...
```

## SECTION 01

# Core Data Structures Overview

How each language models lists, sets, maps, and queues  
for efficient data organization.



### Java

#### Collections Framework

List, Set, Map, Queue



### Python

#### Built-in Containers

list, tuple, dict, set



### JavaScript

#### Standard Objects

Array, Object, Map, Set

# Collections Framework

A unified architecture for representing and manipulating collections, allowing them to be manipulated independently of implementation details.

 **List** Ordered sequence. Allows duplicates.

(e.g., ArrayList, LinkedList)

 **Set** Collection of unique elements.

(e.g., HashSet, TreeSet)

 **Map** Key-value pairs. Keys are unique.

(e.g., HashMap, TreeMap)

 **Queue** Elements held for processing (FIFO).

(e.g., ArrayDeque, PriorityQueue)

● ● ● JavaCollectionsOverview.java

```
1 import java.util.*;  
2  
3 public class JavaCollectionsOverview {  
4     public static void main(String[] args) {  
5         // List: Ordered, allows duplicates  
6         List<String> names = new ArrayList<>();  
7         names.add("Alice");  
8         names.add("Bob");  
9  
10        // Set: Unique elements only  
11        Set<Integer> uniqueIds = new HashSet<>();  
12        uniqueIds.add(10);  
13        uniqueIds.add(20);  
14  
15        // Map: Key-Value pairs  
16        Map<Integer, String> idToName = new HashMap<>();  
17        idToName.put(1, "Admin");  
18        idToName.put(2, "User");  
19  
20        // Queue: FIFO ordering
```



# Built-in Containers

Python provides versatile, high-level data structures directly in the language, optimized for ease of use and flexibility.

 **list** Mutable, ordered sequence. Dynamic resizing.

(equivalent to ArrayList)

 **tuple** Immutable, ordered sequence. Fixed size.

(often used for records)

 **dict** Key-value mapping. Ordered by insertion (3.7+).

(hash table implementation)

 **set** Unordered collection of unique elements.

(mathematical set operations)

python\_containers.py

```
1 # List: Ordered, mutable, mixed types
2 names = ["Alice", "Bob", "Carol"]
3
4 # Set: Unique elements (curly braces)
5 unique_ids = {10, 20, 10} # Result: {10, 20}
6
7 # Dict: Key-Value pairs
8 id_to_name = {1: "Admin", 2: "User"}
9
10 # List as a Queue
11 task_queue = ["build", "test"]
12 task_queue.append("deploy")
13 next_task = task_queue.pop(0)
14
15 # Tuple: Immutable sequence
16 coords = (10.5, 20.1)
```

# Core Structures

Modern JavaScript provides robust data structures essential for React state management and efficient data handling.

 **Array** Ordered collection. Mutable (but often treated as immutable in React).

 **Object** Key-value map with string or symbol keys. The standard for simple records.

 **Map** True key-value pairs. Keys can be any type (objects, numbers, etc).

 **Set** Collection of unique values. Useful for removing duplicates.

## JSDataStructures.js

```
1 // Array: Ordered list
2 const names = ["Alice", "Bob", "Carol"];
3
4 // Object: Key-value (string keys)
5 const idToName = { 1: "Admin", 2: "User" };
6
7 // Map: Advanced key-value (any key type)
8 const idToNameMap = new Map([
9 [1, "Admin"],
10 [2, "User"]
11 ]);
12
13 // Set: Unique values
14 const uniqueIds = new Set([10, 20, 10]);
15 // Result: {10, 20}
```

```
// Section 02: Lists & Sequences  
// Working with ordered collections...  
List<String> items = new ArrayList<>();  
items.add("first");  
items.add(1, "second");  
  
# Python lists are mutable  
items = ["first", "third"]  
items.insert(1, "second")  
// React state updates  
setItems(prev => [...prev, "new"]);
```

## SECTION 02

# Lists / Sequences

Master working with ordered collections: insert, update, remove, slice, and sort operations.



### Java

#### List API

ArrayList, LinkedList, methods



### Python

#### List Operations

Append, pop, slice, sort



### JavaScript

#### Arrays in React

Immutable state updates



# List API Basics

The List interface provides a powerful way to manage ordered collections with precise control over where elements are inserted.

- + **Add/Insert** Append to end or insert at specific index.
- **Access** Get or update elements by integer index.
- ⊖ **Remove** Delete by index or by object value.
- ↓↑ **Sort** Use Collections.sort() or List.sort().

JavaListDemo.java

```
1 import java.util.*;  
2  
3 public class JavaListDemo {  
4     public static void main(String[] args) {  
5         List<String> names = new ArrayList<>();  
6  
7         // Add elements (append & insert)  
8         names.add("Carol");  
9         names.add(0, "Alice"); // Insert at index 0  
10        names.add("Bob");  
11  
12        // Access and Modify  
13        System.out.println(names.get(1)); // Output: Carol  
14        names.set(1, "Charlie"); // Update index 1  
15  
16        // Removal  
17        names.remove("Bob"); // Remove by value  
18  
19        // Sorting  
20        Collections.sort(names); // Alphabetical order
```

# Built-in List API

Python lists are mutable, dynamic arrays that support flexible operations for adding, removing, and manipulating elements.

+ **Append & Insert** Add elements to the end or at a specific index.  
(O(1) amortized vs O(n))

刪 **Remove & Pop** Remove by value or index.  
(pop() returns the element)

⬇ **Sort & Reverse** Modify the list in-place for efficiency.  
(Timsort algorithm, O(n log n))

✂ **Slicing** Powerful syntax to extract sub-lists.  
(e.g., names[0:2])

 list\_operations.py

```
1 names = ["Carol"]
2
3 # Adding elements
4 names.insert(0, "Alice") # At index 0
5 names.append("Bob") # At the end
6
7 print(names[1]) # Output: Carol
8
9 # Modifying and Removing
10 names[1] = "Charlie" # Update value
11 names.remove("Bob") # Remove by value
12
13 # Sorting (In-place)
14 names.sort() # Alphabetical
15
16 # Slicing & Popping
17 subset = names[0:2] # Get first 2 items
18 last = names.pop() # Remove last item
```

# Immutable Array Patterns

In React, state must be treated as immutable. Never modify arrays directly; create copies to trigger re-renders.

- 💡 **useState Hook** Manages array state.

(Always use the setter function)

- 💡 **Spread Syntax** Create copies easily.

(e.g., [...prev, newItem] to add)

- 💡 **Safe Sorting** Copy first, then sort.

(e.g., [...items].sort())

NamesList.jsx

```
1 import { useState } from "react";
2
3 function NamesList() {
4   const [names, setNames] = useState(["Carol"]);
5
6   const addName = () => {
7     // ✅ Correct: Create new array
8     setNames(prev => ["Alice", ...prev, "Bob"]);
9   };
10
11  // ✅ Correct: Copy then sort (don't mutate state)
12  const sortedNames = [...names].sort();
13
14  return (
15    <div>
16      <button onClick={addName}>Add</button>
17      <ul>
18        {sortedNames.map(name => (
19          <li key={name}>{name}</li>
20        ))}
21    </div>
22  );
23}
```

## SECTION 03

```
// Section 03: Uniqueness  
Set<String> tags = new HashSet<String>();  
tags.add("react");  
tags.add("java");  
// Duplicate ignored.  
const unique = new Set([1, 2, 2]);  
# Python set  
ids = {101, 102, 101}  
if 101 in ids:  
    print("Found")
```

# Sets and Uniqueness

Mechanisms for ensuring unique elements, performing efficient membership tests, and managing collections without duplicates.



### Set Interface

HashSet, LinkedHashSet,  
TreeSet



### Native Sets

set (mutable), frozenset



### Set Object

Set, WeakSet for objects

# Sets & Uniqueness

Comparing how each language handles unique collections, membership tests, and element removal.



SetDemo.java

INIT & ADD

```
Set<String> tags = new HashSet<>();  
tags.add("react");  
tags.add("java");  
tags.add("react"); // ignored
```

CHECK EXISTS

```
boolean hasJava =  
    tags.contains("java");
```

REMOVE

```
tags.remove("react");
```



PYTHON

set\_demo.py

INIT & ADD

```
tags = {"react", "java"}  
tags.add("react") # ignored  
tags.add("python")
```

CHECK EXISTS

```
print("java" in tags)
```

REMOVE

```
tags.remove("react")  
# or discard() to avoid error
```



JAVASCRIPT

app.js

INIT & ADD

```
const tags = new Set(["react"]);  
tags.add("java");  
tags.add("react"); // ignored
```

CHECK EXISTS

```
console.log(  
    tags.has("java")  
)
```

REMOVE

```
tags.delete("react");
```

```
// Section 04: Maps / Dictionaries  
// Key-Value Storage  
Map<String, Integer> scores = new HashMap<>();  
scores.put("Alice", 90);  
# Python Dict  
scores = {"Alice": 90, "Bob": 85}  
// JavaScript Object  
const scores = { Alice: 90 };
```

## SECTION 04

# Maps / Dictionaries Key-Value Stores

Explore key-value storage patterns, including efficient lookups, updates, deletion, and iteration across languages.



### Map Interface

HashMap, TreeMap,  
LinkedHashMap



### Dictionary (dict)

Hash table based mapping



### Object & Map

Object literals, Map class

# Maps / Dictionaries

Comparing key-value storage patterns: adding entries, retrieving values, and deletion.



MapDemo.java

PUT / INSERT

```
Map<String, Integer> map = new HashMap<>();
map.put("Alice", 90);
map.put("Bob", 80);
```

GET (W/ DEFAULT)

```
int score =
    map.getOrDefault("Alice", 0);
```

REMOVE

```
map.remove("Bob");
// Returns removed value or null
```



dict\_demo.py

SET / UPDATE

```
scores = {"Alice": 90, "Bob": 80}
scores["Alice"] = 95 # overwrite
```

GET (W/ DEFAULT)

```
score =
    scores.get("Alice", 0)
```

REMOVE

```
del scores["Bob"]
# or scores.pop("Bob")
```



object\_demo.js

OBJECT PROPERTY

```
const scores = { Alice: 90 };
scores.Alice = 95;
// Map: map.set("Alice", 95)
```

GET / ACCESS

```
const score =
    scores.Alice ?? 0;
```

REMOVE

```
delete scores.Bob;
// Map: map.delete("Bob")
```

```
// Section 05: Iteration  
// Traversing data...  
for (item in items) {  
    process(item);  
}  
  
// Using iterators...  
Iterator<T> it = list.iterator();  
while (it.hasNext()) {  
    T item = it.next();  
}  
  
// Enhanced loops...  
for (T item : list) {  
    process(item);  
}
```

## SECTION 05

# Iteration Patterns

Idiomatic approaches to iterating over sequences and mappings in each language.



### Strongly Typed

Enhanced for-loop, Iterator, Streams



### Readable Loops

for..in, enumerate(), comprehensions



### Functional

map(), for..of, React rendering

# Iteration Patterns

Idiomatic ways to loop over sequences and collections in each language.



Iteration.java

## ENHANCED FOR

```
for (String name : names) {  
    System.out.println(name);  
}
```

## JAVA 8+ FOREACH

```
names.forEach(  
    System.out::println  
);
```

```
// Using Iterator (Legacy)  
Iterator<String> it =  
    names.iterator();
```



iteration.py

## FOR LOOP

```
for name in names:  
    print(name)
```

## ENUMERATE

```
# Get index and value  
for i, name in enumerate(names):  
    print(i, name)
```

## DICT ITEMS

```
for k, v in scores.items():  
    print(f'{k}: {v}')
```



Component.jsx

## BASIC ITERATION

```
names.forEach((n, i) => {  
    console.log(i, n);  
});
```

## REACT RENDER

```
// Map to Elements  
<ul>  
    {names.map(name => (  
        <li key={name}>  
            {name}  
        </li>  
    ))}  
</ul>
```

```
// Section 06: Sorting Algorithms  
// Implementing merge sort...  
public void sort(List<T> list, Comparator<? super T> c) {  
    list.sort(c);  
}  
  
def quicksort(arr):  
    if len(arr) <= 1: return arr  
    pivot = arr[len(arr) // 2]  
    left = [x for x in arr if x < pivot]  
    middle = [x for x in arr if x == pivot]  
    right = [x for x in arr if x > pivot]  
    return quicksort(left) + middle + quicksort(right)  
  
// Comparison logic...
```

## SECTION 06

# Sorting APIs

Understanding in-place mutation versus sorted copies, custom comparators, and stability across languages.



### Collections.sort

Comparator & List.sort()



### sort() vs sorted()

key=lambda & stability



### Array.prototype.sort

Comparison functions

# Sorting APIs

Comparing in-place sorting, sorted copies, and custom comparison logic.



SortDemo.java

IN-PLACE

```
List<Integer> nums = ...;  
Collections.sort(nums);
```

CUSTOM COMPARATOR

```
List<String> names = ...;  
names.sort(  
    Comparator.comparingInt(  
        String::length  
    )  
);  
// Uses Timsort (stable)
```



sort\_demo.py

IN-PLACE

```
nums = [5, 1, 4, 2]  
nums.sort()
```

SORTED COPY

```
sorted_nums = sorted(nums)
```

KEY FUNCTION

```
users = [{"age": 30}, ...]  
users.sort(  
    key=lambda u: u["age"]  
)  
# Also Timsort (stable)
```



app.js

IN-PLACE

```
const nums = [5, 1, 4, 2];  
nums.sort((a, b) => a - b);  
// default is string sort!
```

COPY & SORT (REACT)

```
const sortedUsers =  
    [...users].sort(  
        (a, b) => a.age - b.age  
    );  
// Stability varies by engine
```

```
// Section 07: Generics  
public class Box<T> {  
    private T value;  
    public void set(T t) { this.value = t; }  
    public T get() { return value; }  
}  
// Type Safety  
List<String> list = new ArrayList<>();  
// T is a type parameter
```

## SECTION 07

# Generics & Type Parameters

Enabling compile-time type safety and creating reusable, abstract components across languages.



### Java

### Type Erasure

Compile-time checks: <T>



### Python

### Type Hints

typing.Generic[T]



### TypeScript

### Structural Types

interface Props<T>



# Generics & Type Safety

Generics add stability to your code by making more of your bugs detectable at compile time rather than run time.

- ⌚ **Type Safety** Catch type errors early. `List<String>` prevents inserting unrelated objects.
- 📦 **Generic Classes** Define classes that operate on any type `T` specified by the client code.
- ⟨/⟩ **Generic Methods** Write a single method declaration that can be called with arguments of different types.

GenericUtils.java

```
1 import java.util.*;  
2  
3 public class GenericUtils {  
4  
5     // 1. Generic Class: Reusable container  
6     static class Box<T> {  
7         private T value;  
8         public Box(T value) { this.value = value; }  
9         public T get() { return value; }  
10    }  
11  
12    // 2. Generic Method: Works with any List type  
13    public static <T> void printAll(List<T> list) {  
14        for (T item : list) {  
15            System.out.println(item);  
16        }  
17    }  
18  
19    public static void main(String[] args) {  
20        // 3. Type-Safe Usage  
21        List<String> names = new ArrayList<>();  
22        names.add("Alice");
```

# Generics & Type Safety

Bringing compile-time safety to dynamic languages using type hints and generics.



Python

TYPING MODULE

generic\_box.py

```
from typing import TypeVar, Generic
T = TypeVar("T")

class Box(Generic[T]):
    def __init__(self, value: T):
        self.value = value

    def get(self) -> T:
        return self.value

# Type checker ensures safety
str_box: Box[str] = Box("hello")
val: str = str_box.get()
```

Definition

Usage



TypeScript

GENERICS

GenericBox.ts

```
class Box<T> {
    private value: T;

    constructor(value: T) {
        this.value = value;
    }

    get(): T {
        return this.value;
    }
}
```

Definition

Usage

```
// Compile-time safety
const strBox = new Box<string>("hello");
const val: string = strBox.get();
```

```
// Section 08: Higher-Order Iteration  
// Functional paradigms...  
const squares = nums.map(n => n * n);  
List<Integer> even = list.stream()  
    .filter(n => n % 2 == 0)  
    .collect(Collectors.toList());  
squares = [x**2 for x in nums]  
// Reduce to single value...
```

## SECTION 08

# Higher-Order Iteration

Transform, filter, and reduce collections using functional patterns and declarative streams.



### Streams API

stream(), map(), collect()



### Comprehensions

[x for x in list if cond]



### Array Methods

map, filter, reduce

# Higher-Order Iteration

map, filter, and reduce: transforming and aggregating collections functionally.



StreamDemo.java

```
List<Integer> nums = List.of(1,2,3,4,5);
```

MAP & FILTER

```
List<Integer> res = nums.stream()
    .map(n → n * n)
    .filter(n → n % 2 == 0)
    .collect(Collectors.toList());
```

REDUCE

```
int sum = nums.stream()
    .reduce(0, Integer::sum);
```



comprehensions.py

```
nums = [1, 2, 3, 4, 5]
```

MAP (COMPREHENSION)

```
squares = [n * n for n in nums]
```

FILTER (COMPREHENSION)

```
evens = [n for n in squares
            if n % 2 == 0]
```

REDUCE (SUM)

```
total = sum(nums)
```



app.js

```
const nums = [1, 2, 3, 4, 5];
```

MAP

```
const squares =
    nums.map(n ⇒ n * n);
```

FILTER

```
const evens =
    squares.filter(n ⇒ n % 2 === 0);
```

REDUCE

```
const total =
    nums.reduce((acc, n) ⇒ acc + n, 0);
```

# Cross-Language API Comparison

A quick reference guide to equivalent data structures and operations across ecosystems.

FEATURE / CONCEPT	JAVA	PYTHON	JAVASCRIPT
Growable List	<code>ArrayList&lt;T&gt;</code>	<code>list</code>	<code>Array</code>
Key-Value Map	<code>HashMap&lt;K, V&gt;</code>	<code>dict</code>	<code>Object</code> / <code>Map</code>
Unique Set	<code>HashSet&lt;T&gt;</code>	<code>set</code>	<code>Set</code>
Sort (In-Place)	<code>Collections.sort()</code> <i>or List.sort()</i>	<code>list.sort()</code>	<code>arr.sort()</code>
Sorted Copy	<code>stream().sorted() ..collect()</code>	<code>sorted(list)</code>	<code>[...arr].sort()</code>
Generics	<code>&lt;T&gt;</code>	<code>TypeVar, Generic</code>	<code>&lt;T&gt;</code>

# Summary & Key Takeaways

Essential concepts for mastering cross-language development.



## Core Structures Align

Lists, Sets, and Maps exist conceptually in all three ecosystems. The names differ (`ArrayList` vs `list` vs `Array`), but the underlying logic remains consistent.



## Idiomatic Patterns

Use the language's strength: Stream API & enhanced loops for Java, list comprehensions for Python, and map/filter/reduce for JavaScript.



## Mutability Awareness

Understand when operations modify in-place (Python `sort()`) vs creating copies (Java Streams, JS spread syntax). Crucial for React state.



## Type Safety Evolution

Generics provide compile-time safety. Java has them built-in, Python uses Type Hints, and JavaScript relies on TypeScript for similar guarantees.



## Practice & Application

The best way to master these APIs is to translate patterns across languages. Try rewriting a data-heavy Java utility in Python or a React component logic in Java to deepen your understanding.