Collections with Iteration Order: Lists



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Outline

Key Features

Shipment Example

List Implementations

Key Features

Lists are collections with iteration order

```
void add(int index, E e);
E get(int index);
E remove(int index);
E set(int index, E element);
boolean addAll(int index, Collection<? extends E> c);
```

Each element has an index

An index is an int representing its position in the List.

We can modify Lists using indices

```
int indexOf(Object o);
Int lastIndexOf(Object o);
```

You can also lookup values by index

List<E> subList(int fromIndex, int toIndex);

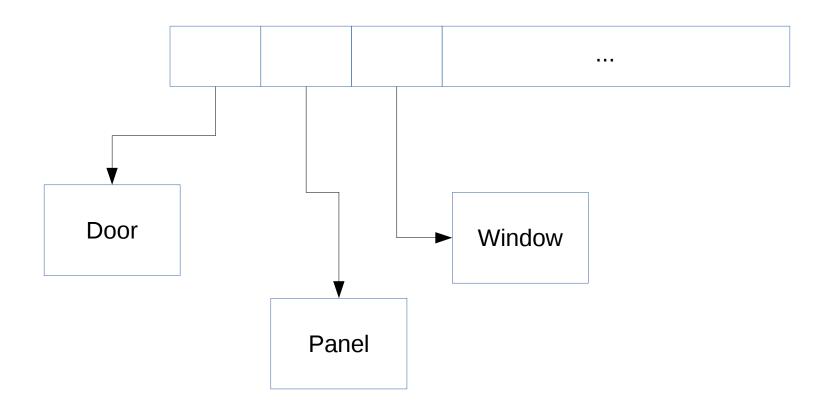
Sublists are views over ranges of lists.

Modifying the view modifies the List.

Shipments

List Implementations

ArrayList



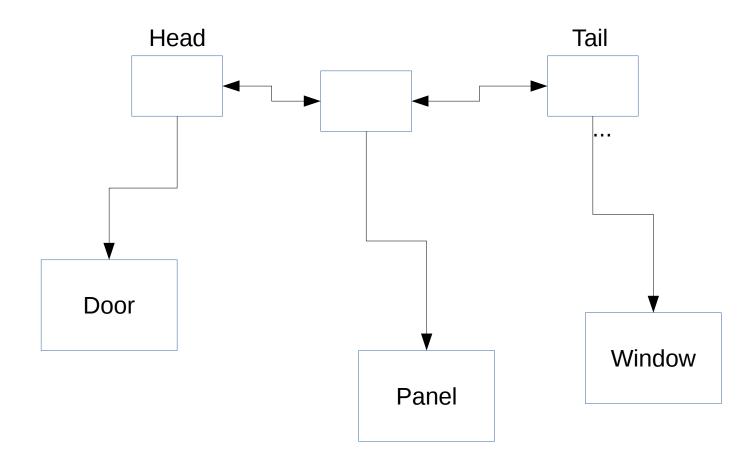
ArrayList

Good General Purpose Implementation

Use as default

More CPU Cache sympathetic

LinkedList



LinkedList

Worse performance for many operations

Use when adding elements at start

Or when adding/removing a lot

Performance Comparison

	get	add	contains	next	remove
ArrayList	O(1)	O(N), Ω(1)	O(N)	O(1)	O(N)
LinkedList	O(N)	O(1)	O(N)	O(1)	O(1)

Conclusions

Summary



Covered the key List features

Looked at different performance tradeoffs

Lists are really commonly used

