



Java™

# Data Structures

## 00 – Introduction

David Drohan | ddrohan@wit.ie

# Outline

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- Module Description
- Learning Objectives
- Structure
- Assessment



# Module Description

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- “This module will instruct the student in object oriented programming techniques. It will illustrate object oriented programming concepts and equip the student with the knowledge to use objects in programming with confidence.”



# Learning Objectives

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- Identify the **core packages** in the Java API.
- Create **interfaces** in Java.
- Define and use **exception classes**
- Distinguish between one dimensional arrays and multi dimensional arrays.
- Describe the basic **file handling** technique used in the Java language.
- Create user objects and use them in conjunction with **Java's collection classes**.
- Be aware of the different **Searching and Sorting techniques** available for processing collection classes.



# Structure

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- ❑ Week 01 : Inheritance & Polymorphism (Recap)
  
- ❑ 02 – 03 : Custom Exception Handling
- ❑ 04 – 05 : File Input/Output in Java
- ❑ 06 – 08 : The Collections Framework
- ❑ 09 – 11 : The Collections Algorithms
  
- ❑ Week 12 : Project Demos

# Assessment

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- 100% Continuous Assessment
  - 1 Individual Assignment – Due week 6 (50%)
  - 1 Team Project – Due week 11/Demos Week 12 (20%)
  - 1 In Class Exam – Due week 11 (30%)
- Project Ideas **MUST** be unique **AND** all your own original work (mostly!)
  - 1<sup>st</sup> come 1<sup>st</sup> served approach to Project Titles
  - ***Note : Assignment CAN overlap with Project***

***20% REDUCTION PER DAY FOR EVERY DAY LATE***

# Contact

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## □ David Drohan

- [ddrohan@wit.ie](mailto:ddrohan@wit.ie)
- 051 302683
- @daithid73



# Resources

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Moodle Page



# Module Overview

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## ❑ 100% Continuous Assessment

- One individual project, one group project, and one in class assessment (provisionally).
- Lab exercises (non-CA) will also be assigned to help prepare you for the project work.

## ❑ Shared module with IT.

- We will share slides, CA, etc.

## ❑ Eclipse IDE will be used for this module.

- Install a recent version of Eclipse.
- We will use Eclipse for any in-class worked examples and case studies.

# What are Data Structures?

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- Data structures describe how data are organised in a computer.
- This organisation allows for the efficient processing (storage, retrieval, etc.) of the data in order to make it useful.
- Different types of data require different types of data structures for different types of applications.
  - “Horses for courses.” No one data structure is always best or suitable.
  - The choice of data structures is one of the most fundamental decisions in an application’s development.

# Continued...

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## ❑ Different data structures:

- Have different space requirements for any given data.
- Have different levels of algorithmic efficiency for given operations applied to the data (sorting, searching, retrieval, insertion, etc.).

## ❑ We always want to save (memory) space and/or (processing) time by choosing appropriate data structures.

- Sometimes we have to trade space for time, and vice versa.

# What is a “Structure”?

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- ❑ A structure is something that, essentially, has an ostensible shape and form.
- ❑ We humans see and use structure everywhere!
  - Its how we make sense of the complexity and chaos in the world.
  - The structure we perceive helps us to organise things in order to process them.
    - ◆ What this processing involves depends on the nature of the structure and its actual use or application.
    - Examples: adding, removing, inserting, reading/observing, aggregating, searching, etc.

# What Do You See?

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- ❑ Consider the following photographs / images.
- ❑ Can you see any structures or patterns?
  - Name the structures and any components / concepts you see.
  - The key point is that structures emerge that explain, describe and simplify the situation.

# Continued...

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- Q. How would we?
- Add (or Insert)
  - Remove
  - Search
  - Aggregate (e.g. Count)
  - Organise further?

# Continued...

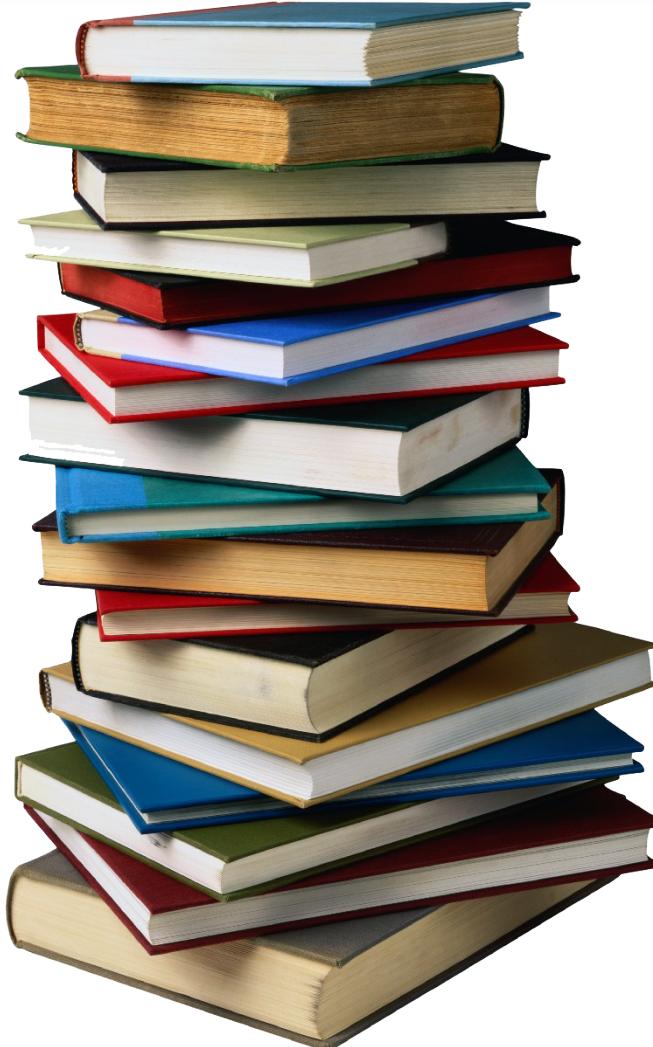


Q. How would we?

- Add (or Insert)
- Remove
- Search
- Aggregate (e.g. Count)
- Organise further?

# Continued...

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Q. How would we?

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# Continued...



- Q. How would we?
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# Continued...

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Q. How would we?

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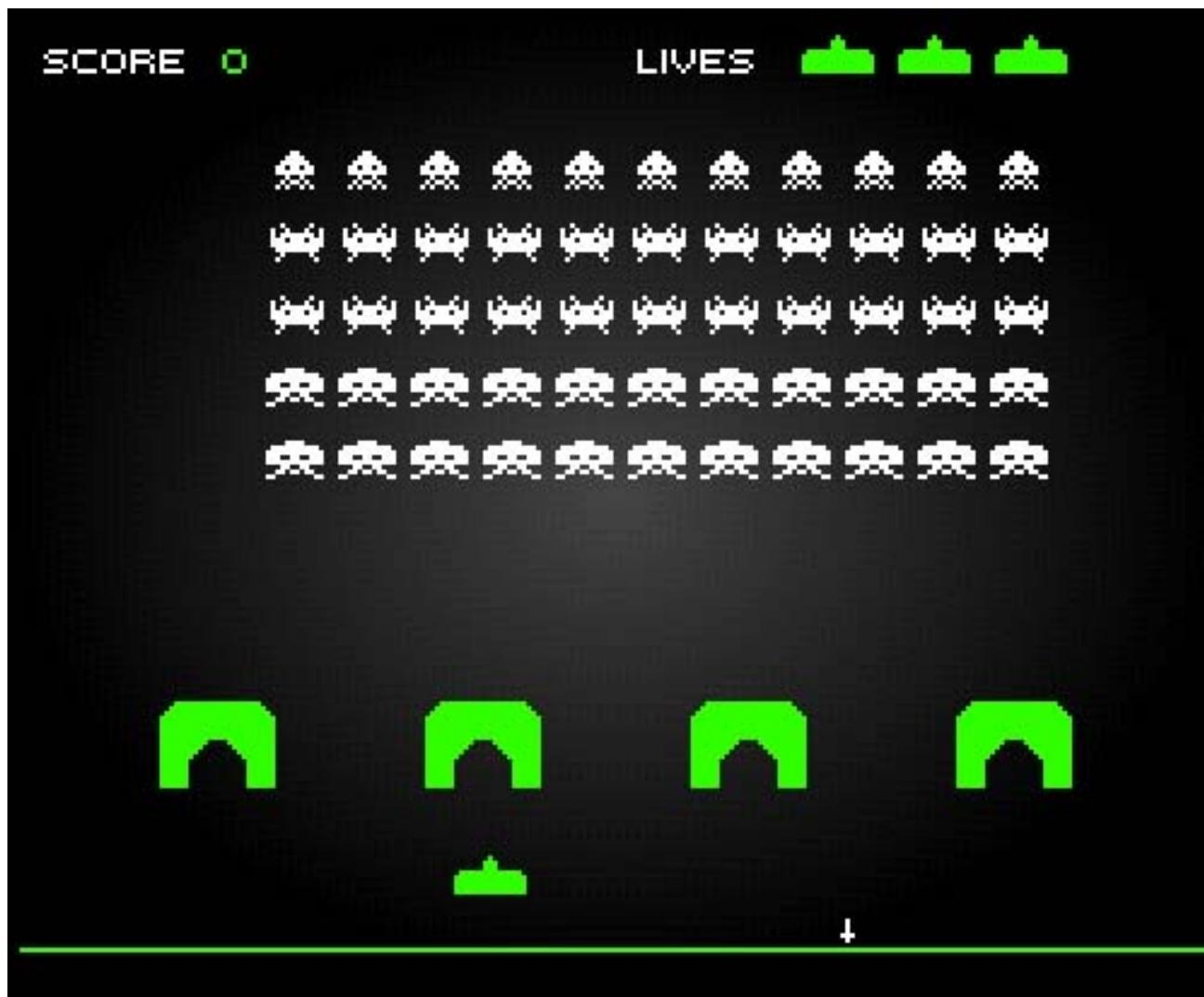
Q. How would we?

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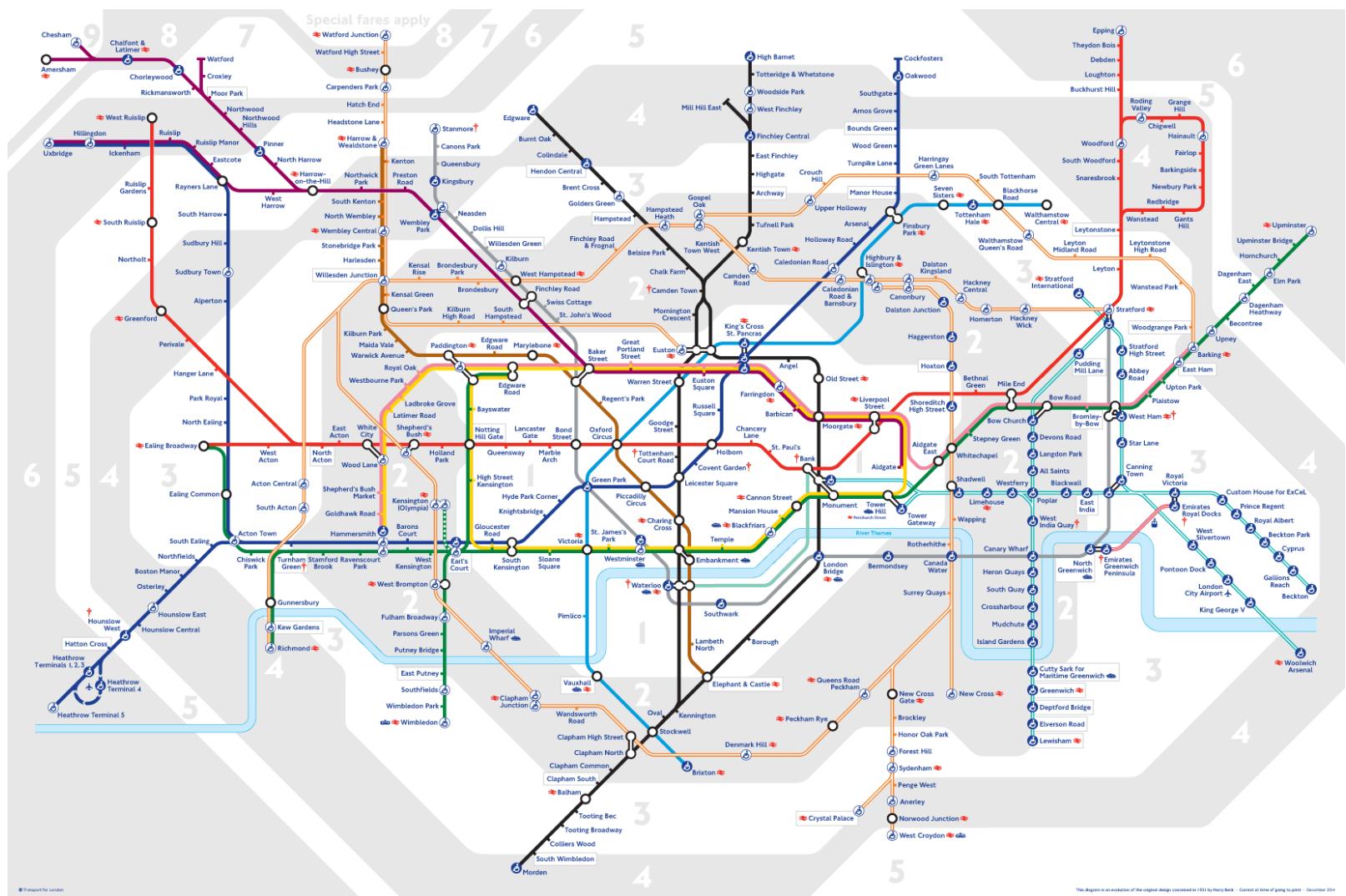
Q. How would we?

- Add (or Insert)
- Remove
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- Aggregate (e.g. Count)
- Organise further?









# Continued...

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- For data structures the same principle applies: identify a structure/form/shape that logically organises a “bunch of data” in a useful and efficient way.
  - So it is easy to read, delete, add to, search, etc. the data as appropriate.
- Data structures include: lists, queues, stacks, rings, sets, bags, maps, trees, graphs, etc.
- Abstract data types (ADTs) can also be used to describe basically anything!
  - Examples: Skydiver, Person, Box, Book, Tin, Flock, FlockFormation, Drawer, EatingUtensil, Basket, ClothingItem, Wardrobe, WardrobeRail, Family, Alien, Spaceship, Engine, City, Building, TubeStation, etc. etc.

# Who Knew I Knew?

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- ❑ You have already been using some data structures, and related concepts, in your Year 1 programming modules, including:
  - Arrays
  - Classes / ADTs
- ❑ Although you will have only seen these in pretty rudimentary form, they are widely used to form the basis of more complex data structures too.
- ❑ It is therefore important to reconsider these concepts from a data structures perspective to understand their relevant characteristics, and also their strengths and weaknesses in this regard. *We will start here!*



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# Questions?