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Collections and Iterators

(slides adapted from D. Millard)

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Recap

- ▶ Looping
 - ▶ **while**
 - ▶ **do** . . . **while**
 - ▶ **for** loop
 - ▶ **for** each loop
- ▶ Arrays
 - ▶ Iterating through arrays using **for** each loop

Objectives

- ▶ Arrays vs. ArrayLists
 - ▶ Declaration
 - ▶ Insertion
 - ▶ Access
 - ▶ Removal
- ▶ A Brief Introduction to Generics
 - ▶ Autoboxing and unboxing
- ▶ Iterator objects

Readings

- ▶ Chapter 4.10 of [Barnes and Kölling \[2016\]](#)

Arrays vs. ArrayLists

A Brief Introduction to Generics
Autoboxing and Unboxing

Iterators

Summary

Problems with Arrays

- ▶ They don't change **size**
- ▶ It's a pain **adding new elements**
if you don't know how many are there already
- ▶ You have to use indexes
- ▶ **ArrayIndexOutOfBoundsException**

ArrayList to the rescue!

- ▶ Arrays are built into the Java language (a bit like primitives)
- ▶ But Java also have a library of **helpful classes** that you can use for free
- ▶ These are not part of the language, but are **included with every JVM**
- ▶ **ArrayList** is one of these library classes

Arrays vs. ArrayLists (1/2)

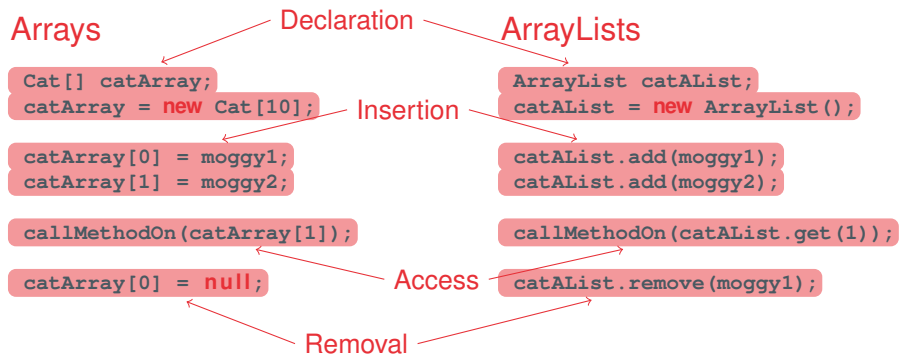
Arrays

- ▶ They don't change size
- ▶ It's a pain adding new elements if you don't know how many are there already
- ▶ You have to use indexes
- ▶ `ArrayIndexOutOfBoundsException`

ArrayLists

- ▶ Changes size as you add elements
- ▶ `ArrayList` has an `add()` method and takes care of its size itself
- ▶ You can use indexes if you want (but don't have to)
- ▶ Still thrown by `ArrayList`. Hey, it's a fact of life, okay?

Arrays vs. ArrayLists (2/2)



Advantages of ArrayLists

- ▶ Arrays are useful for simple small tasks
- ▶ ArrayLists are better for more **complex tasks**
 - ▶ They grow and shrink when you add and remove things (arrays are fixed size)
 - ▶ They have many **useful methods** ...
- ▶ Check out the API:
 - ▶ Application Programming Interface
 - ▶ <https://docs.oracle.com/en/java/javase/14/docs/api/>
 - ▶ type “java api” into google

ArrayList - Method Summary

Modifier and Type	Method	Description
void	<code>add(int index, E element)</code>	Inserts the specified element at the specified position in this list.
boolean	<code>add(E e)</code>	Appends the specified element to the end of this list.
boolean	<code>addAll(int index, Collection<? extends E> c)</code>	Inserts all of the elements in the specified collection into this list, starting at the specified position.
boolean	<code>addAll(Collection<? extends E> c)</code>	Appends all of the elements in the specified collection to the end of this list, in the order that they are returned by the specified collection's Iterator.
void	<code>clear()</code>	Removes all of the elements from this list.
Object	<code>clone()</code>	Returns a shallow copy of this ArrayList instance.
boolean	<code>contains(Object o)</code>	Returns true if this list contains the specified element.
void	<code>ensureCapacity(int minCapacity)</code>	Increases the capacity of this ArrayList instance, if necessary, to ensure that it can hold at least the number of elements specified by the minimum capacity argument.
void	<code>forEach(Consumer<? super E> action)</code>	Performs the given action for each element of the Iterable until all elements have been processed or the action throws an exception.
E	<code>get(int index)</code>	Returns the element at the specified position in this list.
int	<code>indexOf(Object o)</code>	Returns the index of the first occurrence of the specified element in this list, or -1 if this list does not contain the element.
boolean	<code>isEmpty()</code>	Returns true if this list contains no elements.
Iterator<E>	<code>iterator()</code>	Returns an iterator over the elements in this list in proper sequence.
int	<code>lastIndexOf(Object o)</code>	Returns the index of the last occurrence of the specified element in this list, or -1 if this list does not contain the element.
ListIterator<E>	<code>listIterator()</code>	Returns a list iterator over the elements in this list (in proper sequence).
ListIterator<E>	<code>listIterator(int index)</code>	Returns a list iterator over the elements in this list (in proper sequence), starting at the specified position in the list.
E	<code>remove(int index)</code>	Removes the element at the specified position in this list.
boolean	<code>remove(Object o)</code>	Removes the first occurrence of the specified element from this list, if it is present.
boolean	<code>removeAll(Collection<?> c)</code>	Removes from this list all of its elements that are contained in the specified collection.
boolean	<code>removeIf(Predicate<? super E> filter)</code>	Removes all of the elements of this collection that satisfy the given predicate.
protected void	<code>removeRange(int fromIndex, int toIndex)</code>	Removes from this list all of the elements whose index is between fromIndex, inclusive, and toIndex, exclusive.
boolean	<code>retainAll(Collection<?> c)</code>	Retains only the elements in this list that are contained in the specified collection.
E	<code>set(int index, E element)</code>	Replaces the element at the specified position in this list with the specified element.
int	<code>size()</code>	Returns the number of elements in this list.
Splitter<E>	<code>splitter()</code>	Creates a late-binding and fast Splitter over the elements in this list.
List<E>	<code>subList(int fromIndex, int toIndex)</code>	Returns a view of the portion of this list between the specified fromIndex, inclusive, and toIndex, exclusive.
Object[]	<code>toArray()</code>	Returns an array containing all of the elements in this list in proper sequence (from first to last element).
<T> T[]	<code>toArray(T[] a)</code>	Returns an array containing all of the elements in this list in proper sequence (from first to last element); the runtime type of the returned array is that of the specified array.
void	<code>trimToSize()</code>	Trims the capacity of this ArrayList instance to be the list's current size.

Example 1 (1/2)

```
ArrayList numArrayList = new ArrayList();  
  
for (int i = 0; i < 9; i++){  
    numArrayList.add(i);  
}  
System.out.println("Value at 4 is " +  
    numArrayList.get(4));
```

Vevox (140-996-816)?

What number will be printed by the final statement?

Example 1 (2/2)

```
ArrayList numArrayList = new ArrayList();  
  
for (int i = 0; i < 9; i++){  
    numArrayList.add(i);  
}  
System.out.println("Value at 4 is " +  
    numArrayList.get(4));
```

Answer

- ▶ The loop creates an ArrayList of numbers 0, 1, ..., 8.
- ▶ After the loop, the value at index 4 is 4.

Example 2 (1/2)

```
ArrayList numArrayList = new ArrayList();  
  
for (int i = 0; i < 9; i++){  
    numArrayList.add(10 - i);  
}  
System.out.println("Value at 4 is " +  
    numArrayList.get(4));
```

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What number will be printed by the final statement?

Example 2 (2/2)

```
ArrayList numArrayList = new ArrayList();  
  
for (int i = 0; i < 9; i++){  
    numArrayList.add(10 - i);  
}  
System.out.println("Value at 4 is " +  
    numArrayList.get(4));
```

Answer

- ▶ The loop creates an ArrayList of numbers 10, 9, ..., 2.
- ▶ After the loop, the value at index 4 is 6.

Example 3 (1/2)

```
ArrayList numArrayList = new ArrayList();  
  
for (int i = 0; i < 9; i++){  
    numArrayList.add(10 - i);  
}  
  
for (int i = 8; i >= 0; i--){  
    System.out.println("Value is " +  
        numArrayList.get(i));  
}
```

Vevox (140-996-816)?

What number will be printed by the second loop?

Example 3 (2/2)

```
ArrayList numArrayList = new ArrayList();  
  
for (int i = 0; i < 9; i++){  
    numArrayList.add(10 - i);  
}  
  
for (int i = 8; i >= 0; i--){  
    System.out.println("Value is " +  
        numArrayList.get(i));  
}
```

Answer

- ▶ The loop creates an ArrayList of numbers 10, 9, ..., 2.
- ▶ The second loop traverses in the reverse order.
- ▶ Hence it produces the sequence 2, 3, ..., 10.

Blackboard Tests for ArrayList

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Summary

Spot the Problem ...

```
ArrayList kennel = new ArrayList();  
  
kennel.add(new Dog("Rover"));  
kennel.add(new Dog("Fido"));  
kennel.add(new Dog("Patch"));  
kennel.add(new Cat("Mr Tiddles"));  
  
for(int i = 0; i < kennel.size(); i++)  
    kennel.get(i).bark();  
}
```

ArrayLists store objects of any type

Which means we can mix up the types of objects in the ArrayList

Which may cause problems later if we make assumptions about what is in there!

In fact this code will not compile, because Java does not know what is in the ArrayList, and therefore will not let you call **bark** on it

Solving the Problem ... (1/2)

```

ArrayList kennel = new ArrayList();

kennel.add(new Dog("Rover"));
kennel.add(new Dog("Fido"));
kennel.add(new Dog("Patch"));
kennel.add(new Cat("Mr Tiddles"));

for (int i = 0; i < kennel.size(); i++) {
    if (kennel.get(i) instanceof Dog) {
        Dog d = (Dog) kennel.get(i);
        d.bark();
    }
}

```

One option is to test what is in there using **instanceof**, and if it's a Dog we can tell the compiler. This is called **typecasting**

Makes my inner software engineer cringe! **instanceof** is a tool of last resort. If you've had to use it it probably means your program is not designed particularly well.

Solving the Problem ... (2/2)

```
ArrayList<Dog> kennel = new ArrayList<Dog> ();  
  
kennel.add(new Dog("Rover"));  
kennel.add(new Dog("Fido"));  
kennel.add(new Dog("Patch"));  
kennel.add(new Cat("Mr Tiddles"));  
  
for (int i = 0; i < kennel.size(); i++) {  
    kennel.get(i).bark();  
}
```

ArrayList **only** contained
Dogs in the first place

This is easily done
because ArrayList uses
a mechanism called
generics.

We can specify the type
allowed when we create
the ArrayList.

Now Java will only allow
us to add things of type
Dog. So this line will
force a **compile time** error

A Note About Primitives

```
ArrayList<Integer> numStore;  
numStore = new ArrayList<Integer>();
```

```
numStore.add(new Integer(3));  
numStore.add(new Integer(5));  
numStore.add(new Integer(2));
```

```
int total = 0;
```

```
for (int i = 0; i < numStore.size(); i++) {  
    total = total + numStore.get(i).intValue();  
}
```

```
System.out.println("Total is " + total);
```

ArrayLists (and other collections in the API) can only store objects.

This means that when you want to store primitives you need to use wrapper objects. This is a pain :-)

A Note About Primitives

```
ArrayList<Integer> numStore;  
numStore = new ArrayList<Integer>();  
  
numStore.add(3);  
numStore.add(5);  
numStore.add(2);  
  
int total = 0;  
  
for (int i = 0; i < numStore.size(); i++)  
    total = total + numStore.get(i);  
}  
  
System.out.println("Total is " + total);
```

ArrayLists (and other collections in the API) can only store objects.

This means that when you want to store primitives you need to use wrapper objects. This is a pain :-)

Java 5 introduced **autoboxing**, a process where primitives are automatically cast to a wrapper where necessary.

And **unboxing**, where they can be cast back again too

Blackboard Tests for Genericity

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Summary

Design Patterns

- ▶ In Programming a neat and elegant way of solving a problem is sometimes called a **design pattern**
- ▶ The Java API uses a number of well-known design patterns
- ▶ Including the use of **iterators** to help you iterate over a collection

Back at the Kennel ...

```
ArrayList<Dog> kennel = new ArrayList<Dog>();
```

```
kennel.add(new Dog("Rover"));
```

```
kennel.add(new Dog("Fido"));
```

```
kennel.add(new Dog("Patch"));
```

```
for (int i = 0; i < kennel.size(); i++) {  
    kennel.get(i).bark();  
}
```

```
Iterator<Dog> it = kennel.iterator();
```

```
while (it.hasNext()) {  
    it.next().bark();  
}
```

In our kennel example we used a for loop to iterate over the array

We could instead use an iterator object.

Iterators are generic classes (like the ArrayList) and track our progress through a collection.

We can use **hasNext()** to see if there are more elements

And **next()** to get the next element (the iterator will automatically move to the next element).

Why are Iterators a useful pattern?

```
ArrayList<Dog> kennel = new ArrayList<Dog>
```

```
kennel.add(new Dog("Rover"));
```

```
kennel.add(new Dog("Fido"));
```

```
kennel.add(new Dog("Patch"));
```

```
for (int i = 0; i < kennel.size(); i++) {  
    kennel.get(i).bark();  
}
```

```
Iterator<Dog> it = kennel.iterator();
```

```
while (it.hasNext()) {  
    it.next().bark();  
}
```

1) They are neater, and neat code is easier to read and understand

2) They decouple the loop from the collection (notice that in the loop we do not reference the ArrayList at all) This means we could pass the iterator to a method – and that method does not even need to know what the collection is!

Why are Iterators a useful pattern?

```
public void makeThemBark( Iterator<Dog> it) {  
  
    while (it.hasNext()) {  
        it.next().bark();  
    }  
  
}
```

1) They are neater, and neat code is easier to read and understand

2) They decouple the loop from the collection (notice that in the loop we do not reference the ArrayList at all)
This means we could pass the iterator to a method – and that method does not even need to know what the collection is!

Example 4 (1/2)

```
ArrayList numArrayList = new ArrayList();
```

```
for (int i = 0; i < 9; i++){  
    numArrayList.add(10 - i);  
}
```

```
Iterator it = numArrayList.iterator();  
while (it.hasNext()) {  
    System.out.println("Value is " + it.next());  
}
```

Vevox (140-996-816)?

What number will be printed by the second loop?

Example 4 (2/2)

```
ArrayList numArrayList = new ArrayList();
```

```
for (int i = 0; i < 9; i++){  
    numArrayList.add(10 - i);  
}
```

```
Iterator it = numArrayList.iterator();  
while (it.hasNext()) {  
    System.out.println("Value is " + it.next());  
}
```

Answer

- ▶ The loop creates an ArrayList of numbers 10, 9, ..., 2.
- ▶ The second loop traverses in the array from the beginning.
- ▶ Hence it produces the sequence 10, 9, ..., 2.

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Summary

Summary

- ▶ Arrays vs. ArrayLists
 - ▶ Declaration
 - ▶ Insertion
 - ▶ Access
 - ▶ Removal
- ▶ A Brief Introduction to Generics
 - ▶ Autoboxing and unboxing
- ▶ Iterator objects

YOUR QUESTIONS

References I

- ▶ David J. Barnes and Michael Kölling. *Objects First with Java: A Practical Introduction using BlueJ*. Pearson, sixth edition edition, 2016 (Chapter 4.10)