

LEC 08

**CSE 122**

# Sets; For-each loops; Iterators

Questions during Class?

Raise hand or send here

sli.do #cse122




BEFORE WE START

*Chat with neighbors:**What is your go-to breakfast?*Music: [122 25sp Lecture Tunes](#) **Instructor:** Brett Wortzman and Adrian Salguero

|             |             |           |         |        |
|-------------|-------------|-----------|---------|--------|
| <b>TAs:</b> | Andrew      | Diya      | Logan   | Steven |
|             | Anya        | Elizabeth | Mahima  | Yang   |
|             | Brittan     | Ivory     | Medha   |        |
|             | Carson      | Jack      | Minh    |        |
|             | Christopher | Jacob     | Nicole  |        |
|             | Colin       | Ken       | Samuel  |        |
|             | Dalton      | Kyle      | Shivani |        |
|             | Daniel      | Leo       | Sreshta |        |


# Lecture Outline

- **Announcements** 
- Sets Review
- Practice Problem
- Tradeoffs with Different Data Structures
- For-Each Loop
- Iterators

# Announcements


- Programming Assignment 1 (P1) due tomorrow!
  - Stacks, Queues, Exceptions
- Resubmission Cycle 1 was due yesterday
  - Remember that grades from a resubmission **completely replace** your previous grades for that assignment.
  - Resubmission Cycle 2 will open tomorrow
    - C0, P0, C1 eligible
- Heads up: Quiz 1 scheduled for Tuesday, May 13
  - Reference Semantics, Stacks, Queues, Sets, Maps
- Programming Assignment 2 released on Friday, May 2<sup>nd</sup>
  - Yes, two Programming Assignments in a row!
  - BUT, you have two weeks to complete this assignment

# Lecture Outline

- Announcements
- **Sets Review** 
- Practice Problem
- Tradeoffs with Different Data Structures
- For-Each Loop
- Iterators

# (PCM) Sets (ADT)

- A collection of unique values (no duplicates allowed) that can perform the following operations efficiently:
  - add
  - remove
  - search (contains)
- We don't think of a set as having indices; we just add things to the set in general and don't worry about order



"hi" "hola"  
"bonjour" "hello"  
"konnichiwa"


# (PCM) Sets in Java

- Set is an interface in Java
  - In `java.util`
- HashSet and TreeSet are classes that implement the Set interface in Java
  - HashSet: Very fast! Implemented using a “hash table” array
    - *Elements are stored in an unpredictable order*
  - TreeSet: Pretty fast! Implemented using a “binary search tree”
    - *Elements are stored in sorted order*

# Set Methods

| Method                       | Description                                                                                                               |
|------------------------------|---------------------------------------------------------------------------------------------------------------------------|
| <code>add(value)</code>      | Adds the given value to the set, returns whether or not the given value was added successfully                            |
| <code>contains(value)</code> | Returns <code>true</code> if the given value is found in this set                                                         |
| <code>remove(value)</code>   | Removes the given value from the set; returns <code>true</code> if the set contained the value, <code>false</code> if not |
| <code>clear()</code>         | Removes all elements from the set                                                                                         |
| <code>size()</code>          | Returns the number of elements in list                                                                                    |
| <code>isEmpty()</code>       | Returns <code>true</code> if the set's size is 0; <code>false</code> otherwise                                            |
| <code>toString()</code>      | Returns a <code>String</code> representation of the set such as <code>"[3, 42, -7, 15]"</code>                            |

# Lecture Outline

- Announcements
- Sets Review
- **Practice Problem** 
- Tradeoffs with Different Data Structures
- For-Each Loop
- Iterators



# Practice Problem:

Write a program that, given a Scanner over a large text file (e.g., *Moby Dick* or the complete works of William Shakespeare), counts the number of unique words in the text.

# Lecture Outline

- Announcements
- Sets Review
- Practice Problem
- **Tradeoffs with Different Data Structures** ◀
- For-Each Loop
- Iterators

# Choosing a Data Structure: Tradeoffs

- You got a bit of practice with this in your quiz sections on Tuesday!
  - Solving the same problem with an ArrayList, a Stack, and a Queue
- Things to consider:
  - Functionality
    - If you need duplicates or indexing, Sets are not for you!
  - Efficiency
    - Different data structures are “good at” different things!

# Lecture Outline

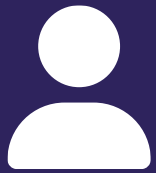
- Announcements
- Sets Review
- Practice Problem
- Tradeoffs with Different Data Structures
- **For-Each Loop** ◀
- Iterators

# For-Each Loop

- A new kind of loop!

```
Set<String> words = new HashSet<>();  
for (String s : words) {  
    System.out.println(s);  
}
```

- BUT, you cannot *modify* the data structure inside a for-each loop
  - You will get a **ConcurrentModificationException**
  - They are “read-only”



# Practice : Think

[sli.do](https://sli.do)

#cse122

## What output is produced by this code?

```
Set<Integer> nums = new  
TreeSet<>();  
nums.add(3);  
nums.add(9);  
nums.add(3);  
nums.add(-2);  
nums.add(0);  
  
for (int n : nums) {  
    System.out.print(n + " ");  
}
```

A. -2 0 3 9

B. 3 9 3 -2 0

C. 9 3 0 -2

D. -2 0 3 3 9

E. ConcurrentModificationException



# Practice : Pair



sli.do

#cse122

## What output is produced by this code?

```
Set<Integer> nums = new  
TreeSet<>();  
nums.add(3);  
nums.add(9);  
nums.add(3);  
nums.add(-2);  
nums.add(0);  
  
for (int n : nums) {  
    System.out.print(n + " ");  
}
```

A. -2 0 3 9


B. 3 9 3 -2 0

C. 9 3 0 -2

D. -2 0 3 3 9

E. ConcurrentModificationException

# Lecture Outline

- Announcements
- Practice Problem
- Sets Review
- Tradeoffs with Different Data Structures
- For-Each Loop
- **Iterators** 



# Iterators

A new object that has access to all of the elements of a given structure and can give them to you, one at a time.

# Iterators

- Returned by the `iterator()` method

| Methods                | Description                                                                   |
|------------------------|-------------------------------------------------------------------------------|
| <code>hasNext()</code> | Returns true if there are more elements for the iterator to return            |
| <code>next()</code>    | Returns the next element in the iteration                                     |
| <code>remove()</code>  | Removes and returns the element that was last returned by <code>next()</code> |

- You must use the iterator's `remove()` method to remove things from what you're iterating over – otherwise you will get a **ConcurrentModificationException**