

LEC 08

CSE 122

Sets, For-Each Loops, Iterators

Questions during Class?

Raise hand or send here

sli.do



SNOW DAY EDITION

BEFORE WE START

Slido chat only:


What's your best snow day memory?

Music: [122 25wi Lecture Tunes](#) 

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TAs: Anya	Daniel Ryan	Ken	Nicole
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Cady	Elizabeth	Kyle	Niyati
Caleb	Hannah	Leo	Sai
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Colin	Izak	Mahima	Zach
Connor	Jack	Marcus	
Dalton	Jacob	Minh	


Lecture Outline

- **Announcements** 
- Practice Problem
- Sets Review
- 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
- Heads up: Quiz 1 scheduled for Tuesday, February 18
 - ArrayLists, Reference Semantics, Stacks and Queues, Sets, Maps
- [How to Use the IPL](#)
- Programming Assignment 2 released on Friday, February 7th
 - Yes, two Programming Assignments in a row!
 - BUT, you have two weeks to complete this assignment


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Practice Problem:

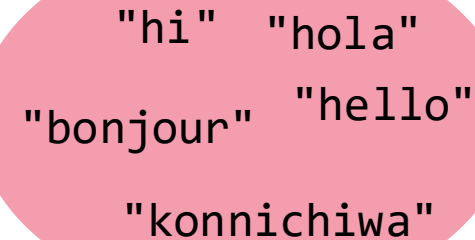
Write a program that, given a Scanner over a large text file (e.g., *Moby Dick* or the King James Bible), counts the number of unique words in the text.

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(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>


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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!

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- **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

#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

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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**