

CSE 143

Computer Programming II

Sets and Maps



Outline

- 1 Sets
- 2 Foreach Loops
- 3 Maps

Alice in Wonderland

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Count the Number of **Distinct** Words in a Text

Write a program that counts the number of unique words in a large text file (say, "Alice in Wonderland"). The program should:

- Store the words in a collection and report the number of unique words in the text file.
- Allow the user to search it to see whether various words appear in the text file.

What collection is appropriate for this problem?

We could use an ArrayList...

We'd really like a data structure that **takes care of duplicates** for us.

What is a Set?

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Definition (Set)

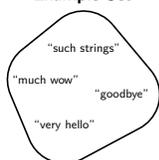
A **set** is an **unordered** collection of **unique** values. You can do the following with a set:

- Add **element** to the set
- Remove **element** from the set
- Is **element** in the set?

How To Think About Sets

Think of a set as a bag with objects in it. You're allowed to pull things out of the bag, but someone might shake the bag and re-order the items.

Example Set



Is "goodbye" in the set? **true**
Is "doge" in the set? **false**

Set Implementations

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Set is an **interface** in `java.util`; implementations of that interface are:

TreeSet

- **Really fast**
- Does maintain the elements in **sorted order**

HashSet

- **REALLY REALLY fast**
- Does **not** maintain a useful ordering

Constructors

<code>new HashSet<E>()</code>	Creates a new <code>HashSet</code> of type <code>E</code> that initially has no elements
<code>new HashSet<E>(collection)</code>	Creates a new <code>HashSet</code> of type <code>E</code> that initially has all the elements in <code>collection</code>
<code>new TreeSet<E>()</code>	Creates a new <code>TreeSet</code> of type <code>E</code> that initially has no elements
<code>new TreeSet<E>(collection)</code>	Creates a new <code>TreeSet</code> of type <code>E</code> that initially has all the elements in <code>collection</code>

Methods

<code>add(val)</code>	Adds <code>val</code> to the set
<code>contains(val)</code>	Returns true if <code>val</code> is a member of the set
<code>remove(val)</code>	Removes <code>val</code> from the set
<code>clear()</code>	Removes all elements from the set
<code>size()</code>	Returns the number of elements in the set
<code>isEmpty()</code>	Returns true whenever the set contains no elements
<code>toString()</code>	Returns a string representation of the set such as <code>[3, 42, -7, 15]</code>

How can we list all the elements of a set?

- We can't do a normal for loop, because **there are no indexes**
- We also don't know what is actually **in** the set...

Solution

The solution is a new type of loop called the **foreach loop**.

```
1 Set<Integer> set = new HashSet<Integer>();
2 set.add(5);
3 set.add(5);
4 set.add(5);
5 set.add(10);
6 set.add(12);
7 for (int i : set) {
8     System.out.println(i);
9 }
10 // The set remains unchanged.
```

```
>> 10
>> 5
>> 12
```

In general, foreach loops look like the following:

```
1 for (type var : collection) {
2     // do something with var
3 }
```

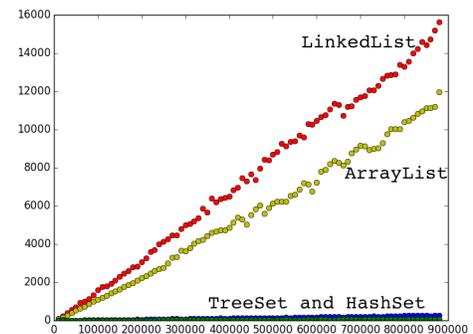
You can use them for many other collections like Lists.
You are **not allowed** to use them for Stacks or Queues.

Another Example of foreach Loops

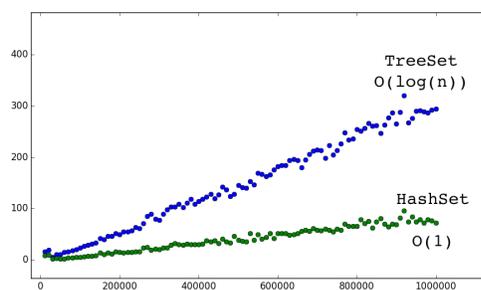
```
List<String> list = new ArrayList<String>();
list.add("a");
list.add("a");
list.add("b");
list.add("d");
String everything = "";
for (String s : list) {
    everything += s;
}
System.out.println(everything);
```

```
>> aabd
```

The following is the performance of various data structures at removing duplicates from a large dictionary of words.



Note that despite it looking like `HashSet` and `TreeSet` have the same runtime on the previous slide, they do not.



Count the Number of Occurrences of Each Word in a Text

Write a program that counts the number of unique words in a large text file (say, "Alice in Wonderland"). The program should:

- Allow the user to type a word and report how many times that word appeared in the book.
- Report all words that appeared in the book at least 500 times, in alphabetical order.

What collection is appropriate for this problem?

We could use something **sort of like** `LetterInventory`, but we don't know what the words are in advance...

We'd really like a data structure that **relates tallies with words**.

What is a Map?

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Definition (Map)

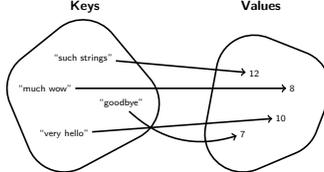
A **map** is a data structure that **relates keys and values**. You can do the following with a map:

- Ask what **value** a particular **key** maps to.
- Change what **value** a particular **key** maps to.
- Remove whatever the relation is for a given **key**.

How To Think About Maps

- Maps are a lot like functions you've seen in math: $f(x) = x^2$ maps 0 to 0, 2 to 4, ...
- Your **keys** are identifiers for values. Ex: social security numbers (maps SSN → person).
- Safe-deposit boxes are another useful analogy. You get a *literal* key to access your belongings. If you know what the key is, you can always get whatever you're keeping safe.

Example Map



How many characters is "much wow"? **8**
What does "goodbye" map to? **7**
What is the value for "such strings"? **12**

Map Implementations

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Map is an **interface** in `java.util`; implementations of that interface are:

TreeMap

- Really fast for all operations.
- **Does** maintain the **keys in sorted order**

HashMap

- **REALLY REALLY** fast for all operations.
- **Does not** maintain a useful ordering of anything

Map Constructors & Type Parameters

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Creating A Map

To create a map, you must specify **two** types:

- What type are the keys?
- What type are the values?

They **can** be the same, but they aren't always.

Constructors

<code>new HashMap<K, V>()</code>	Creates a new <code>HashMap</code> with keys of type <code>K</code> and values of type <code>V</code> that initially has no elements
<code>new TreeMap<K, V>()</code>	Creates a new <code>TreeMap</code> with keys of type <code>K</code> and values of type <code>V</code> that initially has no elements

Map Reference

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<code>put(key, val)</code>	Adds a mapping from key to val ; if key already maps to a value, that mapping is replaced with val
<code>get(key)</code>	Returns the value mapped to by the given key or null if there is no such mapping in the map
<code>containsKey(key)</code>	Returns true the map contains a mapping for key
<code>remove(key)</code>	Removes any existing mapping for key from the map
<code>clear()</code>	Removes all key/value pairs from the map
<code>size()</code>	Returns the number of key/value pairs in the map
<code>isEmpty()</code>	Returns true whenever the map contains no mappings
<code>toString()</code>	Returns a string repr. of the map such as <code>{d=90, a=60}</code>
<code>keySet()</code>	Returns a set of all keys in the map
<code>values()</code>	Returns a collection of all values in the map
<code>putAll(map)</code>	Adds all key/value pairs from the given map to this map
<code>equals(map)</code>	Returns true if given map has the same mappings as this

Using A Map

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Each map can **answer one type of question**. For example:

If the **keys are phone numbers** and the **values are people**

Then, the map can answer questions of the form:

"Who does this phone number belong to?"

```
1 Map<String,String> people = new HashMap<String,String>();
2 people.put("(206) 616-0034", "Adam's Office");
3 people.get("(206) 616-0034"); // Returns "Adam's Office"
```

The `people` map can **only go in one direction**. If we want the other direction, we need a different map:

If the **keys are people** and the **values are phone numbers**

Then, the map can answer questions of the form:

"What is this person's phone number?"

```
1 Map<String,String> phoneNumbers = new HashMap<String,String>();
2 phoneNumbers.put("Adam's Office", "(206) 616-0034");
3 phoneNumbers.get("Adam's Office"); // Returns "(206) 616-0034"
```

Using A Map

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Earlier, we had an example where

- keys were "phrases"
- values were "# of chars in the key"

That map can answer the question:

"How many characters are in this string?"

```
1 Map<String,Integer> numChars = new HashMap<String,Integer>();
2 numChars.put("very hello", 10);
3 numChars.put("goodbye", 7);
4 numChars.put("such strings", 12);
5 numChars.put("much wow", 8);
6 numChars.get("much wow"); // Returns 8
```

There is **no good way** to go from a **value** to its **key** using a map. But we can go from **each key** to the values:

```
1 Map<String, Double> ages = new TreeMap<String, Double>();
2 // These are all according to the internet...a very reliable source!
3 ages.put("Bigfoot", 100);
4 ages.put("Loch Ness Monster", 3.50);
5 ages.put("Chupacabra", 20); // ages.keySet() returns Set<String>
6 ages.put("Yeti", 40000);
7 for (String cryptid : ages.keySet()) {
8     double age = ages.get(cryptid);
9     System.out.println(cryptid + " -> " + age);
10 }
```

OUTPUT

```
>> Chupacabra -> 20
>> Loch Ness Monster -> 1500
>> Bigfoot -> 100
>> Yeti -> 40000
```

You **can** get a collection of all the values:

```
1 Map<String, Double> ages = new TreeMap<String, Double>();
2 // These are all according to the internet...a very reliable source!
3 ages.put("Bigfoot", 100);
4 ages.put("Loch Ness Monster", 3.50);
5 ages.put("Chupacabra", 20); // ages.keySet() returns Set<String>
6 ages.put("Yeti", 40000);
7
8 for (int age : ages.values()) {
9     System.out.println("One of the cryptids is aged " + age);
10 }
```

OUTPUT

```
>> One of the cryptids is aged 1500
>> One of the cryptids is aged 40000
>> One of the cryptids is aged 20
>> One of the cryptids is aged 100
```

JUMBLE

Unscramble these four Jumbles, one letter to each square, to form four ordinary words.

NAGLD

RAMOJ

CAMBLE

WRALEY

A: A

Yesterdays

Jumbles: FLUKE VALET WOBBLE SULTRY

Answer: Can be heard at a snooty garden party — "FLOWERY" TALK

THAT SCRAMBLED WORD GAME
by Henri Arnold and Mike Arginton



Now arrange the circled letters to form the surprise answer, as suggested by the above cartoon.

(Answers tomorrow)

Yesterdays | Jumbles: FLUKE VALET WOBBLE SULTRY
Answer: Can be heard at a snooty garden party — "FLOWERY" TALK

- Sets and Maps are two more collections each with their own places
- Sets are for storing data **uniquely**
- Maps are for storing **relationships** between data; they only **work in one direction**
- foreach loops are a great tool for looping through collections
- You should know the syntax for foreach loops and that Hash and Tree are types of sets and maps