Welcome to CSE 143!
Context for CSE 143

CSE 142
- Control: loops, if/else, methods, parameters, returns
- I/O: Scanners, user input, files
- Data: primitive types (int, double, etc.), arrays, classes

CSE 143
- Control: recursion
- Data
  - Java collections
  - Classes + Object Oriented Programming
- Best of CS
Collections

- **collection**: an object that stores data; a.k.a. "data structure"
  - the objects stored are called **elements**
  - some collections maintain an ordering; some allow duplicates
  - typical operations: *add, remove, clear, contains* (search), *size*

- examples found in the Java class libraries: (covered in this course!)
  - `ArrayList`, `LinkedList`, `HashMap`, `TreeSet`, `PriorityQueue`

- all collections are in the `java.util` package
  import `java.util.*`;
Client - Radio
Implementer - Radio
Client – ArrayList

ArrayList<String> list:
[“a”, “b”, “c”]
String[] elementData:
[“a”, “b”, “c”, null, null, null, null, null, null, null, null, null]

int size:
3
Recall: classes and objects

- **class**: A program entity that represents:
  - A complete program or module, or
  - A template for a type of objects.
  - *(ArrayList is a class that defines a type.)*

- **object**: An entity that combines *state* and *behavior*.
  - **object-oriented programming (OOP)**: Programs that perform their behavior as interactions between objects.
  - **abstraction**: Separation between concepts and details. Objects provide abstraction in programming.