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Week 2: 9/30-10/4

- Monday
 - Client of Collections: Lists and Sets
- Tuesday
 - Style
- Wednesday
 - Stacks and Queues
- Thursday
 - Stacks and Queues
- Friday
 - Classes, Objects, and References

Collections

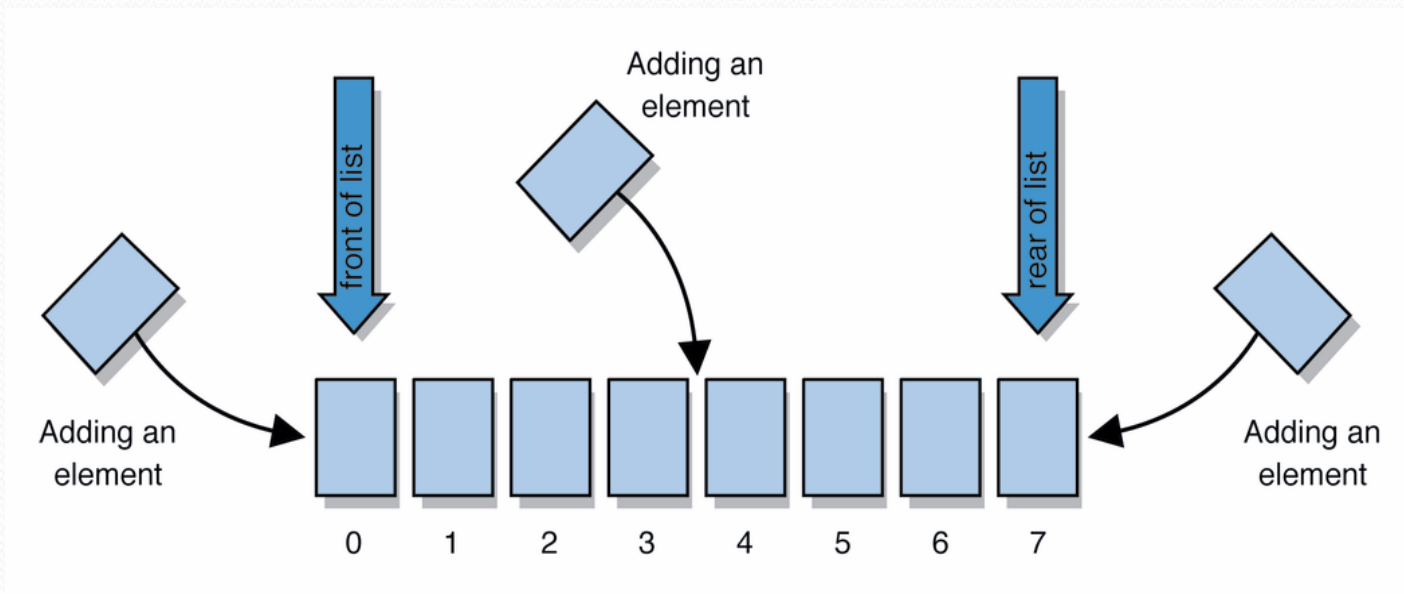
- **collection**: an object that stores data; a.k.a. "data structure"
 - the objects stored are called **elements**
 - some collections maintain an ordering; some allow duplicates
 - typical operations: *add*, *remove*, *clear*, *contains* (search), *size*
- examples found in the Java class libraries: (covered in this course!)
 - `ArrayList`, `LinkedList`, `HashMap`, `TreeSet`, `PriorityQueue`
- all collections are in the `java.util` package

```
import java.util.*;
```

Lists

Abstract
Data
Type ADT

- **list**: a collection of elements with 0-based **indexes**
 - elements can be added to the front, back, or elsewhere
 - a list has a **size** (number of elements that have been added)



List methods

```
List<String> list = new ArrayList<String>(); // empty
List<Integer> list2 = new LinkedList<Integer>();
list.add("hello");
list.add("goodbye");
System.out.println(list); // ["hello", "goodbye"]
```

add(value)	adds the given value to the list
add(index, value)	Adds the given value at the given index to the list
contains(value)	returns <code>true</code> if the given value is found in this list
indexOf(value)	returns the index of the given value in the list (-1 if not found)
remove(value)	removes the given value from the list
size()	returns the number of elements in list
isEmpty()	returns <code>true</code> if the list's size is 0
toString()	returns a string such as "[3, 42, -7, 15]"

Wrapper classes

Primitive Type	Wrapper Type
int	Integer
double	Double
char	Character
boolean	Boolean

- A wrapper is an object whose sole purpose is to hold a primitive value.
- Once you construct the list, use it with primitives as normal:

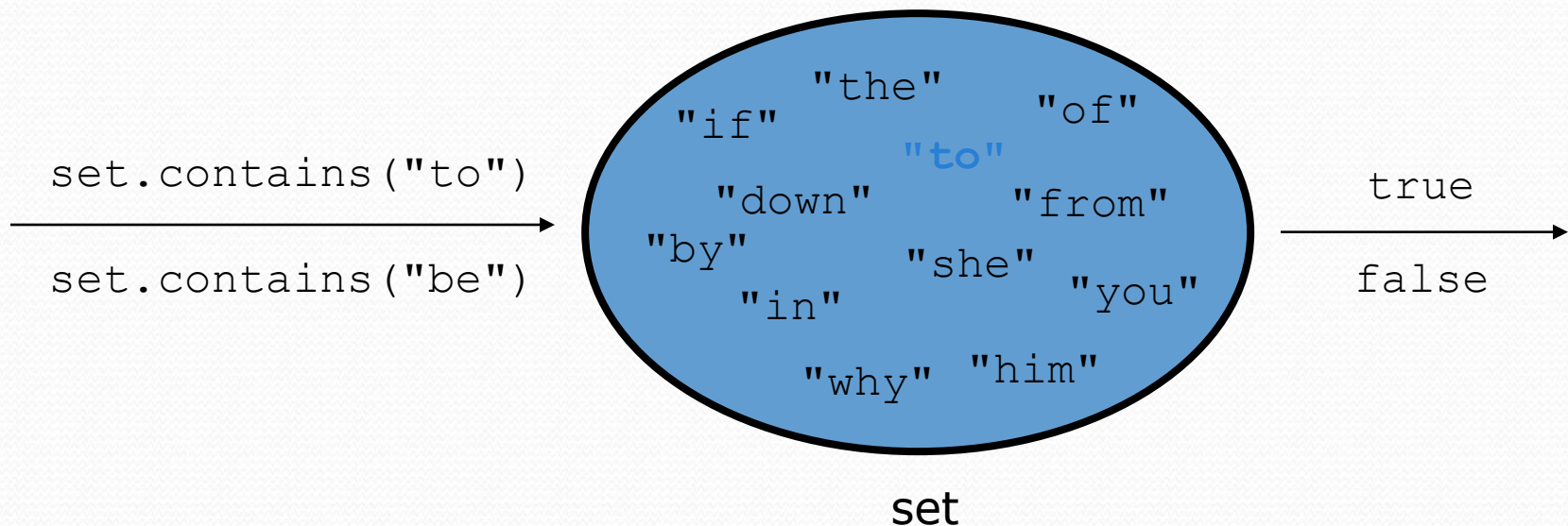
```
List<Double> grades = new ArrayList<Double>();  
grades.add(3.2);  
grades.add(2.7);  
...  
double myGrade = grades.get(0);
```

Exercise

- Write a program that counts the number of unique words in a large text file (say, *Moby Dick* or the King James Bible).
 - Store the words in a collection and report the # of unique words.
 - Once you've created this collection, allow the user to search it to see whether various words appear in the text file.
- What collection is appropriate for this problem?

Sets (11.2)

- **set:** 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 indexes; we just add things to the set in general and don't worry about order



Set implementation

- in Java, sets are represented by `Set` type in `java.util`
- `Set` is implemented by `HashSet` and `TreeSet` classes
 - `TreeSet`: implemented using a "binary search tree";
pretty fast: **$O(\log N)$** for all operations
elements are stored in sorted order
 - `HashSet`: implemented using a "hash table" array;
very fast: **$O(1)$** for all operations
elements are stored in unpredictable order

Note: This $O(\text{something})$ notation won't be covered until next week. It's okay not to know what it means yet.

Set methods

```
Set<String> set = new TreeSet<String>(); // empty
Set<Integer> set2 = new HashSet<Integer>();
set.add("hello");
set.add("goodbye");
set.add("hello");
System.out.println(set); // ["goodbye", "hello"]
```

add (value)	adds the given value to the set
contains (value)	returns <code>true</code> if the given value is found in this set
remove (value)	removes the given value from the set
clear ()	removes all elements of the set
size ()	returns the number of elements in list
isEmpty ()	returns <code>true</code> if the set's size is 0
toString ()	returns a string such as "[3, 42, -7, 15]"