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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

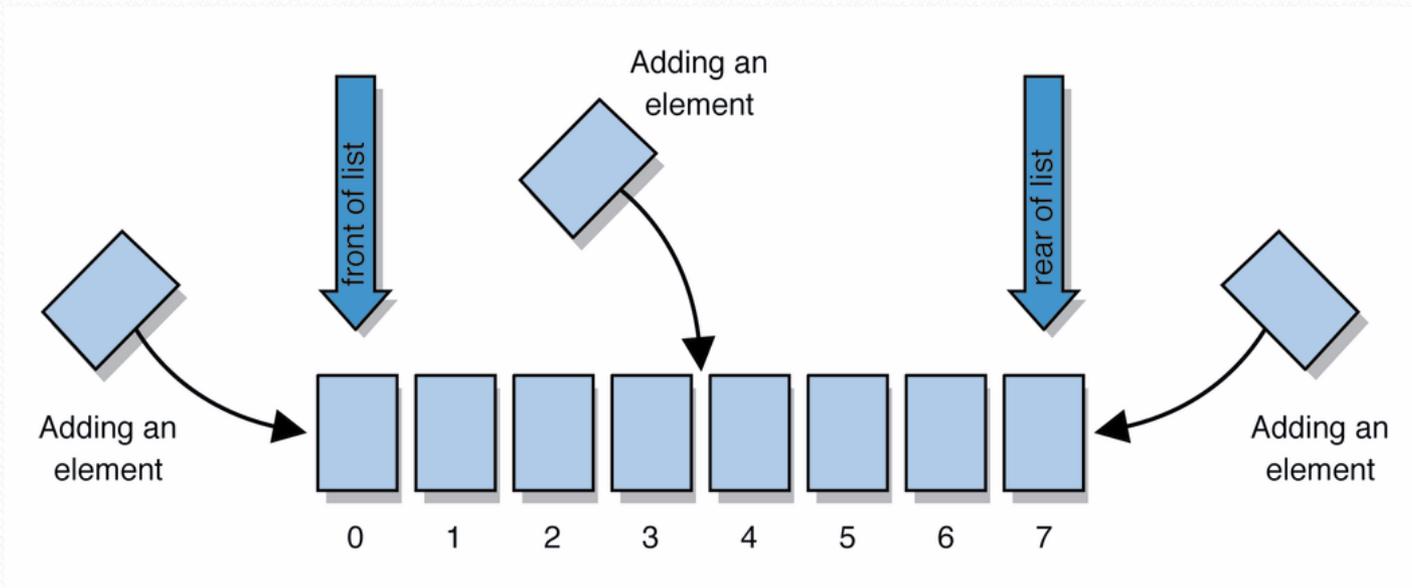
- **collection**: an object that stores data; a.k.a. "data structure"
  - the objects stored are called **elements**
  - some collections maintain an ordering; some allow duplicates
  - typical operations: *add*, *remove*, *clear*, *contains* (search), *size*
- examples found in the Java class libraries: (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( <b>value</b> )	adds the given value to the list
add( <b>index, value</b> )	Adds the given value at the given index to the list
contains( <b>value</b> )	returns <code>true</code> if the given value is found in this list
indexOf( <b>value</b> )	returns the index of the given value in the list (-1 if not found)
remove( <b>value</b> )	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

<b>Primitive Type</b>	<b>Wrapper Type</b>
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:

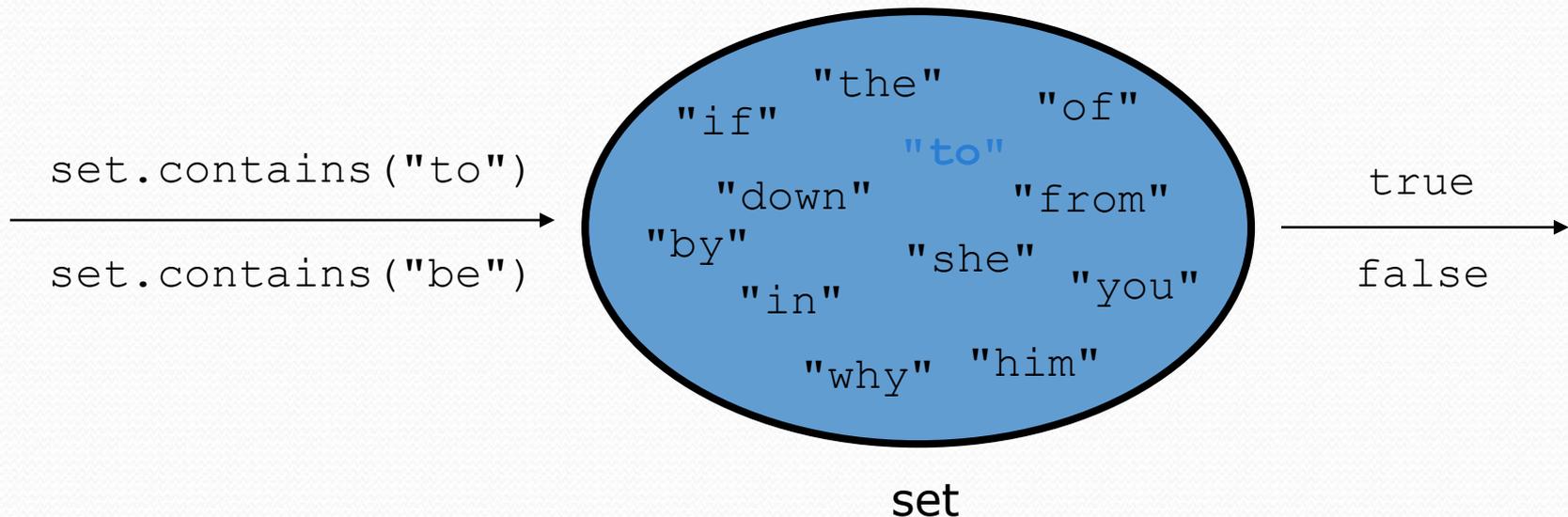
```
List<Double> grades = new ArrayList<Double>();  
grades.add(3.2);  
grades.add(2.7);  
...  
double myGrade = grades.get(0);
```

# 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 ( <b>value</b> )	adds the given value to the set
contains ( <b>value</b> )	returns <code>true</code> if the given value is found in this set
remove ( <b>value</b> )	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]"