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
Recall: Arrays (7.1)

- **array**: object that stores many values of the same type.
  - **element**: One value in an array.
  - **index**: 0-based integer to access an element from an array.
  - **length**: Number of elements in the array.

<table>
<thead>
<tr>
<th>index</th>
<th>0</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>8</th>
<th>9</th>
</tr>
</thead>
<tbody>
<tr>
<td>value</td>
<td>12</td>
<td>49</td>
<td>-2</td>
<td>26</td>
<td>5</td>
<td>17</td>
<td>-6</td>
<td>84</td>
<td>72</td>
<td>3</td>
</tr>
</tbody>
</table>

- element 0
- element 4
- element 9

length = 10
Array Limitations

- Fixed-size
- Adding or removing from middle is hard
- Not much built-in functionality (need Arrays class)
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
  ```java
  import java.util.*;
  ```
Lists

- **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)
  - This is just a high level idea, haven’t said how to do it in Java
List Abstraction

• Like an array that resizes to fit its contents.

• When a list is created, it is initially empty.
  
  ```
  []
  ```

• **Use** add **methods** **to add** **to different locations** **in list**
  
  ```
  [hello, ABC, goodbye, okay]
  ```

• The list object keeps track of the element values that have been added to it, their order, indexes, and its total size.
• You can add, remove, get, set, ... any index at any time.
Type parameters (generics)

ArrayList<Type> name = new ArrayList<Type>();

- When constructing an ArrayList, you must specify the type of its elements in < >
  - This is called a type parameter; ArrayList is a generic class.
  - Allows the ArrayList class to store lists of different types.
  - Arrays use a similar idea with Type[]

ArrayList<String> names = new ArrayList<String>();
names.add("Marty Stepp");
names.add("Stuart Reges");
## ArrayList methods (10.1)*

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>add(value)</code></td>
<td>appends value at end of list</td>
</tr>
<tr>
<td><code>add(index, value)</code></td>
<td>inserts given value just before the given index, shifting subsequent values to the right</td>
</tr>
<tr>
<td><code>clear()</code></td>
<td>removes all elements of the list</td>
</tr>
<tr>
<td><code>indexOf(value)</code></td>
<td>returns first index where given value is found in list (-1 if not found)</td>
</tr>
<tr>
<td><code>get(index)</code></td>
<td>returns the value at given index</td>
</tr>
<tr>
<td><code>remove(index)</code></td>
<td>removes/returns value at given index, shifting subsequent values to the left</td>
</tr>
<tr>
<td><code>set(index, value)</code></td>
<td>replaces value at given index with given value</td>
</tr>
<tr>
<td><code>size()</code></td>
<td>returns the number of elements in list</td>
</tr>
<tr>
<td><code>toString()</code></td>
<td>returns a string representation of the list such as &quot;[3, 42, -7, 15]&quot;</td>
</tr>
</tbody>
</table>
ArrayList vs. array

• construction

```java
String[] names = new String[5];
ArrayList<String> list = new ArrayList<String>();
```

• storing a value

```java
names[0] = "Jessica";
list.add("Jessica");
```

• retrieving a value

```java
String s = names[0];
String s = list.get(0);
```
ArrayList vs. array

String[] names = new String[5];  // construct
names[0] = "Jessica";            // store
String s = names[0];            // retrieve
for (int i = 0; i < names.length; i++) {
    if (names[i].startsWith("B")) { /* ... */ }
}
// iterate

ArrayList<String> list = new ArrayList<String>();
list.add("Jessica");            // store
String s = list.get(0);        // retrieve
for (int i = 0; i < list.size(); i++) {
    if (list.get(i).startsWith("B")) { /* ... */ }
}
// iterate
ArrayList as param/return

public static void name(ArrayList<Type> name) { // param

public static ArrayList<Type> name(params) // return

• Example:

// Returns count of plural words in the given list.
public static int countPlural(ArrayList<String> list) {
    int count = 0;
    for (int i = 0; i < list.size(); i++) {
        String str = list.get(i);
        if (str.endsWith("s")) {
            count++;
        }
    }
    return count;
}
Client - Radio
Implementer - Radio
Client – ArrayList

ArrayList<String> list:
[“a”, “b”, “c”]
String[] elementData:
  [“a”, “b”, “c”, 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.
Elements of a class

```java
public class BankAccount {
    private String name;
    private int id;
    private double balance;

    public BankAccount(String name, int id) {
        this.name = name;
        this.id = id;
        this.balance = 0.0;
    }

    public void deposit(double amount) {
        this.balance += amount;
    }

    ...
}
```
**ArrayList implementation**

- **What is an ArrayList's behavior?**
  - add, remove, indexOf, etc

- **What is an ArrayList's state?**
  - Many elements of the same type
  - For example, unfilled array

<table>
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<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>...</th>
<th>98</th>
<th>99</th>
</tr>
</thead>
<tbody>
<tr>
<td>value</td>
<td>17</td>
<td>93208</td>
<td>2053278</td>
<td>10</td>
<td>3</td>
<td>0</td>
<td>0</td>
<td>...</td>
<td>0</td>
<td>0</td>
</tr>
</tbody>
</table>

`size` 5
ArrayIntList implementation

- Simpler than ArrayList<E>
  - No generics (only stores ints)
  - Fewer methods: add(value), add(index, value), get(index), set(index, value), size(), isEmpty(), remove(index), indexOf(value), contains(value), toString(),

- Fields?
  - int[]
  - int to keep track of the number of elements added
  - The default capacity (array length) will be 10
Implementing `add`

- How do we add to the end of a list?

```java
public void add(int value) { // just put the element
    list[size] = value; // in the last slot,
    size++; // and increase the size
}
```

```
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</tr>
</thead>
<tbody>
<tr>
<td>value</td>
<td>3</td>
<td>8</td>
<td>9</td>
<td>7</td>
<td>5</td>
<td>12</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>size</td>
<td>6</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
```

- `list.add(42);`

```
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<th>6</th>
<th>7</th>
<th>8</th>
<th>9</th>
</tr>
</thead>
<tbody>
<tr>
<td>value</td>
<td>3</td>
<td>8</td>
<td>9</td>
<td>7</td>
<td>5</td>
<td>12</td>
<td>42</td>
<td>0</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>size</td>
<td>7</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
```
Printing an `ArrayIntList`

- Let's add a method that allows clients to print a list's elements.

  - You may be tempted to write a `print` method:

    ```java
    // client code
    ArrayIntList list = new ArrayIntList();
    ...
    list.print();
    ```

    - Why is this a bad idea? What would be better?
The `toString` method

- Tells Java how to convert an object into a `String`
  ```java
  ArrayIntList list = new ArrayIntList();
  System.out.println("list is " + list);
  // ("list is " + list.toString());
  ```

- Syntax:
  ```java
  public String toString() {
      code that returns a suitable String;
  }
  ```

- Every class has a `toString`, even if it isn't in your code.
  - The default is the class's name and a hex (base-16) number:
    `ArrayIntList@9e8c34`
```
public String toString() {
    if (size == 0) {
        return "[]";
    } else {
        String result = "[" + elementData[0];
        for (int i = 1; i < size; i++) {
            result += ", " + elementData[i];
        }
        result += "]";
        return result;
    }
}
```