Java Collections

CSE 403, Winter 2003
Software Engineering

http://www.cs.washington.edu/education/courses/403/03wi/

Java 2 Collections

• A collection is an object that groups multiple elements into a single unit
• Very useful
  » store, retrieve and manipulate data
  » transmit data from one method to another
  » data structures and methods written by hotshots in the field
    • Joshua Bloch, who also wrote the Collections tutorial

Readings and References

• References
  » "Collections", Java tutorial
  » http://java.sun.com/docs/books/tutorial/collections/index.html

Collections Framework

• Unified architecture for representing and manipulating collections.
• A collections framework contains three things
  » Interfaces
  » Implementations
  » Algorithms
### Collection Interface

- Defines fundamental methods
  - `int size()`;
  - `boolean isEmpty()`;
  - `boolean contains(Object element)`;
  - `boolean add(Object element);` // Optional
  - `boolean remove(Object element);` // Optional
  - `Iterator iterator();`

- These methods are enough to define the basic behavior of a collection
- Provides an Iterator to step through the elements in the Collection

### Iterator Interface

- Defines three fundamental methods
  - `Object next()`
  - `boolean hasNext()`
  - `void remove()`

- These three methods provide access to the contents of the collection
- An Iterator knows position within collection
- Each call to `next()` “reads” an element from the collection
  - Then you can use it or remove it

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*Interfaces, Implementations, and Algorithms*
*From Thinking in Java, page 462*
Example - SimpleCollection

```java
public class SimpleCollection {
    public static void main(String[] args) {
        Collection c;
        c = new ArrayList();
        System.out.println(c.getClass().getName());
        for (int i=1; i <= 10; i++) {
            c.add(i + " * " + i + " = " + i*i);
        }
        Iterator iter = c.iterator();
        while (iter.hasNext())
            System.out.println(iter.next());
    }
}
```

List Interface

- The List interface adds the notion of order to a collection
- The user of a list has control over where an element is added in the collection
- Lists typically allow duplicate elements
- Provides a ListIterator to step through the elements in the list.

ListIterator Interface

- Extends the Iterator interface
- Defines three fundamental methods
  - `void add(Object o) - before current position`
  - `boolean hasPrevious()`
  - `Object previous()`
- The addition of these three methods defines the basic behavior of an ordered list
- A ListIterator knows position within list
Iterator Position - `next()`, `previous()`

**Figure 2-3: Advancing an Iterator**

ArrayList and LinkedList Context

List Implementations

- **ArrayList**
  - low cost random access
  - high cost insert and delete
  - array that resizes if need be
- **LinkedList**
  - sequential access
  - low cost insert and delete
  - high cost random access

ArrayList overview

- Constant time positional access (it’s an array)
- One tuning parameter, the initial capacity

```java
public ArrayList(int initialCapacity) {
    super();
    if (initialCapacity < 0)
        throw new IllegalArgumentException("Illegal Capacity: "+initialCapacity);
    this.elementData = new Object[initialCapacity];
}
```
ArrayList methods

- The indexed get and set methods of the List interface are appropriate to use since ArrayLists are backed by an array
  - `Object get(int index)`
  - `Object set(int index, Object element)`
- Indexed add and remove are provided, but can be costly if used frequently
  - `void add(int index, Object element)`
  - `Object remove(int index)`
- May want to resize in one shot if adding many elements
  - `void ensureCapacity(int minCapacity)`

LinkedList overview

- Stores each element in a node
- Each node stores a link to the next and previous nodes
- Insertion and removal are inexpensive
  - just update the links in the surrounding nodes
- Linear traversal is inexpensive
- Random access is expensive
  - Start from beginning or end and traverse each node while counting

LinkedList entries

```java
private static class Entry {
    Object element;
    Entry next;
    Entry previous;

    Entry(Object element, Entry next, Entry previous) {
        this.element = element;
        this.next = next;
        this.previous = previous;
    }
}
private Entry header = new Entry(null, null, null);
```

public LinkedList() {
    header.next = header.previous = header;
}

LinkedList methods

- The list is sequential, so access it that way
  - `ListIterator listIterator()`
- ListIterator knows about position
  - use `add()` from ListIterator to add at a position
  - use `remove()` from ListIterator to remove at a position
- LinkedList knows a few things too
  - `void addFirst(Object o), void addLast(Object o)`
  - `Object getFirst(), Object getLast()`
  - `Object removeFirst(), Object removeLast()`
Set Interface Context

Set Interface

- Same methods as Collection
  » different contract - no duplicate entries
- Defines two fundamental methods
  » boolean add(Object o) - reject duplicates
  » Iterator iterator()
- Provides an Iterator to step through the elements in the Set
  » No guaranteed order in the basic Set interface
  » There is a SortedSet interface that extends Set

HashSet and TreeSet Context

HashSet

- Find and add elements very quickly
  » uses hashing implementation in HashMap
- Hashing uses an array of linked lists
  » The hashCode() is used to index into the array
  » Then equals() is used to determine if element is in the (short) list of elements at that index
- No order imposed on elements
- The hashCode() method and the equals() method must be compatible
  » if two objects are equal, they must have the same hashCode() value
TreeSet

- Elements can be inserted in any order
- The TreeSet stores them in order
  - Red-Black Trees out of Cormen-Leiserson-Rivest
- An iterator always presents them in order
- Default order is defined by natural order
  - objects implement the Comparable interface
  - TreeSet uses `compareTo(Object o)` to sort
- Can use a different Comparator
  - provide Comparator to the TreeSet constructor

Map Interface

- Stores key/value pairs
- Maps from the key to the value
- Keys are unique
  - a single key only appears once in the Map
  - a key can map to only one value
- Values do not have to be unique

Map methods

- `Object put(Object key, Object value)`
- `Object get(Object key)`
- `Object remove(Object key)`
- `boolean containsKey(Object key)`
- `boolean containsValue(Object value)`
- `int size()`
- `boolean isEmpty()`
**Map views**

- A means of iterating over the keys and values in a Map
- **Set keySet()**
  » returns the Set of keys contained in the Map
- **Collection values()**
  » returns the Collection of values contained in the Map. This Collection is not a Set, as multiple keys can map to the same value.
- **Set entrySet()**
  » returns the Set of key-value pairs contained in the Map. The Map interface provides a small nested interface called Map.Entry that is the type of the elements in this Set.

**HashMap and TreeMap Context**

<table>
<thead>
<tr>
<th>HashMap</th>
<th>TreeMap</th>
</tr>
</thead>
<tbody>
<tr>
<td>The keys are a set - unique, unordered</td>
<td>The keys are a set - unique, ordered</td>
</tr>
<tr>
<td>Fast</td>
<td>Same options for ordering as a TreeSet</td>
</tr>
</tbody>
</table>
- **Natural order (Comparable, compareTo(Object))**
- **Special order (Comparator, compare(Object, Object))**

**Bulk Operations**

- In addition to the basic operations, a Collection may provide “bulk” operations
  ```java
  boolean containsAll(Collection c);
  boolean addAll(Collection c); // Optional
  boolean removeAll(Collection c); // Optional
  boolean retainAll(Collection c); // Optional
  void clear(); // Optional
  Object[] toArray();
  Object[] toArray(Object a[]);
  ```
Utilities Context

Utilities

- The Collections class provides a number of static methods for fundamental algorithms
- Most operate on Lists, some on all Collections
  - Sort, Search, Shuffle
  - Reverse, fill, copy
  - Min, max
- Wrappers
  - synchronized Collections, Lists, Sets, etc
  - unmodifiable Collections, Lists, Sets, etc

Appendix

Legacy classes

- Still available
- Don’t use for new development
  - unless you have to, eg, J2ME, J2EE in some cases
- Retrofitted into Collections framework
- Hashtable
  - use HashMap
- Enumeration
  - use Collections and Iterators
  - if needed, can get an Enumeration with Collections.enumeration(Collection c)
More Legacy classes

- Vector
  » use ArrayList
- Stack
  » use LinkedList
- BitSet
  » use ArrayList of boolean, unless you can’t stand the thought of the wasted space
- Properties
  » legacies are sometimes hard to walk away from …
  » see next few pages

Properties class

- Located in java.util package
- Special case of Hashtable
  » Keys and values are Strings
  » Tables can be saved to/loaded from file

System properties

- Java VM maintains set of properties that define system environment
  » Set when VM is initialized
  » Includes information about current user, VM version, Java environment, and OS configuration

```
Properties prop = System.getProperties();
Enumeration e = prop.propertyNames();
while (e.hasMoreElements()) {
    String key = (String) e.nextElement();
    System.out.println(key + " value is " +
            prop.getProperty(key));
}
```